

# The Witchwar Legacy

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## Features of the Veil

### DREAD WRAITHS (3d6)

CR 13

LE Large undead (incorporeal) (*Pathfinder RPG Bestiary* 281)

**Init** +13; **Senses** darkvision 60 ft., lifestense 60 ft.; Perception +28

**Aura** unnatural aura (30 ft.)

#### DEFENSE

**AC** 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

**hp** 184 (16d8+112)

**Fort** +12, **Ref** +14, **Will** +15

**Defensive Abilities** channel resistance +4; incorporeal; **Immune** undead traits

**Weaknesses** sunlight powerlessness

#### OFFENSE

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

**Melee** incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])

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

**Special Attacks** create spawn

#### STATISTICS

**Str** —, **Dex** 28, **Con** —, **Int** 14, **Wis** 20, **Cha** 25

**Base Atk** +12; **CMB** +22; **CMD** 40

**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack

**Skills** Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24

**Languages** Common, Infernal, Skald

#### SPECIAL ABILITIES

**Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

**Constitution Drain (Su)** Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

**Lifestense (Su)** A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

# 1. Giant Base Camp

**GRAFF** **CR 11**

Male fiendish gnarled frost giant (*Pathfinder RPG Bestiary* 149, 294, and new template, see page 28)

CE Large humanoid (cold, giant)

**Init** -2; **Senses** darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

**AC** 23, touch 7, flat-footed 23 (+4 armor, -2 Dex, +12 natural, -1 size)

**hp** 161 (14d8+98)

**Fort** +15, **Ref** +2, **Will** +6

**Defensive Abilities** ferocity, rock catching; **DR** 10/good; **Immune** cold; **Resist** fire 15; **SR** 16

**Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 30 ft.

**Melee** greataxe +19/+14 (3d6+15/×3) or 2 slams +19 (1d8+10)

**w/ Power Attack** greataxe +16/+13 (3d6+24/×3) or 2 slams +16 (1d8+16)

**Ranged** rock +8 (1d8+15)

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

**Special Attacks** rock throwing (120 ft.), smite good 1/day (+14 damage)

## STATISTICS

**Str** 31, **Dex** 7, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +10; **CMB** +21 (+23 overrun or sunder); **CMD** 29 (31 vs. overrun or sunder)

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency, Power Attack, Toughness

**Skills** Climb +16, Craft (armor) +8, Intimidate +6, Perception +10, Stealth +0 (+4 in snow)

**Languages** Common, Giant

**Gear** chain shirt, greataxe, ice boulders (4)

## SPECIAL ATTACKS

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**FROST GIANT (14)**

**CR 9**

CE Large humanoid (cold, giant)

**Init** -1; **Senses** low-light vision; **Perception** +10

**DEFENSE**

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +3, **Will** +6

**Defensive Abilities** rock catching; **Immune** cold

**Weaknesses** vulnerability to fire

**OFFENSE**

**Speed** 40 ft.

**Melee** greataxe +18/+13 (3d6+13) or 2 slams +18 (1d8+9)

**w/ Power Attack** greataxe +15/+10 (3d6+22) or 2 slams +15 (1d8+15)

**Ranged** rock +9 (1d8+13)

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

**Special Attacks** rock throwing (120 ft.)

**STATISTICS**

**Str** 29, **Dex** 9, **Con** 20, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +10; **CMB** +20; **CMD** 29

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

**Skills** Climb +13, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow); **Racial**

**Modifiers** +4 Stealth in snow

**Languages** Common, Giant

**OGRE (10)**

**CR 3**

CE Large humanoid (giant)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

**DEFENSE**

**AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

**hp** 30 (4d8+12)

**Fort** +6, **Ref** +0, **Will** +3

**OFFENSE**

**Speed** 30 ft. (40 ft. base)

**Melee** greatclub +7 (2d8+7)

**Ranged** javelin +1 (1d8+5)

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

**STATISTICS**

**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +3; **CMB** +9; **CMD** 18

**Feats** Iron Will, Toughness

**Skills** Climb +7, Perception +5

**Languages** Giant

**WINTER WOLVES (6)**

**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

**WOOLLY MAMMOTH (9)**

**CR 9**

N Huge animal

**Init** +1; **Senses** low-light vision, scent; **Perception** +24

**DEFENSE**

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +10, **Will** +7

**OFFENSE**

**Speed** 40 ft.

**Melee** gore +21 (2d8+12), slam +20 (2d6+12)

**w/ Power Attack** gore +18 (2d8+18), slam +17 (2d6+18)

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

**Special Attacks** trample (2d8+18, DC 29)

**STATISTICS**

**Str** 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +10; **CMB** +24, **CMD** 35 (39 vs. trip)

**Feats** Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

**Skills** Perception +24

**WOOLLY RHINOCEROS (12)**

**CR 6**

N Large animal

**Init** +0; **Senses** scent; Perception +15

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**DEFENSE**

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**AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)

**hp** 76 (8d8+40)

**Fort** +13, **Ref** +6, **Will** +3

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**OFFENSE**

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**Speed** 30 ft.

**Melee** gore +14 (2d8+13)

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

**Special Attacks** powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)

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**STATISTICS**

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**Str** 28, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 3

**Base Atk** +6; **CMB** +16; **CMD** 26 (30 vs. trip)

**Feats** Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

**Skills** Perception +15



## 2. The Freezing Stair

### Items

#### +3 SCALE MAIL

Medium armor, AC +8, maximum Dex +4, armor check penalty -3, arcane spell failure 25%, speed 20 ft./15 ft., weight 30 lbs.; price 9,200 gp  
CL 9, Aura moderate abjuration, Identify DC 24

#### +1 SCALE MAIL

Medium armor, AC +6, maximum Dex +4, armor check penalty -3, arcane spell failure 25%, speed 20 ft./15 ft., weight 30 lbs.; price 1,200 gp  
CL 3, Aura faint abjuration. Identify DC 18

#### +3 DAGGER

Light simple weapon, damage 1d4, critical 19-20/x2, range 10 ft., weight 1 lb., type P or S; price 18,302 gp  
CL 9, Aura moderate transmutation, Identify DC 24  
You get a +2 bonus on Sleight of Hand checks to hide this on your body.

#### +2 BATTLEAXE

One-handed martial weapon, damage 1d8, critical x3, weight 6 lbs., type S; price 8,310 gp  
CL 6, Aura moderate transmutation, Identify DC 21

#### +2 HOLY COLD IRON LONGSWORD

One-handed martial weapon, damage 1d8, critical 19-20, weight 4 lbs., type S; price 34,330  
CL 7, Aura moderate evocation and transmutation, Identify DC 22  
A *holy* weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of evil alignment. It bestows one permanent negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded.

#### MASTERWORK BATTLEAXE

One-handed martial weapon, damage 1d8, critical x3, weight 6 lbs., type S; price 310 gp

#### FEATHER TOKEN (BIRD)

CL 12, Aura strong conjuration, Identify DC 27, weight - ; price 300 gp  
Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. A particular *feather token* has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.  
*Bird*: A token that creates a small bird that can be used to deliver a small written message unerringly to a designated target. The token lasts as long as it takes to carry the message.

#### RING OF PROTECTION +4

CL 5, Aura faint abjuration, Identify DC 20, weight -, slot ring; price 32,000gp  
This ring offers continual magical protection in the form of a deflection bonus of +4 to AC.

### 3. Cursed Custodian

**ARTAREGILUS**
**CR 15**

Cursed ancient white dragon

CE Huge dragon (cold)

**Init** +4; **Senses** dragon senses, snow vision; Perception +32

**Aura** frightful presence (300 ft., DC 23)

**DEFENSE**
**AC** 37, touch 8, flat-footed 37 (+29 natural, –2 size)

**hp** 283 (21d12+147)

**Fort** +19, **Ref** +14, **Will** +16

**DR** 15/magic; **Immune** cold, paralysis, sleep; **SR** 26

**OFFENSE**
**Speed** 30 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

**Melee** bite +31 (2d8+16/19–20), 2 claws +30 (2d6+11), 2 wings +25 (1d8+5), tail slap +25 (2d6+16)

**w/ Power Attack** bite +25 (2d8+34/19–20), 2 claws +24 (2d6+23), 2 wings +19 (1d8+11), tail slap +19 (2d6+34)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50-ft. cone, DC 27, 20d4 fire), crush (2d8+16), freezing fog (3/day, DC 19)

**Spell-Like Abilities** (CL 21st)

 At will—*fog cloud*, *gust of wind*, *wall of ice* (DC 17)

**Spells Known** (CL 9th)

 4th (4/day)—*charm monster* (DC 17), *dimension door*

 3rd (7/day)—*dispel magic*, *displacement*, *lightning bolt* (DC 16)

 2nd (7/day)—*fog cloud*, *invisibility*, *resist energy*, *see invisibility*

 1st (7/day)—*alarm*, *grease* (DC 14), *magic aura*, *shield*, *true strike*

 0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *ray of frost*, *mending*
**STATISTICS**
**Str** 33, **Dex** 10, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

**Base Atk** +21; **CMB** +34; **CMD** 44 (48 vs. trip)

**Feats** Alertness, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Fly +16, Intimidate +27, Knowledge (arcane) +27, Knowledge (history) +27, Perception +32, Sense Motive +32, Spellcraft +27, Stealth +16, Swim +43

**Languages** Common, Draconic

**SQ** icewalking, ice shape

**Combat Gear** *wand of ventriloquism* (18 charges); **Other Gear** *ring of sustenance* (on rear claw)

**SPECIAL ABILITIES**

**Crush (Ex)** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape.

**Freezing Fog (Sp)** An old white dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any

surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Ice Shape (Su)** A young white dragon can shape ice and snow at will. This ability functions as *stone shape*, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

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

**Snow Vision (Ex)** A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

## Items

### RING OF SUSTENANCE

CL 5, Aura faint conjuration, Identify DC 20, weight - , price 2,500 gp

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind; its wearer only needs to sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 2 hours, but does not allow a spellcaster to prepare spells more than once per day. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

### WAND OF VENTRILOQUISM (18 charges)

CL 1, Aura faint illusion, Identify DC 16, weight - , price 270 gp

**Casting Time** 1 standard action

**Components** V, F (parchment rolled into cone)

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

**Effect** intelligible sound, usually speech

**Duration** 1 min./level (D)

**Saving Throw** Will disbelief (if interacted with); **Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Artaregilus' Cheat Sheet

Spells

4<sup>th</sup> level

**Charm Monster** (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

**Dimension Door** (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

3<sup>rd</sup> level

**Dispel Magic** (abjuration, VS, medium) – You know how dispel magic works

**Displacement** (illusion[glamer], VM, touch, 1rd./lvl, SRYes) – 50% concealment

**Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRYes) – 1d6/lvl (max 10d6) electricity, REF half.

2<sup>nd</sup> level

**Fog Cloud** (conjunction (creation), VS, medium, 20ft radius, 10min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds remove it.

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRYes) – Become invisible until you attack

**Resist Energy** (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

**See Invisibility** (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

1<sup>st</sup> level

**Alarm** (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

**Grease** (conjunction (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Magic Aura** (illusion[glamer], VSF, touch, one touched object up to 5lbs/lvl, 1day/lvl) – Item registers to *detect* spells either as if ti were nonmagical or a magic item of your choice. If *identify* is cast, then caster gets a Will save.

**Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**True Strike** (divination, VF, personal) – Next attack gets a +20 insight bonus

Spell-Like Abilities

**Freezing Fog** (conjunction(creation)[acid], VSM, medium, 20ft. radius of fog, 1rd/lvl) – fog cloud causes people inside to move half speed, -2 to melee att/dmg, prevent ranged weapons, and deals 2d6 acid every turn on your turn. Bottom of fog is covered in grease.

**Fog Cloud** (conjunction (creation), VS, medium, 20ft radius, 10min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds remove it.

**Gust of Wind** (evocation[air], VS, 60ft. line of severe wind, 1rd) – FORT or tiny creatures are knocked prone, roll 1d4\*10ft, take 1 nonlethal for every 10 ft. rolled, small creatures are knocked prone, medium creatures can't move forward except for DC15 Strength check. -4 penalty to ranged attacks no matter the size.

**Wall of Ice** (evocation[cold], VSM, medium, anchored plane or hemisphere, 1min/lvl, SRYes) – Anyone adjacent to the wall can REF as it forms to disrupt it. Fire does normal damage.

*Plane:* 1 10ft square/lvl, 1 in. thick/lvl. Each square has 3hp/in of thickness. Break DC 15+When broken, stepping through deals 1d6+CL cold damage.

*Hemisphere:* Radius 3ft+1ft/lvl. No damage on breaking.

## 4. Builder's Burrow

### WINTER WORMS (15)

CR 8

Advanced Remorhaz

N Huge magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +18

#### DEFENSE

**AC** 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, -2 size)

**hp** 102 (9d10+63)

**Fort** +13, **Ref** +9, **Will** +6

**Immune** fire, cold

#### OFFENSE

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

**Melee** bite +15 (3d6+12 plus grab)

**w/ Power Attack** bite +12 (3d6+21 plus grab)

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

**Special Attacks** heat, swallow whole (2d6+12 plus 8d6 fire, AC 16, hp 9)

#### STATISTICS

**Str** 26, **Dex** 17, **Con** 25, **Int** 9, **Wis** 16, **Cha** 14

**Base Atk** +9; **CMB** +19 (+23 grapple); **CMD** 32 (can't be tripped)

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception)

**Skills** Perception +18

**Languages** Giant (cannot speak)

#### SPECIAL ABILITIES

**Heat (Su)** An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 21 Fortitude save to avoid taking damage. The save DC is Constitution-based.

**Swallow Whole (Ex)** If a creature with this special attack begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

## 6. Inner Sanctum

### SHATHBARDOK

CR 18

Male giant gnarled ice troll cleric of Kostchtchie 15 (*Tome of Horrors Revised* 350, *Pathfinder RPG Bestiary* 295, and new template, see page 28)

CE Huge humanoid (cold, giant)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +12

#### DEFENSE

**AC** 33, touch 10, flat-footed 33 (+10 armor, +3 deflection, -1 Dex, +13 natural, -2 size)

**hp** 304 (20 HD; 5d8+15d8+215); regeneration 3 (acid or fire)

**Fort** +23, **Ref** +8, **Will** +16

**Defensive Abilities** ferocity, **DR** 10/adamantine, 5/magic; **Immune** cold; **Resist** fire 10; **SR** 27

**Weaknesses** vulnerability to fire, vulnerability to slashing weapons

#### OFFENSE

**Speed** 15 ft.

**Melee** bite +21 (2d6+9/19-20), 2 claws +21 (1d8+9/19-20)

**w/ Power Attack** bite +17 (2d6+17/19-20), 2 claws +17 (1d8+17/19-20)

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

**Special Attacks** might of the gods +15 (15 rounds/day), rend (2 claws, 1d8+13, w/ Power Attack 1d8+25), weapon master (15 rounds/day)

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

8/day—battle rage +7, strength surge +7

**Spells Prepared** (CL 15th; concentration +20)

8th—*clenched fist* (DC 23), *power word stun*<sup>D</sup>

7th—*blasphemy* (DC 22), *destruction* (DC 22), *power word blind*<sup>D</sup>

6th—*blade barrier* (DC 21), *greater dispel magic*, *harm* (DC 21), *stoneskin*<sup>D</sup>

5th—*flame strike*<sup>D</sup> (DC 20), *greater command* (DC 20), *righteous might*, *slay living* (DC 20), *spell resistance*, *true seeing*

4th—*air walk*, *chaos hammer* (DC 19), *divination*, *divine power*<sup>D</sup>, *freedom of movement*, *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *create food and water*, *dispel magic*, *invisibility purge*, *magic vestment*<sup>D</sup>

2nd—*augury*, *bull's strength*, *calm emotions* (DC 17), *darkness*, *death knell* (DC 17), *spiritual weapon*<sup>D</sup>

1st—*bane* (DC 16), *command* (DC 16), *deathwatch*, *doom* (DC 16), *entropic shield*, *hide from undead*, *magic weapon*<sup>D</sup>

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*

**D** Domain spell; **Domains** Strength, War

#### TACTICS

**Before Combat** If Shathbardok becomes aware of intruders, he prepares for them by casting *stoneskin*, *spell resistance*, *air walk*, *freedom of movement*, and *spiritual weapon*.

**During Combat** If combat ensues, Shathbardok takes to the air with *air walk* while sending his *spiritual weapon* (a huge warhammer) against an arcane caster. He uses *clenched fist*, *blasphemy*, *destruction*, and *blade barrier* to keep opponents at bay, and targets weakened foes with *power word blind* and *power word stun*.

**Morale** Shathbardok will not retreat from his newly found altar, and will fight to the death to defend it.

#### STATISTICS

**Str** 28, **Dex** 8, **Con** 28, **Int** 7, **Wis** 20, **Cha** 5

**Base Atk** +14; **CMB** +25; **CMD** 37

**Feats** Cleave, Combat Casting, Great Cleave, Improved Critical (bite), Improved Critical (claws), Intimidating Prowess, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness

**Skills** Intimidate +13, Knowledge (religion) +3, Linguistics +3, Perception +12, Spellcraft +10

**Languages** Common, Giant, Skald

**Gear** +4 white dragonhide breastplate, amulet of natural armor +2, cloak of resistance +1, headband of inspired wisdom +4, minor ring of fire resistance, ring of protection +3, diamond dust (worth 500 gp), walrus tusk ivory unholy symbol of Kostchtchie (worth 250 gp)

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### **SPECIAL ABILITIES**

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**Vulnerability to Slashing Weapons (Ex)** If an opponent rolls a natural 20 with a slashing weapon against an ice troll (followed by a successful roll to confirm the critical hit), the ice troll must succeed on a Fortitude save (DC 10 + damage taken) or lose a limb (50% arm or leg, 50% right or left). An ice troll who loses a leg falls prone but can continue moving at half speed. Severed limbs cannot attack but move at a speed of 30 feet toward the troll.

### Shathbardok's Cheat Sheet

#### Spells

##### 8<sup>th</sup> level

**Clenched Fist** (evocation[force], VSF, medium, 10ft. hand, 1rd/lvl, SRyes) – Either interpose, forceful or clench. Interpose = cover from one enemy. Forceful = CL+12 to bull rush an enemy. Clench = CL+Casting Stat+10 for (1d8+11, FORT or be stunned for 1 rd). Change to new target as a move. AC 20 with your max hp.

**Power Word Stun** (enchantment (compulsion)[mind-affecting], V, close, one creature with <= 150hp, SRyes) - <50 hp = 4d4 rounds; 51-100hp = 2d4 rounds, 101-150 hp = 1d4 rounds

##### 7<sup>th</sup> level

**Blasphemy** (evocation [evil, sonic], V, nonevil creatures w/in 40ft of you, SRyes) – Daze = WILL or daze for 1rd; Weakened = -2d6 STR for 2d4 rds, WILL half; Paralyzed = paralyzed + helpless for 1d10 min, WILL = 1rd; Killed = killed, WILL = 3d6+13dmg.

HD = CL – Dazed

HD <= CL-1 – Weakened, Dazed

HD <= CL-5 – Paralyzed, Weakened, Dazed

HD <= CL-10 – Killed, Paralyzed, Weakened, Dazed

**Destruction** (necromancy[death], close, one creature) – FORT 20 or 10dmg/lvl. If dead, remains are consumed in fire. Pass the FORT, take only 10d6dmg.

**Power Word Blind** (enchantment (compulsion)[mind-affecting], V, close, one creature with <= 200hp, SRyes) - <50 hp = permanent blind; 51-100hp = blind for 1d4+1 minutes, 101-200 hp = blind for 1d4+1 rounds

##### 6<sup>th</sup> level

**Blade Barrier** (evocation[force], wall 20ft/lvl long or ring of 5ft/2lvls radius, 1min/lvl) – Walk through the wall and take 1d6/lvl dmg, REF for half. If wall is cast on a creature, they take dmg. Provides cover through it.

**Greater Dispel Magic** (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

**Harm** (necromancy, VS, creature touched, SRyes) – 10dmg/lvl (max 150), WILL half. Can't go less than 1.

**Stoneskin** (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10\*lvl dmg (max 150).

##### 5<sup>th</sup> level

**Flame Strike** (evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half, max 15d6). 50% is fire dmg, 50% is divine dmg.



## The Witchwar Legacy

**Greater Command** (enchantment(compulsion)[language-dependant, mind-affecting], V, close, 1 creature/lvl within 30 ft of each other, 1 rd/lvl, SR yes) – WILL or (Approach, Drop, Fall, Flee, Halt). New WILL every rd.

**Righteous Might** (transmutation, VSDF, personal, 1rd/lvl) – enlarge, +4 STR, +4 CON, -2 DEX, +2 enhance nat armor, DR 5/good, -1 AC, Att, weapon dmg goes up 1 size

**Slay Living** (necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

**Spell Resistance** (abjuration, VSDF, creature touched, 1min/lvl, SRyes) – Target gains SR 12+lvl

**True Seeing** (divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

### 4<sup>th</sup> level

**Air Walk** (transmutation[air], VSDF, creature touched, 10min/lvl, SRyes) – Creature can walk on air like it was a hill. (Max of 45°)

**Chaos Hammer** (evocation [chaotic], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Lawful WILL?half:full + slowed for 1d6 rds. Neutral WILL?quarter:half

**Divination** – not relevant during combat

**Divine Power** (evocation, VSDF, personal, 1rd/lvl) - +1/3lvls on att, weapon dmg, STR checks, STR skills. 1 temp/lvl. Haste attack.

**Freedom of Movement** (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

**Unholy Blight** (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

### 3<sup>rd</sup> level

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Blindness/Deafness** (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

**Create Food and Water** – not relevant during combat

**Dispel Magic** (abjuration, VS, medium) – You know how dispel magic works

**Invisibility Purge** (evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

**Magic Vestment** (transmutation, VSDF, armor or shield touched, 1hr/lvl, SRyes (h)) - +1/4 lvls enhancement bonus to armor or shield

### 2<sup>nd</sup> level

**Augury** – not relevant during combat

**Bull's Strength** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

**Calm Emotions** (enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

**Darkness** (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.

**Death Knell** (necromancy [death, evil], VS, dying creature touched, SRyes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

**Spiritual Weapon** (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

### 1<sup>st</sup> level

**Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

## The Witchwar Legacy

**Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

**Deathwatch** (necromancy, VS, 30ft. cone, 10min/lvl) – Know if things in cone are dead, fragile ( $\leq 3$ hp), fighting off death ( $\geq 4$  hp), healthy, undead, neither alive nor dead.

**Doom** (necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

**Entropic Shield** (abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

**Hide from Undead** (abjuration, VSDF, one touched creature/lvl, 10min/lvl, SRyes) – Non-intelligent undead don't spot you. Intelligent undead get WILL to spot you. Attack, channel positive, turn/command undead or touching undead ends the spell for all the targets.

**Magic Weapon** (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gets a +1 enhancement bonus.

### Domain Abilities

**Battle Rage** – Touch a creature to give them  $\frac{1}{2}$  lvl to melee damage rolls for 1 round.

**Might of the Gods** – Add your lvl as an enhancement to Strength for rds/lvl. This only applies on Strength checks and Strength-based skill checks.

**Strength Surge** – Touch a creature to give them  $\frac{1}{2}$  lvl to melee attacks, cmb checks that rely on Strength, Strength-based skills and Strength checks for 1 round.

**Weapon Master** – Swift action to gain the use of a combat feat for lvl rounds.

## Items

### **+4 WHITE DRAGONHIDE BREASTPLATE**

Medium armor, AC +10, maximum Dex +4, armor check penalty -4, arcane spell failure 25%, speed 20 ft./15 ft., weight 30 lbs.; price 16,700 gp

The armor is immune to cold (but not the wearer). The cost to add cold resistance to the armor is reduced by 25%.

CL 12, Aura moderate abjuration, Identify DC 27

### **AMULET OF NATURAL ARMOR +2**

CL 5, Aura faint transmutation, Identify DC 20, weight - , slot neck; price 8,000 gp

This amulet, usually containing some type of magically preserved monster hide or other natural armor—such as bone, horn, carapace, or beast scales— toughens the wearer’s body and flesh, giving him a +2 enhancement bonus to his natural armor.

### **CLOAK OF RESISTANCE +1**

CL 5, Aura faint abjuration, Identify DC 20, weight 1 lb., slot shoulders; price 1,000 gp

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magical protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

### **HEADBAND OF INSPIRED WISDOM +4**

CL 8, Aura moderate transmutation, Identify DC 23, weight 1 lb. slot headband; price 16,000 gp

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

### **MINOR RING OF FIRE RESISTANCE**

CL 11, Aura moderate abjuration, Identify DC 26, weight - , slot ring; price 12,000gp

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect their wearers from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring’s resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance.

### **RING OF PROTECTION +3**

CL 5, Aura faint abjuration, Identify DC 20, weight - , slot ring; price 32,000 gp

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

## 7. Watcher's Post

### FROST GIANT (5)

CR 9

CE Large humanoid (cold, giant)

**Init** -1; **Senses** low-light vision; Perception +10

#### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +3, **Will** +6

**Defensive Abilities** rock catching; **Immune** cold

**Weaknesses** vulnerability to fire

#### OFFENSE

**Speed** 40 ft.

**Melee** greataxe +18/+13 (3d6+13) or 2 slams +18 (1d8+9)

**w/ Power Attack** greataxe +15/+10 (3d6+22) or 2 slams +15 (1d8+15)

**Ranged** rock +9 (1d8+13)

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

**Special Attacks** rock throwing (120 ft.)

#### STATISTICS

**Str** 29, **Dex** 9, **Con** 20, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +10; **CMB** +20; **CMD** 29

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

**Skills** Climb +13, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow); **Racial Modifiers** +4 Stealth in snow

**Languages** Common, Giant

### WINTER WOLVES (4)

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

## 8. Cold Camp

**NARAK** **CR 11**

Male fiendish gnarled frost giant (*Pathfinder RPG Bestiary* 149, 294, and new template, see page 28)

CE Large humanoid (cold, giant)

**Init** -2; **Senses** darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

**AC** 23, touch 7, flat-footed 23 (+4 armor, -2 Dex, +12 natural, -1 size)

**hp** 161 (14d8+98)

**Fort** +15, **Ref** +2, **Will** +6

**Defensive Abilities** ferocity, rock catching; **DR** 10/good; **Immune** cold; **Resist** fire 15; **SR** 16

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 30 ft.

**Melee** greataxe +19/+14 (3d6+15/×3) or 2 slams +19 (1d8+10)

**w/ Power Attack** greataxe +16/+13 (3d6+24/×3) or 2 slams +16 (1d8+16)

**Ranged** rock +8 (1d8+15)

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

**Special Attacks** rock throwing (120 ft.), smite good 1/day (+14 damage)

### STATISTICS

**Str** 31, **Dex** 7, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +10; **CMB** +21 (+23 overrun or sunder); **CMD** 29 (31 vs. overrun or sunder)

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency, Power Attack, Toughness

**Skills** Climb +16, Craft (armor) +8, Intimidate +6, Perception +10, Stealth +0 (+4 in snow)

**Languages** Common, Giant

**Gear** chain shirt, greataxe, ice boulders (4)

### SPECIAL ATTACKS

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

## 9. The Doorstop

### ABYSS GIGAS

CR 16

CE Gargantuan humanoid (chaotic, evil, extraplanar, giant)

**Init** +5; **Senses** blindsight 100 ft.; **Perception** +27

#### DEFENSE

**AC** 31, touch 7, flat-footed 30 (+9 armor, +1 Dex, +15 natural, -4 size)**hp** 283 (21d8+189)**Fort** +21, **Ref** +8, **Will** +10**Defensive Abilities** rock catching; **DR** 3/—, 10/lawful; **Immune** electricity; **Resist** acid 10, cold 10, fire 10, sonic 10

#### OFFENSE

**Speed** 60 ft. (50 ft. in armor)**Melee** mwk adamantine warhammer +25/+20/+15 (4d6+19/19-20/x3), bite +19 (2d8+6 plus wrenching spasms)**w/ Power Attack** mwk adamantine warhammer +21/+16/+11 (4d6+31/19-20/x3), bite +15 (2d8+10 plus wrenching spasms)**Ranged** rock +13 (4d6+19)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** rock throwing (160 ft.)**Spell-Like Abilities** (CL 16th; concentration +18)At will—*deeper darkness*, *fear* (DC 15), *mirror image*3/day—*dispel magic*, *dominate person* (DC 17), *telekinesis* (DC 17), *true seeing*

#### STATISTICS

**Str** 37, **Dex** 12, **Con** 28, **Int** 20, **Wis** 17, **Cha** 15**Base Atk** +15; **CMB** +32 (+34 bull rush, +36 sunder); **CMD** 43 (45 vs. bull rush and sunder)**Feats** Awesome Blow, Catch Off-Guard, Combat Reflexes, Greater Sunder, Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Improved Sunder, Power Attack, Stand Still, Throw Anything**Skills** Climb +32, Intimidate +26, Knowledge (planes) +26, Perception +27, Sense Motive +24, Stealth +5, Survival +27**Languages** Abyssal, Common, Giant**SQ** planar empowerment**Gear** adamantine full plate, mwk adamantine warhammer

#### SPECIAL ABILITIES

**Planar Empowerment (Su)** While on the plane of the Abyss, an Abyss gigas gains access to *blasphemy* (DC 24), *cloak of chaos* (DC 25), and *earthquake* (DC 25) as spell-like abilities, each usable once per day. If the gigas ventures onto another plane, it cannot make use of these abilities (though its other spell-like abilities remain available). The save DC for the spell-like abilities is Charisma-based and includes a +5 racial bonus.**Wrenching Spasms (Su)** When an Abyss gigas hits an opponent with its bite attack, the opponent must make a DC 29 Fort save or be overcome by wrenching spasms that wrack its body. These spasms cause the victim to be nauseated and deal 1d6 points of damage to Strength and Dexterity due to the painful contortion of bones, muscles, and limbs. The spasms continue for 1d6 hours or until healed with *heal*, *regenerate*, or *greater restoration*. The effects of this ability do not stack, but once a creature has recovered from or been cured of the effect, it can be affected again. Once a creature has made a successful saving throw against this effect, it cannot be affected by the wrenching spasms from that particular gigas for 24 hours. The save DC is Constitution-based.

**GNARLED FROST GIANT**

**CR 11**

Male fiendish gnarled frost giant (*Pathfinder RPG Bestiary* 149, 294, and new template, see page 28)

CE Large humanoid (cold, giant)

**Init** –2; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

**DEFENSE**

**AC** 23, touch 7, flat-footed 23 (+4 armor, –2 Dex, +12 natural, –1 size)

**hp** 161 (14d8+98)

**Fort** +15, **Ref** +2, **Will** +6

**Defensive Abilities** ferocity, rock catching; **DR** 10/good; **Immune** cold; **Resist** fire 15; **SR** 16

**Weaknesses** vulnerability to fire

**OFFENSE**

**Speed** 30 ft.

**Melee** greataxe +19/+14 (3d6+15/×3) or 2 slams +19 (1d8+10)

**w/ Power Attack** greataxe +16/+13 (3d6+24/×3) or 2 slams +16 (1d8+16)

**Ranged** rock +8 (1d8+15)

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

**Special Attacks** rock throwing (120 ft.), smite good 1/day (+14 damage)

**STATISTICS**

**Str** 31, **Dex** 7, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +10; **CMB** +21 (+23 overrun or sunder); **CMD** 29 (31 vs. overrun or sunder)

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency, Power Attack, Toughness

**Skills** Climb +16, Craft (armor) +8, Intimidate +6, Perception +10, Stealth +0 (+4 in snow)

**Languages** Common, Giant

**Gear** chain shirt, greataxe, ice boulders (4)

**SPECIAL ATTACKS**

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**FROST GIANT (2)**

**CR 9**

CE Large humanoid (cold, giant)

**Init** -1; **Senses** low-light vision; Perception +10

**DEFENSE**

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +3, **Will** +6

**Defensive Abilities** rock catching; **Immune** cold

**Weaknesses** vulnerability to fire

**OFFENSE**

**Speed** 40 ft.

**Melee** greataxe +18/+13 (3d6+13) or 2 slams +18 (1d8+9)

**w/ Power Attack** greataxe +15/+10 (3d6+22) or 2 slams +15 (1d8+15)

**Ranged** rock +9 (1d8+13)

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

**Special Attacks** rock throwing (120 ft.)

**STATISTICS**

**Str** 29, **Dex** 9, **Con** 20, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +10; **CMB** +20; **CMD** 29

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

**Skills** Climb +13, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow); **Racial**

**Modifiers** +4 Stealth in snow

**Languages** Common, Giant

**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



## Items

### MASTERWORK CHAINMAIL (5)

Medium armor, AC +6, maximum Dex +3, armor check penalty -4, arcane spell failure 30%, speed 20 ft./15 ft., weight 40 lbs.; price 300 gp

### +2 HEAVY WOODEN SHIELD

Shield, AC +4, armor check penalty -1, arcane spell failure 15%, weight 10 lbs.; price 4,157 gp  
CL 6, Aura moderate abjuration, Identify DC 21

### +1 SHOCK LIGHT CROSSBOW

Ranged simple weapon, damage 1d8, critical 19-20/x2, range 80 ft., weight 4 lbs., type P; price 18,335 gp  
CL 8, Aura moderate evocation, Identify DC 23

Upon command, a *shock* weapon is sheathed in crackling electricity that deals an extra 1d6 points of electricity damage on a successful hit. The electricity does not harm the wielder. The effect remains until another command is given.

### POTION OF LESSER RESTORATION (2)

CL 3, Aura faint conjuration, Identify DC 18; price 300 gp

*Lesser restoration* dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

### BELT OF PHYSICAL MIGHT +2 (STRENGTH, CONSTITUTION)

CL 12, Aura strong transmutation, Identify DC 27, weight 1 lb., slot belt; price 10,000 gp

This belt grants the wearer an enhancement bonus to two physical ability scores (Strength, Dexterity, or Constitution) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. These bonuses are chosen when the belt is created and cannot be changed.

## 10. The Witch's Gauntlet

### Items

#### DUST OF DRYNESS

CL 11, Aura moderate transmutation, Identify DC 26, weight - ; price 850 gp

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed into nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an outsider with the elemental and water subtypes, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

## 11. Wall of Woe

### WILL-O'-WISP (4)

CR 6

CE Small aberration (air)

**Init** +13; **Senses** darkvision 60 ft.; Perception +17

#### DEFENSE

**AC** 26, touch 26, flat-footed 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)

**hp** 40 (9d8)

**Fort** +3, **Ref** +12, **Will** +9

**Defensive Abilities** natural invisibility; **Immune** magic

#### OFFENSE

**Speed** fly 50 ft. (perfect)

**Melee** shock +16 touch (2d8 electricity)

#### STATISTICS

**Str** 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

**Base Atk** +6; **CMB** +0; **CMD** 24

**Feats** Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25

**Languages** Aklo, Common

**SQ** feed on fear

#### SPECIAL ABILITIES

**Feed on Fear (Su)** Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

**Immunity to Magic (Ex)** Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex)** Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

## 12. Chamber of Retribution

### ELDER NEGATIVE ENERGY ELEMENTAL

CR 12

N Huge outsider (elemental, extraplanar) (*Tome of Horrors III* 66)

**Init** +14; **Senses** darkvision 60 ft.; **Perception** +20

#### DEFENSE

**AC** 27, touch 19, flat-footed 16 (+10 Dex, +1 dodge, +8 natural, -2 size)

**hp** 161 (17d10+68)

**Fort** +9, **Ref** +20, **Will** +10

**DR** 10/—; **Immune** elemental traits, negative energy

#### OFFENSE

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

**Melee** 2 slams +25 (2d8+6 plus 2d8 negative energy plus energy drain)

**w/ Power Attack** 2 slams +20 (2d8+16 plus 2d8 negative energy plus energy drain)

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

**Special Attacks** energy drain (3 levels, DC 18), negative energy attacks, negative energy burst 4/day (DC 22, 9d6)

#### STATISTICS

**Str** 22, **Dex** 31, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +17; **CMB** +25; **CMD** 46

**Feats** Cleave, Combat Reflexes, Command Undead<sup>B</sup>, Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse

**Skills** Acrobatics +30, Bluff +20, Fly +30, Knowledge (planes) +20, Perception +20, Stealth +22

**SQ** death throes

#### SPECIAL ABILITIES

**Death Throes (Su)** If the negative energy elemental is killed, it explodes in a flash of swirling negative energy that affects all within a 50-foot radius. Living creatures within the area take 8d8 points of negative energy damage (Reflex DC 22 for half). Negative energy-based creatures and undead gain hit points equal to the amount of damage the death throes would have otherwise dealt (see Negative Energy Attacks regarding temporary hit points and doubling hit points). The save DC is Constitution-based.

**Elemental Traits** Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry. Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor. Elementals do not breathe, eat, or sleep.

**Negative Energy Attacks (Ex)** The elemental's slam attacks are infused with negative energy. This deals extra damage to a living target but heals undead (and other negative energy-based creatures) by the same amount. Undead and negative energy creatures can be healed up to their normal hit point total, gaining extra hit points as temporary hit points. These temporary hit points disappear 1 minute later. Creatures healed to twice their normal hit points must make a DC 22 Fortitude save or explode in a burst of negative energy (no damage to others). The save DC is Constitution-based.

**Negative Energy Burst (Su)** A negative energy elemental can channel negative energy in a 30-foot radius as a 17th-level cleric. The elemental can use this ability a number of times per day equal to its Constitution modifier. The save DC is Constitution-based.

**VENGEFUL HOAR SPIRITS (7)**

**CR 11**

Advanced hoar spirit fighter 5 (*Tome of Horrors II* 94)

CE Medium undead (cold)

**Init** +7; **Senses** darkvision 60 ft., sense heat 60 ft.; **Perception** +15

**DEFENSE**

**AC** 27, touch 14, flat-footed 23 (+8 armor, +3 Dex, +1 dodge, +5 natural)

**hp** 137 each (15 HD; 10d8+5d10+65)

**Fort** +12, **Ref** +7, **Will** +10

**Immune** cold, undead traits

**Weaknesses** vulnerability to fire

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 claws +18 (1d6+7/19–20 plus 1d6 cold plus glaciante)

**Special Attacks** cold (1d6), glaciante (DC 18)

**Spell-Like Abilities** (CL 10th; concentration +13)

1/day—*cone of cold* (DC 18)

**STATISTICS**

**Str** 18, **Dex** 17, **Con** —, **Int** 10, **Wis** 15, **Cha** 16

**Base Atk** +12; **CMB** +16; **CMD** 30

**Feats** Dodge, Great Fortitude, Improved Critical (claws), Improved Initiative, Improved Natural Attack (claws), Mobility, Spring Attack, Step Up, Toughness, Weapon Focus (claws), Weapon Specialization (claws)

**Skills** Acrobatics +16, Climb +15, Perception +15, Stealth +19

**SQ** armor training 1

**Gear** +2 *breastplate*

**SPECIAL ABILITIES**

**Cold (Su)** A hoar spirit's body generates intense cold, dealing 1d6 points of cold damage with each claw attack. Creatures attacking a hoar spirit with unarmed or natural attacks take 1d6 points of cold damage each time they hit.

**Glaciante (Su)** A creature hit by a hoar spirit's claw must succeed on a DC 18 Fortitude save, or take 1 point of Dexterity damage and be paralyzed by bone-numbing cold for 1d4+1 rounds. The save DC is Charisma-based.

**Heatsense (Ex)** Hoar spirits can detect heat (such as that generated by living creatures) within 60 feet, including the heat of invisible creatures. Heatsense functions as blindsense in regard to any nonvisible heat sources within its range.

## 13. Jailer's Wing

### TAKRILAK

CR 17

Male advanced nabasu demon (*Pathfinder RPG Bestiary* 64)

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

**Init** +7; **Senses** darkvision 60 ft.; Perception +42

### DEFENSE

**AC** 31, touch 14, flat-footed 27 (+3 Dex, +1 dodge, +17 natural)

**hp** 293 (9d10+244)

**Fort** +28, **Ref** +28, **Will** +28

**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

### OFFENSE

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

**Melee** bite +34 (1d8+6), 2 claws +34 (1d6+6)

**w/ Power Attack** bite +31 (1d8+12), 2 claws +31 (1d6+12)

**Special Attacks** consume life, death-stealing gaze 19/day (DC 18), sneak attack +2d6

**Spell-Like Abilities** (CL 27th, concentration +31)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)

### STATISTICS

**Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

**Base Atk** +9; **CMB** +34; **CMD** 48

**Feats** Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

**Skills** Acrobatics +34, Fly +34, Knowledge (arcana) +33, Knowledge (planes) +33, Perception +42, Sense

Motive +34, Stealth +34 (+42 in shadowy conditions), Survival +34

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### SPECIAL ABILITIES

**Unholy Nimbus (Su)** Three times per day as a free action a nabashee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

**Death-Stealing Gaze (Su)** As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

**DREAD WRAITHS (5)**

**CR 13**

LE Large undead (incorporeal) (*Pathfinder RPG Bestiary* 281)

**Init** +13; **Senses** darkvision 60 ft., lifestance 60 ft.; Perception +28

**Aura** unnatural aura (30 ft.)

**DEFENSE**

**AC** 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

**hp** 184 (16d8+112)

**Fort** +12, **Ref** +14, **Will** +15

**Defensive Abilities** channel resistance +4; incorporeal; **Immune** undead traits

**Weaknesses** sunlight powerlessness

**OFFENSE**

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

**Melee** incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])

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

**Special Attacks** create spawn

**STATISTICS**

**Str** —, **Dex** 28, **Con** —, **Int** 14, **Wis** 20, **Cha** 25

**Base Atk** +12; **CMB** +22; **CMD** 40

**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack

**Skills** Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24

**Languages** Common, Infernal, Skald

## 14. Torturer's Chamber

### Items

#### DRUMS OF PANIC

CL 7, Aura moderate necromancy, Identify DC 22, weight 10 lbs.; price 30,000 gp

These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). *Drums of panic* can be used once per day.



## 15. Guardroom

**STERIASTES****CR 17**Advanced horned devil (*Pathfinder RPG Bestiary* 76, 294)

LE Large outsider (devil, evil, extraplanar, lawful)

**Init** +10; **Senses** darkvision 60 ft., see in darkness; Perception +26**Aura** fear aura (5 ft., DC 25)**DEFENSE****AC** 39, touch 19, flat-footed 29 (+10 Dex, +20 natural, –1 size)**hp** 247 (15d10+165); regeneration 5 (good weapons, good spells)**Fort** +20, **Ref** +19, **Will** +15**DR** 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** +1 *unholy spiked chain* +28/+23/+18 (2d6+13 plus stun), bite +24 (2d8+6), tail +24 (2d6+6 plus infernal wound)

or 2 claws +26 (2d6+12), bite +26 (2d8+12), tail +24 (2d6+6 plus infernal wound)

**w/ Power Attack** +1 *unholy spiked chain* +24/+19/+14 (2d6+21 plus stun), bite +20 (2d8+10), tail +20 (2d6+10 plus infernal wound)

or 2 claws +22 (2d6+20), bite +22 (2d8+20), tail +20 (2d6+10 plus infernal wound)

**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 16th, concentration +24)At will—*dispel chaos* (DC 23), *dispel good* (DC 23), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 23)3/day—*fireball* (DC 21), *lightning bolt* (DC 21)1/day—*flesh to stone* (DC 22), *statue*, summon (level 6, 3 barbed devils, 35%)**STATISTICS****Str** 35, **Dex** 31, **Con** 32, **Int** 18, **Wis** 26, **Cha** 27**Base Atk** +15; **CMB** +28 (+30 bull rush, sunder); **CMD** 48**Feats** Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)**Skills** Bluff +26, Diplomacy +23, Fly +17, Intimidate +26, Knowledge (planes) +22, Perception +26, Sense Motive +23, Spellcraft +22, Stealth +24**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**Gear** +1 *unholy spiked chain***SPECIAL ABILITIES****Fear Aura (Su)** The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.**Infernal Wound (Su)** The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.**Stun (Su)** Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 29 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.

**SUMMONED BARBED DEVIL (HAMATULA)**

**CR 11**

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +21

**DEFENSE**

**AC** 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

**hp** 138 (12d10+72)

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

**Defensive Abilities** barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 claws +18 (2d8+6/19–20 plus fear and grab)

**w/ Power Attack** 2 claws +14 (2d8+14/19–20 plus fear and grab)

**Special Attacks** fear, impale 3d8+9

**Spell-Like Abilities** (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

**STATISTICS**

**Str** 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 34

**Feats** Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack

**Skills** Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**SPECIAL ABILITIES**

**Barbed Defense (Su)** A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

**Fear (Su)** A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Grab (Ex)** A barbed devil can use its grab attack against a foe of up to Medium size.

**Impale (Ex)** A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

## Items

### +1 IMPROVED SHADOW CHAIN SHIRT

Light armor, AC +5, maximum Dex +5, armor check penalty -1, arcane spell failure 20%, speed 30 ft./ 20 ft., weight 30 lbs.; price 16,250 gp

CL 10, Aura moderate illusion. Identify DC 25

This armor blurs the wearer whenever she tries to hide, while also dampening the sound around her, granting a +10 competence bonus on Stealth checks. The armor's armor check penalty still applies normally.

### +2 RAPIER

One-handed martial weapon, damage 1d6, critical 18-20/x2, weight 2 lbs., type P; price 8,320 gp

CL 6, Aura moderate transmutation, Identify DC 21

You cannot use this weapon with two hands.

### BELT OF DWARVENKIND

CL 12, Aura strong divination, Identify DC 27, weight 1 lb., slot belt; price 14,900 gp

This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else.

The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, and spell-like effects.

### PORTABLE HOLE

CL 12, Aura strong conjuration, Identify DC 27, weight - ; price 20,000 gp

A *portable hole* is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight, resulting in a portable extradimensional space. When opened fully, a *portable hole* is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains, traveling with the item.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

### RING OF COUNTERSPELLS

CL 11, Aura moderate evocation, Identify DC 26, weight - , slot ring; price 4,000 gp

Upon first examination, this ring seems to be a *ring of spell storing*. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed into it again.

### **RING OF INVISIBILITY**

CL 3, Aura faint illusion, Identify DC 18, weight - , slot ring; price 20,000 gp

By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

### **POTION OF CURE SERIOUS WOUNDS**

CL 5, Aura faint conjuration, Identify DC 20, weight - ; price 750 gp

The drinker heals 3d8+5 hp. This damages undead creatures unless they make a DC 14 Will save for half.

### **SHATTERSPIKE FALCHION**

One-handed martial weapon, damage 1d8, critical 19-20/x2, weight 4 lbs., type S; price 4,315 gp

CL 13, Aura strong evocation, Identify DC 28

This intimidating weapon appears to be a longsword with multiple hooks, barbs, and serrations along the blade, excellent for catching and sundering a foe's weapon. Wielders without the Improved Sunder feat use a *shatterspike* as a +1 longsword only. Wielders with the Improved Sunder feat instead use *shatterspike* as a +4 longsword when attempting to sunder an opponent's weapon. *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.

## 17. Village Square

### HINGARL

CR 17

Male fiendish gnarled frost giant barbarian 6 (*Pathfinder RPG Bestiary* 149, 294, and new template, see page 28)

CE Large humanoid (cold, giant)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +20

### DEFENSE

**AC** 27, touch 7, flat-footed 27 (+8 armor, +12 natural, -2 rage, -1 size)

**hp** 308 (20 HD; 14d8+6d12+206)

**Fort** +24, **Ref** +6, **Will** +5; +3 vs. spells, supernatural abilities, and spell-like abilities

**Defensive Abilities** ferocity, improved uncanny dodge, rock catching, trap sense +2; **DR** 10/good; **Immune** cold; **Resist** fire 15; **SR** 22

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 30 ft.

**Melee** *Burnbrand* +30/+25/+20/+15 (2d6+15/x3 plus 1d6 fire) and bite +24 (1d6+7) or 2 slams +29 (1d8+14) and bite +24 (1d6+7)

**w/ Power Attack** *Burnbrand* +25/+20/+15/+10 (2d6+25/x3 plus 1d6 fire) and bite +19 (1d6+12) or 2 slams +24 (1d8+24) and bite +19 (1d6+12)

**Ranged** rock +8 (1d8+15)

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

**Special Attacks** rage (22 rounds/day), rage powers (animal fury, no escape, superstition +3), rock throwing (120 ft.), smite good 1/day (+20 damage)

### TACTICS

**Base Statistics** When not raging, Hingarl's statistics are **AC** 29, touch 9, flat-footed 29; **hp** 268; **Fort** +22, **Will** +3; **Melee** *Burnbrand* +28/+23/+18/+13 (2d6+13/x3 plus 1d6 fire) or 2 slams +27 (1d8+12); **Str** 35, **Con** 26; **CMB** +29 (+31 bull rush, overrun, or sunder); **Skills** Climb +32, Intimidate +32

### STATISTICS

**Str** 39, **Dex** 11, **Con** 30, **Int** 12, **Wis** 5 (normally 12), **Cha** 6

**Base Atk** +16; **CMB** +31 (+33 bull rush, overrun, or sunder); **CMD** 39 (41 vs. bull rush, overrun, or sunder)

**Feats** Awesome Blow, Blinding Critical, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Intimidating Prowess, Power Attack

**Skills** Climb +34, Craft (armor) +10, Intimidate +34, Perception +20, Stealth +0 (+4 in snow)

**Languages** Common, Giant, Skald

**SQ** fast movement

**Gear** *breastplate of command, Burnbrand (+1 flaming burst battleaxe)*

### SPECIAL ABILITIES

**Blinding Critical** Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by *heal*, *regenerate*, *remove blindness*, or similar abilities.

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Improved Uncanny Dodge (Ex)** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

**No Escape (Ex)** The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

**Rock Catching (Ex)** The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

## Items

### BREASTPLATE OF COMMAND

Medium armor, AC +8, maximum Dex +4, armor check penalty -3, arcane spell failure 25%, speed 20 ft./15 ft., weight 30 lbs.; price 25,400 gp

CL 15, Aura strong enchantment, Identify DC 30

This +2 *breastplate* typically bears the image of a rampant grizzly bear or other impressive predator. It bestows a commanding aura upon its wearer. The wearer gains a +2 competence bonus on all Charisma checks, including Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal, gaining a +2 resistance bonus on saving throws against fear. Since the effect arises in great part from the distinctiveness of the armor, it does not function if the wearer hides or conceals herself in any way.

### BURNBRAND (+1 FLAMING BURST LARGE BATTLEAXE)

One-handed martial weapon, damage 2d6, critical x3, weight 12 lbs., type S; price 18,320 gp

CL 12, Aura strong evocation, Identify DC 27

A *flaming burst* weapon functions as a *flaming* weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the *flaming* ability (see above), a *flaming burst* weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage.

Even if the *flaming* ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

## 18. The Witch Clock

**Caryatid Golems (28)****CR 11**Modified stone golem (*Pathfinder RPG Bestiary* 163)

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 26, touch 10, flat-footed 26 (+16 natural)**hp** 97 each (14d10+20)**Fort** +4, **Ref** +4, **Will** +4**Defensive Abilities** shatter weapons; **DR** 10/adamantine; **Immune** construct traits, magic**OFFENSE****Speed** 20 ft.**Melee** mwk adamantine scythe +20/+15/+10 (2d4+7/x4)**Special Attacks** slow**STATISTICS****Str** 20, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +14; **CMB** +19; **CMD** 29**SQ** statue**Gear** masterwork adamantine scythe**SPECIAL ABILITIES**

**Immunity to Magic (Ex)** A stone 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 *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

**Shatter Weapons (Ex)** Whenever a character strikes a caryatid golem 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.

**Slow (Su)** A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

**Statue (Ex)** A caryatid golem can stand perfectly still, emulating a statue. An observer must succeed on a DC 20 Perception check to notice the caryatid golem is alive.

## 19. The Frozen Cenotaph

### DIMENSIONAL LOCK

**School** abjuration; **Level** cleric 8, sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft.-radius emanation centered on a point in space

**Duration** 1 day/level

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

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

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

### TORC OF KOSTCHTCHIE

CL 25, Aura overwhelming conjuration, Identify DC 40+, weight 2 lbs., slot neck; minor artifact

This collar of finely wrought gold is inscribed with all manner of vile runes. It contains a piece of the demon lord Kostchtchie's mortal soul, entrapped by the witch Baba Yaga. The torc grants its wearer immunity to cold and the ability to command frost giants at will. This ability functions as *dominate person*, but affects only frost giants, who take a –10 penalty on their saves. In addition, the wearer can cast *giant form II* three times per day. Anyone who wears the torc for 1 week also gains the ability to summon an aspect of Kostchtchie once per day. This aspect takes the form of an Abyss gigas (see Appendix 2) who faithfully serves the wearer of the torc for 1 hour. Using the torc in this way certainly alerts Kostchtchie to the torc's whereabouts, and the demon lord will not rest until he has recovered the torc. In addition, any time one of the torc's powers is used, there is a cumulative 5% chance the wearer goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability), attacking the nearest non-giant creature until unconscious or dead or until no living non-giant remains within 30 feet.

#### Destruction

As Baba Yaga was the one who created the torc, only she possesses the means of destroying it. Those wishing to destroy the torc might need to deliver it to Baba Yaga when she returns to Golarion to place another of her daughters upon the throne of Irrisen and convince the Old Crone to destroy it herself.



**ILIVORR KARANASI****CR 20**Female human witch 20 (*Pathfinder RPG Advanced Player's Guide* 65)

NE Medium humanoid (human)

**Init** +9; **Senses** see *invisibility*; Perception +32**DEFENSE****AC** 32, touch 22, flat-footed 26 (+5 armor, +5 deflection, +5 Dex, +1 dodge, +1 insight, +5 natural)**hp** 185 (20d6+95)**Fort** +17, **Ref** +20, **Will** +24**DR** 10/adamantine; **Immune** fear; **Resist** cold 20; **SR** 18**OFFENSE****Speed** 60 ft., fly 120 ft.**Melee** +2 *wounding kukri* +21/+21/+16 (1d4+4/15–20 plus 1 bleed), +1 *shocking burst kukri* +20/+15 (1d4+2/15–20 plus 1d6 electricity)**Special Attacks** hexes (agony, blight, evil eye, death curse, flight, forced reincarnation, healing, major healing, misfortune, retribution, slumber)**Spells Prepared** (CL 20th; concentration +26, +30 defensively)9th—maximized *cone of cold* (DC 22), *mass hold monster* (DC 25), *power word kill*, *wail of the banshee* (DC 25)8th—quicken *cure serious wounds*, *fire storm* (DC 24), *horrid wilting* (DC 24), *power word stun*7th—*chain lightning* (×2, DC 23), *heal*, *power word blind*6th—*flesh to stone* (DC 22), *greater heroism*, maximized *lightning bolt* (×2, DC 19), *slay living* (DC 22)5th—*baleful polymorph* (DC 21), maximized *cure moderate wounds*, *feblemind* (DC 21), *flame strike* (DC 21), *waves of fatigue*4th—*black tentacles*, *dimension door*, *ice storm*, maximized *shocking grasp*, *wall of ice* (DC 20)3rd—*bestow curse* (DC 19), *dispel magic* (×2), *lightning bolt* (×2, DC 19)2nd—*blindness/deafness* (DC 18), *cure moderate wounds* (×2), *death knell* (DC 18), *false life*, *spectral hand*1st—*charm person* (DC 17), *grease* (DC 17), *inflict light wounds* (DC 17), *obscuring mist*, *ray of enfeeblement* (DC 17), *unseen servant*0—*bleed* (DC 16), *detect magic*, *light*, *touch of fatigue* (DC 16)**Patron** elements**TACTICS****Before Combat** Ilivorr casts *false life* on herself each day. In preparation for the arrival of the PCs in the cenotaph, she uses her flight hex, drinks her *potion of barkskin*, uses her *stone salve*, and activates her *boots of speed*. She casts *greater heroism*, *spectral hand*, and *see invisibility* from her *hand of glory*. Ilivorr then casts *grease* directly in front of the clock portal and readies an action to release 3 charges from her *ring of the ram* at the doughiest fighter.**During Combat** Ilivorr uses her flight hex to stay airborne away from the PCs. She casts spells that can affect multiple foes, such as *mass hold monster*, *wail of the banshee*, *chain lightning*, or *black tentacles*. She targets a spellcaster with *feblemind* or her agony hex, and uses her death curse, forced reincarnation, and retribution hexes on anyone who closes to fight in melee. She uses her *spectral hand* to deliver *vampiric touches* from her wand.**Morale** Ilivorr defends the cenotaph and its contents to the death.**Base Statistics** Without her spells, Ilivorr has the following statistics: **AC** 26, touch 21, flat-footed 21; **hp** 150; **Fort** +13, **Ref** +15, **Will** +20; **Speed** 30 ft.; **Melee** +2 *wounding kukri* +16/+11 (1d4+4/15–20 plus 1 bleed), +1 *shocking burst kukri* +15/+10 (1d4+2/15–20 plus 1d6 electricity); **CMB** +15; **CMD** 33**STATISTICS****Str** 14, **Dex** 20, **Con** 16, **Int** 22, **Wis** 18, **Cha** 14

**Base Atk** +10; **CMB** +20; **CMD** 34

**Feats** Agile Maneuvers, Alertness, Combat Casting, Improved Critical (kukri), Improved Initiative, Improved Two-Weapon Fighting, Martial Weapon Proficiency, Maximize Spell, Quicken Spell, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

**Skills** Craft (alchemy) +33, Fly +32, Intimidate +29, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (nature) +28, Knowledge (planes) +28, Perception +32, Sense Motive +10, Spellcraft +33, Use Magic Device +29

**Languages** Aklo, Common, Draconic, Giant, Hallit, Infernal, Skald

**SQ** enhanced NPC, witch's familiar (raven named Cain)

**Combat Gear** *potion of barkskin* (CL 12th), *ring of the ram* (35 charges), *stone salve*, *wand of vampiric touch* (CL 20th, 21 charges); **Other Gear** +2 wounding kukri, +1 shocking burst kukri, *belt of physical perfection* +4, *boots of speed*, *hand of glory*, *headband of mental prowess* +4 (Intelligence and Wisdom), *dusty rose prism ioun stone*, *major ring of cold resistance*, *ring of protection* +5, *black robe of the archmagi*

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### SPECIAL ABILITIES

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**Enhanced NPC** Ilivorr's stats are built using a 20-point buy, and she has twice as much gear as is normal for an NPC of her level. These advantages increase her total CR by +1.

**Hexes** Using a hex is a standard action that does not provoke an attack of opportunity. The following hexes are summarized from the *Pathfinder RPG Advanced Player's Guide*, pages 66–69.

**Agony (Su):** Can affect one creature within 60 feet, causing it to be nauseated (Fort DC 26 negates) for 20 rounds. A new save is allowed each round. A creature can only be affected once per day.

**Blight (Su):** Cause the following curse against an Animal or Plant creature with 1 round of contact. Blight Hex: *type* curse; *save* Will DC 26 negates; *frequency* 1/day; *effect* 1 Con damage. *Remove curse* DC 26. Only one blight hex can be active at a time.

**Evil Eye (Su):** Cause a foe within 30 feet to take a –4 penalty on one of the following (Ilivorr's choice) for 9 rounds: AC, ability checks, attack rolls, saving throws, or skill checks. A DC 26 Will save reduces the duration to 1 round. This is a mind-affecting effect.

**Death Curse (Su):** Cause a creature within 30 feet to become fatigued on the first round and exhausted on the second round. On the third round, the creature must make a DC 26 Fortitude save or die. A DC 26 Will save on the first round negates the entire effect. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6+20 points of damage. Killing Ilivorr ends the hex, but any fatigue or exhaustion remains. A creature can only be affected once per day.

**Flight (Su):** *Feather fall* at will, +4 racial bonus on Swim checks, *levitate* 1/day, and *fly* 20 minutes/day in 1-minute increments.

**Forced Reincarnation (Su):** Cause a creature within 30 feet to die and be immediately *reincarnated* into a new body (Will DC 26 negates). A creature can only be affected once per day.

**Healing (Su):** *Cure moderate wounds* (CL 20th) once per creature per day.

**Major Healing (Su):** *Cure critical wounds* (CL 20th) once per creature per day.

**Misfortune (Su):** Cause a creature within 30 feet to roll twice and take the worst result on any ability check, attack roll, saving throw, or skill check for 3 rounds (Will DC 26 negates). A creature can only be affected once per day.

**Retribution (Su):** Cause a creature within 60 feet to take damage when it attacks for 6 rounds (Will DC 26 negates). Whenever that creature deals damage in melee, it immediately takes half that damage (round down). This damage bypasses any resistances, immunities, or damage resistance.

**Slumber (Su):** Cause a creature of any HD within 30 feet to fall asleep, as the *sleep* spell (Will DC 26 negates). The hex ends immediately if the creature takes damage. A creature can only be affected once per day.

**Witch's Familiar (Ex)** A witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Instead of a spellbook, Iivorr must commune with her familiar each day to prepare her spells. A witch's familiar otherwise functions like the wizard's arcane bond class feature.

### Iivorr's Cheat Sheet

#### 9<sup>th</sup> level spells

- Maximized Cone of Cold** (evocation[cold], VSM, 60ft. cone, SRyes) – 90 cold dmg. REF for half
- Mass Hold Monster** (enchantment (compulsion)[mind-affecting], VSDF, medium, one or more creatures, no two >30ft. apart, 1rd/lvl(D), SRyes) – WILL or paralyzed. Full-round gives another save.
- Power Word Kill** (enchantment (compulsion)[death, mind-affecting], V, close, one living creature with <=100 hp, SRyes) – Targeted creature dies.
- Wail of the Banshee** (necromancy [death, sonic], V, close, one living creature/lvl w/in 40ft. radius spread, SRyes) – FORT or take 10 dmg/lvl. Creatures closest to origin are affected first.

#### 8<sup>th</sup> level spells

- Quickened Cure Serious Wounds** (conjunction (healing), swift, VS) – creature touched heals 3d8+lvl (max +15)
- Fire Storm** (evocation[fire], VS, medium, two 10ft cubes/lvl, SRyes) – 1d6/lvl fire, REF half. Fail REF and catch on fire for 4d6 fire. Extinguish by full round REF 20.
- Horrid Wilting** (necromancy, VSMDf, long, living creatures, no two of which are more than 60ft. apart, SRyes) – 1d6/lvl, FORT half (max 20d6). Water elementals and plant creatures take 1d8/lvl.
- Power Word Stun** (enchantment (compulsion)[mind-affecting], V, close, one creature with <= 150hp, SRyes) - <50 hp = 4d4 rounds; 51-100hp = 2d4 rounds, 101-150 hp = 1d4 rounds

#### 7<sup>th</sup> level spells

- Chain Lightning (2)** (evocation[electricity], VSF, long, one primary + one secondary/lvl w/in 30 ft of primary, SRyes) – Each target takes 1d6 electricity/lvl, REF half (secondary DC is 2 lower)
- Heal** (conjunction[healing], VS, creature touched, SRyes) – Heal 10hp/lvl (max 150), cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned
- Power Word Blind** (enchantment (compulsion)[mind-affecting], V, close, one creature with <= 200hp, SRyes) - <50 hp = permanent blind; 51-100hp = blind for 1d4+1 minutes, 101-200 hp = blind for 1d4+1 rounds

#### 6<sup>th</sup> level spells

- Flesh to Stone** (transmutation, VSM, medium, one creature, SRyes) – FORT or turned into a statue.
- Greater Heroism** (enchantment (compulsion)[mind-affecting], VS, creature touched, 1min/lvl, SRyes) - +4 morale to attack, saves and skills, immune to fear, temp hp = CL (max 20)
- Maximized Lightning Bolt (2)** (evocation [electricity], VSM, 120ft. line, SRyes) – 60 electricity, REF half.
- Slay Living** (necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

#### 5<sup>th</sup> level spells

- Baleful Polymorph** (transmutation(polymorph), VS, close, one creature, permanent, SRyes) – FORT or target becomes a small or tiny animal. WILL or they think they are the animal. No other polymorph effects on the target.
- Maximized Cure Moderate Wounds** (conjunction (healing), VS) – creature touched heals 26.
- Feeblemind** (enchantment (compulsion) [mind-affecting], VSM, medium, one creature, SRyes) – WILL or INT and CHA become 1. Unable to use INT/CHA skills, cast spells, understand language, or communicate coherently. Arcane casters take a -4 penalty to this save.
- Flame Strike** (evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half, max 15d6). 50% is fire dmg, 50% is divine dmg.

**Waves of Fatigue** (necromancy, VS, 30ft. cone, SRyes) – living creatures in the area become fatigued.  
(This doesn't make fatigued creatures exhausted)

4<sup>th</sup> level spells

**Black Tentacles** (conjuration(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

**Dimension Door** (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Ice Storm** (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

**Maximized Shocking Grasp** (evocation[electricity], VS, creature touched, SRyes) – 30 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

**Wall of Ice** (evocation[cold], VSM, medium, anchored plane or hemisphere, 1min/lvl, SRyes) – Anyone adjacent to the wall can REF as it forms to disrupt it. Fire does normal damage.

*Plane:* 1 10ft square/lvl, 1 in. thick/lvl. Each square has 3hp/in of thickness. Break DC 15+When broken, stepping through deals 1d6+CL cold damage.

*Hemisphere:* Radius 3ft+1ft/lvl. No damage on breaking.

3<sup>rd</sup> level spells

**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

**Dispel Magic (2)** (abjuration, VS, medium) – You know how dispel magic works

**Lightning Bolt (2)** (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

2<sup>nd</sup> level spells

**Blindness/Deafness** (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

**Cure Moderate Wounds (2)** (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

**Death Knell** (necromancy [death, evil], VS, dying creature touched, SRyes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

**False Life** (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

**Spectral Hand** (necromancy, VS, medium, 1min/lvl) – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

1<sup>st</sup> level spells

**Charm Person** (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

**Grease** (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Inflict Light Wounds** (necromancy, VS, creature touched, SRyes) – Deals 1d8+lvl (max +5) negative energy damage, WILL ½.

**Obscuring Mist** (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

**Unseen Servant** (conjuration(creation), VSM, close, one invisible servant, 1hr/lvl) – Gain servant with a STR of 2 and a base speed of 15ft.

## Items

### POTION OF BARKSKIN (CL 12)

CL 12, Aura moderate transmutation, Identify DC 27, weight - ; price 1,200gp

The drinker gains a +5 enhancement bonus to her natural armor.

### RING OF THE RAM (35 CHARGES)

CL 9, Aura moderate transmutation, Identify DC 24, weight - , slot ring; price 6,020 gp

A *ring of the ram* has a setting crafted to resemble a ram's head. The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring wearer. The ram is Large and uses the ring's caster level as its base attack bonus, with a Strength of 25. This gives the ram a Combat Maneuver Bonus of +17. The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with a Strength score of 25. This usage expends 1 charge. If 2 charges are expended, the effect is equivalent to a character with a Strength score of 27. If 3 charges are expended, the effect is that of a character with Strength score of 29. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

### STONE SALVE

CL 13, Aura strong abjuration and transmutation, Identify DC 28, weight - ; price 4,000 gp

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

The price and creation cost given are per ounce.

### WAND OF VAMPIRIC TOUCH (CL 20, 21 CHARGES)

CL 20, Aura strong necromancy, Identify DC 35, weight - ; price 18,900gp

Succeed on a melee touch attack versus a living creature to deal 10d6 damage and gain that much in temporary hit points. You can't gain more temporary hit points than the subject's current hp + their Constitution modifier. The temp hp lasts for 1 hour.

### +2 WOUNDING KUKRI

Light martial weapon, damage 1d4, critical 18-20/x2, weight 2 lbs., type S; price 32,308 gp

CL 10, Aura moderate evocation, Identify DC 25

This special ability can only be placed on melee weapons. A *wounding* weapon deals 1 point of bleed damage when it hits a creature. Multiple hits from a *wounding* weapon increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage dealt by this weapon.

### **+1 SHOCKING BURST KUKRI**

Light martial weapon, damage 1d4, critical 18-20/x2, weight 2 lbs., type S; price 18,308 gp

CL 10, Aura moderate evocation, Identify DC 25

A *shocking burst* weapon functions as a shock weapon that explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a *shocking burst* weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points.

Even if the *shock* ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

### **BELT OF PHYSICAL PERFECTION +4**

CL 16, Aura strong transmutation, Identify DC 31, weight 1 lb., slot belt; price 64,000gp

This belt has a large platinum buckle and grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

### **BOOTS OF SPEED**

CL 10, Aura moderate transmutation, Identify DC 25, weight 1 lb., slot feet; price 12,000 gp

As a free action, the wearer of *boots of speed* can click her heels together, letting her act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect's duration need not be consecutive rounds.

### **HAND OF GLORY**

CL 5, Aura faint varied, Identify DC 20, weight 2 lbs., slot neck; price 8,000 gp

This mummified human hand hangs around a character's neck by a leather cord (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

### **HEADBAND OF MENTAL PROWESS +4 (INTELLIGENCE AND WISDOM)**

CL 12, Aura strong transmutation, Identify DC 27, weight 1 lb., slot headband; price 40,000 gp

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of her forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to two mental ability scores (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*.

### DUSTY ROSE PRISM IOUN STONE

CL 12, Aura strong varied, Identify DC 27, weight - ; price 5,000 gp

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use.

When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Dusty Rose Prism - +1 insight bonus to AC.

### MAJOR RING OF COLD RESISTANCE

CL 11, Aura moderate abjuration, Identify DC 26, weight - , slot ring; price 28,000gp

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect their wearers from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *major ring of energy resistance* grants 20 points of resistance.

### RING OF PROTECTION +5

CL 5, Aura faint abjuration, Identify DC 20, weight - , slot ring; price 50,000 gp

This ring offers continual magical protection in the form of a deflection bonus of +5 to AC.

### BLACK ROBE OF THE ARCHMAGI

CL 14, Aura strong varied, Identify DC 29, weight 1 lb., slot body; price 75,000 gp

This normal-appearing garment is attuned to one of three types of alignment. It can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). To most wearers, the robe offers no powers or has no effects unless the wearer's alignment doesn't match that of the robe (see below). Only an arcane spellcaster can fully realize this potent magic item's powers once the robe is donned.

These powers are as follows.

- +5 armor bonus to AC
- Spell resistance 18
- +4 resistance bonus on all saving throws
- +2 enhancement bonus on caster level checks made to overcome spell resistance

If a white robe is donned by an evil character, she immediately gains three permanent negative levels. The same is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two permanent negative levels. These negative levels remain as long as the garment is worn and cannot be overcome in any way (including through *restoration* spells). Negative levels are immediately removed if the robe is removed from the wearer.

## 20. Upper Entrance

### SHOGGOTH

CR 19

CN Huge ooze (aquatic)

**Init** +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +33

#### DEFENSE

**AC** 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, –2 size)

**hp** 333 (23d8+230); fast healing 10

**Fort** +19, **Ref** +14, **Will** +15

**DR** 10/–; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 20, electricity 20, fire 20; **SR** 30

#### OFFENSE

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

**Melee** 4 slams +30 (3d6+15/19–20 plus grab)

**w/ Power Attack** 4 slams +25 (3d6+25/19–20 plus grab)

**Space** 15 ft.; **Reach** 30 ft.

**Special Attacks** constrict (3d6+15), maddening cacophony, engulf (4d6+22 bludgeoning damage plus 8d6 acid damage, AC 19, hp 33), trample (4d8+15, DC 36)

#### STATISTICS

**Str** 40, **Dex** 24, **Con** 31, **Int** 5, **Wis** 22, **Cha** 13

**Base Atk** +17; **CMB** +34 (+39 grapple); **CMD** 51 (cannot be tripped)

**Feats** Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Staggering Critical

**Skills** Climb +23, Perception +33, Swim +23; **Racial Modifiers** +4 Perception

**Languages** Aklo

**SQ** amphibious

#### SPECIAL ABILITIES

**All-Around Vision (Ex)** A shoggoth's many sense organs grant a +4 racial bonus on Perception and immunity to flanking.

**Maddening Cacophony (Su)** As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

**Engulf (Ex)** To use this ability, the shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cuts its way out of a shoggoth leaves no hole in the protoplasmic creature's body.

**Staggering Critical** Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.



## Items

### +2 BLADED SCARF

Two-handed exotic weapon, damage 1d6, critical x2, weight 2 lbs., type S; price 18,308 gp

CL 6, Aura moderate transmutation, Identify DC 21

You deal 1d4 points of damage to anyone who grapples you. You may use Weapon Finesse with this weapon. Disarm, trip.

### RING OF IMPROVED CLIMBING

CL 5, faint transmutation, Identify DC 20, weight - , slot ring; price 10,000 gp

This magic ring has the deceptively simple appearance of a plain leather cord that wraps securely around a finger. The ring continually grants the wearer a +10 competence bonus on Climb checks.

### SCROLL OF IRON BODY

CL 15, Aura strong transmutation, Identify DC 30, weight - ; price 3,000 gp

**School** transmutation; **Level** sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of iron from an iron golem, a hero's armor, or a war machine)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.

You take only half damage from acid and fire. However, you also become vulnerable to all special attacks that affect iron golems (see the *Pathfinder RPG Bestiary*).

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a –6 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean—at least until the spell duration expires.

### SCROLL OF SUNBURST

CL 15, Aura strong evocation, Identify DC 30, weight - ; price 3,000 gp

**School** evocation [light]; **Level** druid 8, sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M/DF (sunstone and fire source)

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

**Area** 80-ft.-radius burst

**Duration** instantaneous

**Saving Throw** Reflex partial; see text; **Spell Resistance** yes

*Sunburst* causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

*Sunburst* dispels any darkness spells of lower than 9th level within its area.

## 21. Hibernating Guardian

### ICE LINNORM

CR 17

CE Colossal dragon

**Init** +10; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; Perception +26

### DEFENSE

**AC** 32, touch 8, flat-footed 26 (+6 Dex, +24 natural, –8 size)**hp** 279 (18d12+162); regeneration 10 (cold iron)**Fort** +20, **Ref** +19, **Will** +16**Defensive Abilities** freedom of movement; **DR** 15/cold iron; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 28

### OFFENSE

**Speed** 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.**Melee** bite +24 (3d8+14/19–20 plus poison), 2 claws +24 (2d6+14), tail +19 (3d6+7 plus grab)**w/ Power Attack** bite +19 (3d8+24/19–20 plus poison), 2 claws +19 (2d6+24), tail +14 (3d6+12 plus grab)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** breath weapon, constrict (tail, 3d6+21, w/ Power Attack 3d6+36), death curse

### STATISTICS

**Str** 38, **Dex** 22, **Con** 29, **Int** 5, **Wis** 20, **Cha** 23**Base Atk** +18; **CMB** +40 (+44 grapple); **CMD** 56 (can't be tripped)**Feats** Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike**Skills** Climb +43, Fly +19, Perception +26, Swim +22**Languages** Aklo, Draconic, Sylvan

### SPECIAL ABILITIES

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 18d8 points of cold damage to all creatures struck (Reflex DC 28 halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a DC 25 Strength, Escape Artist, or combat maneuver check. Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. The save DC is Constitution-based.

**Death Curse (Su)** When a creature slays an ice linnorm, the slayer is affected by the curse of frost. *Curse of Frost*: save Will DC 25; *effect* creature gains vulnerability to cold. The save DC is Charisma-based.

**Freedom of Movement (Ex)** An ice linnorm is under the constant effect of *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

**Poison (Su)** Bite—injury; *save* Fort DC 28; *frequency* 1/round for 10 rounds; *effect* 4d6 cold damage and 1d6 Con drain; *cure* 3 consecutive saves. The save DC is Constitution-based.

**True Seeing (Ex)** An ice linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

## Concluding the Adventure

### NAZALIMORA

CR 18

Advanced marilith (*Pathfinder RPG Bestiary 63, 294*)

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

**Init** +4; **Senses** darkvision 60 ft., *true seeing*; Perception +31

**Aura** *unholy aura* (DC 25)

### DEFENSE

**AC** 32, touch 17, flat-footed 28 (+4 deflection, +4 Dex, +15 natural, -1 size)

**hp** 264 (16d10+176)

**Fort** +25, **Ref** +18, **Will** +13

**DR** 10/cold iron and good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

### OFFENSE

**Speed** 40 ft.

**Melee** +1 *frost longsword* +24/+19/+14/+9 (2d6+8/17-20 plus 1d6 cold), 5 +1 *frost longswords* +24 (2d6+4/17-20 plus 1d6 cold), tail slap +17 (2d6+3 plus grab)

or 6 slams +22 (1d8+7), tail slap +17 (2d6+3 plus grab)

**w/ Power Attack** +1 *frost longsword* +19/+14/+9/+4 (2d6+18/17-20 plus 1d6 cold), 5 +1 *frost longswords* +19 (2d6+9/17-20 plus 1d6 cold), tail slap +12 (2d6+8 plus grab)

or 6 slams +17 (1d8+17), tail slap +12 (2d6+8 plus grab)

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

**Special Attacks** constrict (tail slap, 2d6+10 plus crushing coils), infuse weapon, multiweapon mastery

**Spell-Like Abilities** (CL 16th)

Constant—*true seeing*, *unholy aura* (DC 25)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 24), *telekinesis* (DC 22)

3/day—*blade barrier* (DC 23), *fly*

1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%)

### STATISTICS

**Str** 25, **Dex** 19, **Con** 32, **Int** 18, **Wis** 18, **Cha** 25

**Base Atk** +16; **CMB** +24 (+28 grapple); **CMD** 42 (can't be tripped)

**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (longsword), Improved Disarm, Power Attack, Weapon Focus (longsword)

**Skills** Acrobatics +23, Bluff +26, Diplomacy +26, Fly +18, Intimidate +26, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +19, Use Magic Device +26; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**Gear** 6 +1 *frost longswords*

### SPECIAL ABILITIES

**Crushing Coils (Ex)** A creature that takes damage from a marilith's constrict attack must succeed on a DC 25 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

**Infuse Weapon (Su)** Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

**Multiweapon Mastery (Ex)** A marilith never takes penalties to her attack roll when fighting with multiple weapons.

**Unholy Aura** Protection from possession and mental influence as *protection from good*. If a good creature succeeds at a melee attack, they must make a Fortitude save or take 1d6 Strength damage.

**SUMMONED HEZROU****CR -**

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; Perception +23**Aura** stench (DC 24, 10 rounds)**DEFENSE****AC** 25, touch 9, flat-footed 25 (+16 natural, -1 size)**hp** 145 (10d10+90)**Fort** +16, **Ref** +3, **Will** +9**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)**w/ Power Attack** bite +14 (4d4+14 plus grab), 2 claws +14 (1d8+14 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** nausea**Spell-Like Abilities** (CL 13th)At will—*chaos hammer* (DC 18), ~~*greater teleport* (self plus 50 lbs. of objects only)~~, *unholy blight* (DC 18)3/day—*gaseous form*1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)**STATISTICS****Str** 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 29**Feats** Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack**Skills** Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** amphibious**SPECIAL ABILITIES**

**Nausea (Ex)** The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

**Stench (Ex)** A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.