

# Bosses

## Archfiend Family

### Scarmiglione (CR 9)

Hunched over, the Blighted Despot lurches closer to you, but can hardly be seen beneath his long, dun cloak, only golden eyes that glisten with malice.– Manly Man

XP 6,400

NE Medium Undead ([Archfiend](#), [Boss](#), [Earth](#), [Shadow](#))

Init +10; Senses Darkvision 120 ft.; Perception +18

Aura Black Aura (10 ft., 2 shadow damage per round)

---

#### DEFENSE

AC 23, touch 17; flat-footed 17 (+7 natural, +6 dex)

hp 270 [380] (10d12+70)

mp 50

Fort +9, Ref +9, Will +12

DR 10/bludgeoning and magic; Immune channel, earth, undead traits; Strong Lightning

Weakness Holy

---

#### OFFENSE

Speed 30 ft.; Climb 20 ft.

Melee Bite +13 (1d8+9 plus Poison and Curse), 2 Claws +13 (1d10+12 plus Disease and Sap)

**Ranged** necrotic feedback +13 (2d6 shadow damage, range 120 ft.)

Burst Mode Oarsman of the Underworld

Spells Known (FC CL 10th, Concentration +16)

0th (DC 16) – dark orb, detect magic, disrupt undead, message, penumbra, touch of fatigue, touch of lethargy, touch of torment

1st (DC 17) – bone armor, dark, detect undead, dread, enfeeblement, fear, summon undead I, undead touch, virulence

2nd (DC 18) – bone shield, dark II, death armor, death knell, false life, ghoul touch, lesser animate dead, spectral hand, summon undead II, wound

3rd (DC 19) – animate dead, dark III, darkra, dispel, halt undead, mass enfeeblement, pain, ray of exhaustion, summon undead III, vampiric touch, void aura

4th (DC 20) – bestow curse, boneshatter, burning blood, dark IV, dread spikes, enervation, greater false life, greater fear, raise, shadow projection, shadow step, slay living, summon undead IV, undead torch, woundra

5th (DC 21) – black spot, blight, blood boil, breath of life, darkga, drain, gloom, magic jar, painga, summon undead V, waves of fatigue, zombify

---

#### STATISTICS

Str 26, Dex 23, Con -, Int 19, Wis 20, Cha 22

Base Atk +7; CMB +15; CMD 31

Feats Cleave, Lunge, Improved Initiative, Power Attack (included in the statistics above), Toughness

Skills Acrobatics +18, Climb +20, Intimidate +19, Knowledge (arcana) +25, Knowledge

(dungeoneering) +20, Knowledge (engineering) +20, Knowledge (geography) +20, Knowledge

(history) +20, Knowledge (local) +20, Knowledge (nature) +25, Knowledge (nobility) +20,

Knowledge (planes) +25, Knowledge (religion) +30, Perception +18, Stealth +19, Use Magic Device

+16

Languages All

SQ Grave Consequences, Necrotic feedback

---

## **SPECIAL ABILITIES**

---

### **Oarsman of the Underworld (Su)**

This Burst Mode allows Scarmiglione to guide his enemies to their deaths as he sees fit. Upon activating this ability, he may select any number of enemies within 60 feet and relocate them to any point within the affected area he chooses, so long as they are touching the ground; airborne creatures are brought to the ground, but do not take falling damage. A Will save (DC 10 + 1/2 HD + Charisma modifier) negates this effect. In addition, for a number of rounds equal to 1 + 1 round for every four HD, Scarmiglione's black aura ability doubles in range, deals 5 points of shadow damage, deals 2d6 shadow damage whenever struck in melee, and any and all attacks Scarmiglione makes deal an additional 1d6 points of shadow damage.

### **Black Aura (Su)**

All creatures within a 10 ft. radius of Scarmiglione take 2 points of shadow damage per round. When struck in melee, all adjacent creatures, as well as the one who struck him, take 1d6 shadow damage.

### **Curse (Ex)**

Bite — injury; save Will DC 21; frequency 1/round for 6 rounds; effect unable to perform Limit Breaks; cure 1 save.

### **Disease (Ex)**

Claw — injury; save Fort DC 21; frequency 1/round for 4 rounds; effect prevents from receiving healing; cure 1 save.

### **Grave Consequences (Su)**

When either creating or summoning undead creatures through a spell, Scarmiglione only spends a standard action to do so, if the spell normally takes longer to cast.

### **Necrotic Feedback (Su)**

When Scarmiglione is struck by a ranged attack, he may, as a free action, respond with a ranged touch attack upon the one who attacked him. If it hits, the target takes 2d6 shadow damage.

### **Poison (Ex)**

Bite — injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d6 non-elemental damage; cure 1 save.

### **Sap (Ex)**

Claw — injury; save Fort DC 21; frequency 1/round for 4 rounds; effect 2d4 non-elemental damage; cure 1 save.

## Lich (CR 11)

*What appears to be the helmed skeleton of a giant looms before you, draped in tattered robes and sparks of magic crackling over his limbs as he gives a wicked cackle. – Manly Man*

XP 12,800

NE Large Undead ([Archfiend](#), [Boss](#), [Earth](#), [Shadow](#))

Init +9; Senses Blindsight 120 ft.; Perception +22

---

### DEFENSE

---

**AC** 25, touch 21, flat-footed 17 (+4 natural, +7 deflection, +5 Dex, -1 size)

**hp** 300 [432] (12d12+72)

**mp** 97

**Fort** +14 **Ref** +13 **Will** +15

**DR** 10/bludgeoning and magic **Immune** channel, earth, undead traits **SR** 22; Strong Lightning

**Weaknesses** Fire and Holy

---

### OFFENSE

---

**Speed** 40 ft.

**Melee** 2 claws +18 (2d6+6 plus 1d6 earth damage)

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

**Special Attacks** Death Cutter, Death Grip, Earthquake, Filth Cloud, Lvl. 5 Death

Burst Mode Earthgift

**Spells Known** (FC CL 12; concentration +21)

•1st (DC 20) – *blind, blizzard, dark, enfeeblement, entomb, obscure, ruin, sleep, slick, spark, stone, thunder*

•2nd (DC 21) – *blizzard II, dark II, entomb II, frigid touch, poison, silence, slick II, spark II, stone II, stone call, thunder II*

•3rd (DC 22) – *bio, blacklight, blindga, blizzara, blizzard III, dark III, darkra, dispel, entomb III, fly, immobilize, infect, lightning bolt, mass enfeeblement, sleepga, sleet storm, slick III, spark II, stone III, stonera, stone shape, thundara, thunder III, void aura*

•4th (DC 23) – *ball lightning, blizzard IV, comet (earth damage only), dark IV, dark blight, dazera, disable, frog, ice spikes, ice storm, mini, poisonga, rock spikes, ruinra, shadow step, shock spikes, silencega, statue, stone IV, stonera, thunder IV, umbral spikes, vanish*

•5th (DC 24) – *biora, blindja, blizzaga, cone of cold, crush, darkga, drain, flight, freeze, gloom, gravity, icy prison, infectga, lightning arc, mass immobilize, poisonja, shock, sleepja, stonera, telekinesis, thundaga, wall of stone*

•6th (DC 25) – *abyss, berserk, burst, chain lightning, cometra (earth damage only), confusion, feeblemind, freezing sphere, glacier, greater dispel, greater vanish, icy spikes II, icy blast, mass disable, move earth, quake, rasp, rock spikes II, ruinga, shock spikes II, silenceja, slowga, syphon, umbral spikes II*

---

### STATISTICS

---

**Str** 22, **Dex** 21, **Con** -, **Int** 28, **Wis** 24 **Cha** 22

**Base Atk** +12; **CMB** +19; **CMD** 34

**Feats** Extra MP, Improved Initiative, Weapon Focus (ray), Improved Critical (ray), Silent Spell, Still Spell

**Skills** Acrobatics +20, Fly +24, Intimidate +18, Knowledge (arcana) +35, Knowledge (dungeoneering) +30, Knowledge (engineering) +24, Knowledge (geography) +30, Knowledge

(history) +24, Knowledge (local) +22, Knowledge (nature) +24, Knowledge (nobility) +24, Knowledge (planes) +35, Knowledge (religion) +35, Perception +22, Stealth +19, Use Magic Device +21

**Languages** All

---

## **SPECIAL ABILITIES**

---

### **Earthgift (Su)**

This Burst Mode deepens Lich's connection with the earth and the darkness therein. For a number of rounds equal to 1 + 1 round for every four HD, Lich may apply the Silent Spell and Still Spell feats to any spells he casts of the Dark or Elemental (Earth) schools at no extra cost, and once per round may apply either Enlarge Spell, Extend Spell, or Quicken Spell to any spell he casts at no cost. This limit break requires only a swift action to activate.

### **Death Cutter (Su)**

Once every 1d4 rounds, Lich can make a single melee attack as a standard action. If it hits, the target takes the damage of the attack and must make a Fortitude save (DC 25) or be inflicted with the Doom status (as the countdown spell, not the doom spell). Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

### **Death Grip (Su)**

Coating his hand in black flames, Lich reaches for a single enemy, making a melee touch attack. If successful, the target takes 8d6 shadow damage, and must make a Fortitude save (DC 25) or be stunned for 2d4 rounds. On a successful save, they are instead staggered for 1 round. If the touch attack was a confirmed critical, then the target is stunned for 4d4 rounds on a failed save, and staggered for 1d3 rounds on a successful save. Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

### **Earthquake (Su)**

Lich can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect. All those in the area of effect must make a Reflex save DC 23 for half damage and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

### **Filth Cloud (Su)**

Lich can release a breath weapon to creatures in a 30-ft.-cone. Creatures within the area of effect are inflicted with Disease and Poison status for 1d6 rounds, Fortitude save (DC 23) to negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

### **Lvl. 5 Death (Su)**

1/day, Lich can call forth a great wraith who scythes at all enemies within a 30 ft. radius of Lich. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 25) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

### **Scarmiglione Z (CR 11)**

The rotten, hulking frame of his true form having been exposed, the Elemental Archfiend of Earth howls out his lust for death.— Manly Man

XP 12,800

NE Large Undead ([Archfiend](#), [Boss](#), [Earth](#), [Shadow](#))

Init +9; Senses Blindsight 120 ft.; Perception +22

Aura Black Aura (10 ft., 2 shadow damage per round)

---

## DEFENSE

---

AC 25, touch 18; flat-footed 20 (+7 natural, +4 deflection, +5 dex, -1 size)

hp 348 [480] (12d12+96)

mp 78

Fort +16, Ref +13, Will +15

DR 10/bludgeoning and magic; Immune channel, earth, undead traits; SR 22; Strong Lightning

Weakness Holy and Fire

---

## OFFENSE

---

Speed 40 ft.; Climb 30 ft.

Melee Bite +16 (2d6+17 plus 1d6 earth damage and Sap), 2 Claws +16 (2d8+17 plus 1d6 earth damage and Disease), 2 tentacles +14 (1d10+12 plus 1d6 earth damage and Curse)

**Ranged** necrotic feedback +16 (2d6 shadow damage, range 120 ft.)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks Bloodreaver, Curse, Shriek, Zombie Breath

Burst Mode Blighted Despot

Spells Known (FC CL 12th, Concentration +20)

0th (DC 18) – dark orb, detect magic, disrupt undead, message, penumbra, touch of fatigue, touch of lethargy, touch of torment

1st (DC 19) – bone armor, dark, detect undead, dread, enfeeblement, fear, summon undead I, undead touch, virulence

2nd (DC 20) – bone shield, dark II, death armor, death knell, false life, ghoul touch, lesser animate dead, spectral hand, summon undead II, wound

3rd (DC 21) – animate dead, dark III, darkra, dispel, halt undead, mass enfeeblement, pain, ray of exhaustion, summon undead III, vampiric touch, void aura

4th (DC 22) – bestow curse, boneshatter, burning blood, dark IV, dread spikes, enervation, greater false life, greater fear, raise, shadow projection, shadow step, slay living, summon undead IV, undead torch, woundra

5th (DC 23) – black spot, blight, blood boil, breath of life, darkga, drain, gloom, magic jar, painga, summon undead V, waves of fatigue, zombify

6th (DC 24) – abyss, anti-life shell, arise, aura of terror, circle of death, dread spikes II, eyebite, feeblemind, fleshshiver, greater dispel, rasp, ray of entropy, revive undead, spectral touch, summon undead VI, syphon, woundga

---

## STATISTICS

---

Str 28, Dex 21, Con -, Int 22, Wis 24, Cha 26

Base Atk +12; CMB +22; CMD 41

Feats Blind-Fight, Cleave, Critical Focus, Great Cleave, Multiattack, Improved Initiative, Power Attack (included in the statistics above), Toughness

Skills Acrobatics +20, Climb +32, Intimidate +20, Knowledge (arcana) +33, Knowledge (dungeoneering) +28, Knowledge (engineering) +22, Knowledge (geography) +28, Knowledge (history) +22, Knowledge (local) +22, Knowledge (nature) +28, Knowledge (nobility) +22, Knowledge (planes) +33, Knowledge (religion) +33, Perception +22, Stealth +19, Use Magic Device +23

Languages All

SQ Grave Consequences, Necrotic feedback, Vindication

---

## SPECIAL ABILITIES

---

### **Blighted Despot (Su)**

This Burst Mode empowers Scarmiglione Z to drag his enemies kicking and screaming to their graves. Upon activating this ability, he may select any number of enemies within 60 feet and inflict them with the Weighted status (no save). He may also relocate them to any point within the affected area he chooses and inflict them with the Immobilize status, so long as they are touching the ground upon reaching their destination; airborne creatures are brought to the ground, but do not take falling damage. A Will save (DC 10 + 1/2 HD + Charisma modifier) negates the relocation and the Immobilize status. In addition, for a number of rounds equal to 1 + 1 round for every four HD, Scarmiglione Z's black aura ability triples in range, deals 8 points of shadow damage, deals 2d6 shadow damage whenever struck in melee, and any and all attacks Scarmiglione Z makes deal an additional 1d6 points of shadow damage.

### **Black Aura (Su)**

All creatures within a 10 ft. radius of Scarmiglione Z take 2 points of shadow damage per round. When struck in melee, all adjacent creatures, as well as the one who struck him, take 1d6 shadow damage.

### **Bloodreaver (Su)**

Scarmiglione Z can feast upon the essence of his enemies with but a touch. As a standard action, he makes a melee touch attack; if successful, the enemy takes 8d6 points of shadow damage, and he is healed as much. The target must also make a Fort save (DC 24), or be staggered for 1 round. If used on undead or creatures immune to shadow damage, it still functions, dealing non-elemental damage instead, and they must still roll a Fort save to negate the stagger effect. Blue Mages can learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

### **Curse (Ex)**

Tentacles — injury; save Will DC 24; frequency 1/round for 1d6 rounds; effect unable to perform Limit Breaks; cure 1 save.

### **Curse (Su)**

Scarmiglione Z can curse those around him in a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 22) or be inflicted with Curse status for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

### **Disease (Ex)**

Claw — injury; save Fort DC 24; frequency 1/round for 1d4 rounds; effect prevents from receiving healing; cure 1 save.

### **Grave Consequences (Su)**

When either creating or summoning undead creatures through a spell, Scarmiglione only spends a standard action to do so, if the spell normally takes longer to cast.

### **Necrotic Feedback (Su)**

When Scarmiglione Z is struck by a ranged attack, he may, as a free action, respond with a ranged touch attack upon the one who attacked him. If it hits, the target takes 2d6 shadow damage.

## Sap (Ex)

Bite — injury; save Fort DC 24; frequency 1/round for 1d6 rounds; effect 2d4 non-elemental damage; cure 1 save.

## Shriek (Su)

Scarmiglione Z can give voice to an unsettling shriek. All creatures within a 30-foot spread of him must make a DC 20 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. Blue mages may learn this ability as a 2nd level spell (Knowledge: Religion DC 19).

## Vindication (Ex)

When Scarmiglione Z takes fire or holy damage, he may use his curse ability as a free action.

## Zombie Breath (Su)

Scarmiglione Z can breathe out a nasty, foul breath in a 30-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 25) or be inflicted with Zombie. Blue mages may learn this ability as a 7th level spell (Knowledge: Religion DC 29).

## Cagnazzo (CR 13)

The Elemental Archfiend of Water, known by some as the Drowned King, bellows out his maniacal laughter as you face him, gathering water around his body. – Manly Man

XP 25,600

NE Large Magical Beast ([Archfiend](#), [Boss](#), [Water](#))

Init +8; Senses Blindsight 120 ft.; Perception +25

Aura Drowning Aura (15 ft., Drenched, Fort DC 24 negates per turn; 10 ft., 1d6 water damage)

---

### DEFENSE

---

AC 27, touch 18; flat-footed 23 (+9 natural, +5 deflection, +4 dex, -1 size)

hp 434 [588] (14d12+126)

mp 99

Fort +18, Ref +13, Will +17

Absorb water; DR 15/adamantine and magic; Immune blind, curse, death effects, disease, frog, mind-affecting, mini, petrification, poison, sap, silence, sleep; Resist fire 30; SR 24; Strong Fire Weakness Ice

---

### OFFENSE

---

Speed 40 ft.; Swim 60 ft.

Melee Bite +20 (2d8+19 plus 1d6 water damage), 2 Claws +20 (2d6+19 plus 1d6 water damage)

Space 10 ft.; Reach 10 ft.

Special Attacks Big Wave

Burst Mode Drowned King

Spells Known (FC CL 14th, Concentration +21)

1st (DC 18) – auditory hallucination, disappear, disguise self, [engulf](#), silent image, ventriloquism, [water](#), [water blast](#)

2nd (DC 19) – disguise other, [engulf II](#), mirror image, silence, slipstream, [water II](#)

3rd (DC 20) – audiovisual hallucination, [dispel](#), [engulf III](#), haste, major image, slow, [water III](#), [watera](#)

4th (DC 21) – illusory wall, silence, vanish, [water IV](#)

5th (DC 22) – [drown](#), [geyser](#), persistent image, seeming, [waterga](#)

6th (DC 23) – [control water](#), [flood](#), [greater dispel](#), greater vanish, mislead, permanent image,

programmed image, silenceja, slowga, veil  
7th (DC 24) – [drown II](#), vanishga, [vortex](#)

---

## STATISTICS

---

Str 32, Dex 18, Con 28, Int 24, Wis 26, Cha 24

Base Atk +14; CMB +26; CMD 45

Feats Blind-Fight, Cleave, Critical Focus, Extend Spell, Great Cleave, Multiattack, Improved Initiative, Power Attack (included in the statistics above), Toughness

Skills Acrobatics +21, Bluff +24, Diplomacy +24, Disguise +24, Intimidate +24, Knowledge (arcana) +33, Knowledge (dungeoneering) +25, Knowledge (engineering) +25, Knowledge (geography) +25, Knowledge (history) +25, Knowledge (local) +25, Knowledge (nature) +30, Knowledge (nobility) +33, Knowledge (planes) +30, Knowledge (religion) +25, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +17, Swim +36, Use Magic Device +24

Languages All

SQ Amphibious, Backsplash, Gather Water, Shellbound

---

## SPECIAL ABILITIES

---

### Drowned King (Su)

This Burst Mode hardens Cagnazzo's shell and bolsters his magical prowess. For a number of rounds equal to 1 + 1 round for every four HD, Cagnazzo can use his gather water ability as a free action, and the range of his drowning aura doubles, and deals 2d6 damage. His normal damage reduction is replaced with DR 15/-, which increases to 30/- while retracted into his shell. All water damage dealt by his spells, aura, and big wave ability count as either ice or water damage, whichever is more advantageous, and the DCs for all of his illusionist spells are increased by 2. This limit break requires only a swift action to activate.

### Amphibious (Ex)

Cagnazzo can breathe air or water just as easily as the other, and is at no risk of drowning or suffocating in any case.

### Backsplash (Ex)

When a hostile spell is used on Cagnazzo, after the spell's effects come into play, he may cast silence or slow upon the one who targeted him as a free action.

### Big Wave (Su)

When his gather water ability is in effect, as a standard action, Cagnazzo can unleash a burst of water. All creatures in a 50 ft. line that is 25 feet wide take 15d6 points of water damage and are knocked prone. A DC 24 Reflex save halves the damage and prevents those affected from being knocked prone. Those who fail the Reflex save must also make a DC 24 Fortitude save or begin drowning (they are knocked unconscious, are taken to -1 hit points on the following round, and one round after that, die). The drowning may be prevented by making a Heal check (DC 20) as a full-round action, or casting a spell or using an item upon the victim that lets them breathe underwater. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana DC 29).

### Drowning Aura (Su)

All creatures within a 15 ft. radius of Cagnazzo when his gather water ability is in effect are given the Drenched condition unless they make a Fortitude save DC 24 to resist it for the round, and all



creatures within a 10 ft. radius take 1d6 points of water damage per round at the start of Cagnazzo's turn.

## Gather Water (Su)

As a standard action, Cagnazzo can call forth a pool of water that swirls around him. This gives him the Drenched condition, replaces his vulnerability to ice with ice absorption, and makes him immune to fire, but also gives him vulnerability to lightning. When Cagnazzo takes lightning damage from a spell, the one who used the spell may make a dispel check (DC 25); if successful, the water disperses.

## Shellbound (Ex)

As a move action, Cagnazzo may retract into his shell, bolstering his defenses and closing his wounds. While in his shell, he can take no actions, but all damage dealt to him is halved, and he is considered to automatically succeed on any Reflex saves. His damage reduction becomes DR 15/-, and he heals 8d6 hit points per round spent in his shell. As a move action, he can leave his shell, returning his defenses to normal; this is the only exception to this ability's restriction on Cagnazzo's actions.

## Marilith (CR 13)

*Golden hair, skin of the most brilliant scarlet, and orchid and crimson scales take up your field of vision as this six-armed snake-woman closes in, her blades aflame and her hissing voice full of venom.*— Manly Man

XP 25,600

NE Large Monstrous Humanoid ([Archfiend](#), [Boss](#), [Fire](#))

Init +12; Senses Blindsight 120 ft.; Perception +25

---

### DEFENSE

---

**AC** 29, touch 21, flat-footed 21 (+8 natural, +4 deflection, +8 Dex, -1 size)

**hp** 378 [532] (14d12+98)

**mp** 86

**Fort** +16 **Ref** +17 **Will** +15

**Absorb** fire **DR** 15/cold iron and good **Immune** blind, curse, death effects, disease, drowning, frog, mind-affecting, mini, petrification, poison, sap, silence, sleep, stop **Resist** ice 30 **SR** 24; Strong Ice

**Weaknesses** Water

---

### OFFENSE

---

**Speed** 50 ft., swim 60 ft.

**Melee** +1 *keen scimitar* +20 (1d8+19 plus burn)

**Full Attack** +1 *keen scimitar* +18/+18/+18/+18/+18/+18/+13/+8 (1d8+19 plus burn) plus spellstrike

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

**Special Attacks** burn (1d6, DC 26), multiweapon mastery, spell combat, spellstrike

Burst Mode Hellfire Sword

**Spells Known** (SC CL 14th; concentration +23 (+27 when casting defensively))

•1st (DC 20): *blurred movement*, [enfire](#), *fire*, *flame breath*, *magic weapon*, [ohfire](#), *stretch*

•2nd (DC 21): *blur*, *fiery shuriken*, *fire II*, *grace*, *imperil*, *might*, *silence*, *temper*

•3rd (DC 22): *dispel*, *displacement*, [enfire II](#), *fira*, *fire III*, *haste*, *slow*

•4th (DC 23): *blaze spikes*, [enfira](#), *imperilra*, [ohfira](#), *vanish*

•5th (DC 24): *burn*, [enfire III](#), *firaga*

---

## STATISTICS

---

**Str** 30, **Dex** 26, **Con** 24, **Int** 24, **Wis** 22 **Cha** 28

**Base Atk** +14; **CMB** +25; **CMD** 43

**Feats** Extra MP, Improved Initiative, Power Attack (included in the statistics above), Blind-Fight, Combat Reflexes, Weapon Focus (scimitar), Combat Casting

**Skills** Acrobatics +21, Bluff +24, Diplomacy +24, Disguise +24, Intimidate +24, Knowledge (arcana) +33, Knowledge (dungeoneering) +25, Knowledge (engineering) +25, Knowledge (geography) +25, Knowledge (history) +25, Knowledge (local) +25, Knowledge (nature) +30, Knowledge (nobility) +33, Knowledge (planes) +30, Knowledge (religion) +25, Perception +23, Sense Motive +23, Spellcraft +24, Stealth +17, Swim +35, Use Magic Device +24

**Languages** All

**SQ** lavadweller, swordcaster

---

## SPECIAL ABILITIES

---

### Hellfire Sword (Su)

This Burst Mode eases channeling Marilith's infernal magic through her arms and increases its power. For a number of rounds equal to 1 + 1 round for every four HD, Marilith may use her spellstrike ability twice with the same standard action, casting a separate spell with each spellstrike. Alternately, she may also make a second spellstrike when making a full attack, following the same rules. Her burn ability does not offer a saving throw when inflicting the effect upon a target, and deals 2d6 fire damage instead; the afflicted creatures can still make a saving throw afterward as a full-round action, as normal. Finally, once per round, Marilith may apply the Empowered Spell feat to any spell she casts of 3rd level or lower at no cost. This limit break requires only a swift action to activate.

### Burn (Ex)

Marilith deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 2d8 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

### Lavadweller (Ex)

Marilith can swim freely through lava, magma, molten metals, and other such liquid-hot materials, as though they were water. She is treated as having the amphibious monster ability while swimming in such environments, and is at no risk of drowning in them.

### Multiweapon Mastery (Ex)

Marilith takes no penalties to her attack rolls from fighting with multiple weapons; this does not negate the penalties accrued by spell combat.

### Mustard Bomb (Su)

Marilith can, as a standard action, condense the inner heat of her enemies to lay them low. She makes a ranged touch attack with a range of 60 feet; if successful, the target is reduced to -1 hit points and stabilized (no save) after making an attack action, standard action, full-round action, or

move action more than their base speed. The target of the spell can dispel this effect when taking ice or water damage before then. This ability has no effect on targets with fire immunity or absorption. Blue mages may learn this ability as a 5th-level spell (Knowledge: Planes DC 25).

## Spell Combat (Ex)

This functions as the red mage ability of the same name, except that the attack roll penalty is -2.

## Spellstrike (Su)

This functions as the red mage ability of the same name.

## Swordcaster (Su)

When casting spells she knows personally (not those from items or other such things), Marilith can fulfill the somatic components of spells by brandishing the weapons she has in hand instead of needing a free hand. This does not let her ignore somatic components entirely, like the Still Spell metamagic feat; she still can only cast spells if her hands are free or occupied by weapons.

## Barbariccia (CR 15)

Before you floats a tall woman with golden hair several times the length of her body. The Empress of Winds, as she is called, surrounds herself with incredibly forceful winds that make her spin as though she was a tornado herself. – Manly Man

XP 51,200

CE Medium Fey ([Archfiend](#), [Boss](#), [Lightning](#), [Wind](#))

Init +14; Senses Blindsight 120 ft.; Perception +28

---

### DEFENSE

---

AC 31, touch 25; flat-footed 31 (+6 natural, +5 deflection, +10 dex)

hp 528 [704] (16d12+160)

mp 138

Fort +20, Ref +20, Will +19

DR 15/cold iron and good; Immune blind, curse, death effects, disease, earth, frog, mind-affecting, mini, petrification, poison, sap, silence, sleep, wind; Resist lightning 30; SR 26; Strong Earth, Water

---

### OFFENSE

---

Speed 40 ft.; Fly (perfect) 60 ft.

Melee 2 Claws +24 (2d8+23 plus 1d6 wind damage, grab, and Silence), Hair +22 [acts as a tentacle, deals slashing damage] (1d8+16 plus 2d6 wind damage, grab, and Silence)

Space 5 ft.; Reach 5 ft. (15 ft. with hair)

Special Attacks Calcifying Ray, Maelstorm, Twister

Burst Mode Empress of Winds

Spells Known (FC CL 16th, Concentration +25)

1st (DC 20) – aero, blast, [spark](#), [thunder](#)

2nd (DC 21) – aero II, blast II, [spark II](#), [thunder II](#)

3rd (DC 22) – aera, aero III, [dispel](#), [spark III](#), [thundara](#), [thunder III](#)

4th (DC 23) – aero IV, [thunder IV](#)

5th (DC 24) – aeroga, [shock](#), slice, [thundaga](#)

6th (DC 25) – [burst](#), [chain lightning](#), [greater dispel](#), path of the winds, tornado

7th (DC 26) – blade barrier, [shock II](#), slice II

8th (DC 27) – [burst II](#), [stormbolts](#), tornado II

---

## STATISTICS

---

Str 36, Dex 30, Con 30, Int 28, Wis 28, Cha 28

Base Atk +16; CMB +29; CMD 54

Feats Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Multiattack, Improved Initiative, Power Attack (included in the statistics above)

Skills Acrobatics +29, Appraise +28, Bluff +28, Diplomacy +28, Escape Artist +17, Fly +37, Handle Animal +16, Heal +16, Intimidate +28, Knowledge (arcana) +35, Knowledge (dungeoneering) +30, Knowledge (engineering) +30, Knowledge (geography) +35, Knowledge (history) +30, Knowledge (local) +30, Knowledge (nature) +35, Knowledge (nobility) +30, Knowledge (planes) +35, Knowledge (religion) +30, Perception +28, Sense Motive +28, Sleight of Hand +20, Spellcraft +28, Stealth +26, Use Magic Device +28

Languages All

SQ Driving Gale, There is no Escape, Uncanny Dodge

---

## SPECIAL ABILITIES

---

### Empress of Winds (Su)

This Burst Mode lets Barbariccia's madness go unchained, bringing about untold devastation. For a number of rounds equal to 1 + 1 round for every four HD, Barbariccia can apply the effects of her calcifying ray ability to all enemies within a 20 ft. radius as a standard action, no saving throw. The radius of her driving gale ability is doubled, any creatures within 20 feet are treated as flying creatures (whether they actually are flying or not) being subjected to hurricane force winds, and any creatures within 10 feet are treated the same, but being subjected to tornado force winds instead. This limit break requires only a swift action to activate.

### Calcifying Ray (Su)

As a swift action, Barbariccia can make a ranged touch attack against a single creature within a 60 ft. range. If it hits, the target is Petrified at the end of their next turn (no save). Items or spells that remove the Petrified status prevent the Petrified status from taking effect if used before the end of the target's turn. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

### Driving Gale (Su)

As a standard action, Barbariccia can strengthen the winds that surround her, circling her hair around her in a cyclonic shape. While this ability is in effect, all creatures in a 15 ft. radius are given the Squallied condition. All creatures in a 10 ft. radius are given the Squallied condition and take 1d6 wind damage per round. All creatures adjacent to her are dazzled, given the Squallied condition, and take 2d6 wind damage per round. Any flying creatures within a 10 ft. radius are treated as though flying through hurricane force winds, and any adjacent flying creatures are treated as though flying through tornado force winds. All of Barbariccia's melee attacks deal an additional 1d6 wind damage, and she gains the benefits of the Snatch feat as though she was a Gargantuan creature, with her hair being treated as a claw attack for the purposes of the Snatch feat; she may hold up to two Large creatures, four Medium creatures, eight Small creatures, sixteen Tiny creatures, thirty-two Diminutive creatures, or sixty-four Fine creatures at a time in her hair while this ability is in effect, and may choose to simply hold them instead of dealing damage, if she so wishes. As a full-round action, she may also roll a single grapple check to maintain any and all grapples she is currently making, applying the roll to each grappled creature separately. All attacks made against her have a 50% miss chance and deal half damage, and all ranged weapons (including massive weapons and artillery, such as catapulted missiles or cannonfire) automatically miss. She also gains the improved uncanny dodge ability. If an enemy successfully makes an attack from above that hits her (such as a dragoon using their deadly lancer ability after a vertical jump), this ability ends, and anything she

was holding in her hair falls to the ground. She gains Wind Absorption while this is in effect. She can otherwise end it as a free action, and in either case, she cannot use this ability again for 1d3 rounds.

## Maelstrom (Su)

As a full-round action, while the driving gale ability is in effect, Barbariccia can unleash a black, draining wind upon her enemies. All enemies in a 20 ft. radius burst, with a range of 30 feet, must make a Fortitude save (DC 28) or be reduced to a number of hit points equal to their HD. Those who are already at such a level of hit points or lower are reduced to 1 hit point instead. A successful saving throw reduces the enemy's current hit points by one quarter instead. Blue mages may learn this ability as a 9th level spell (Knowledge: Planes DC 33).

## Silence (Ex)

Claw and Hair — injury; save Will DC 27; frequency 1/round for 2d8 rounds; effect unable to cast spells; cure 1 save.

## There is no Escape (Ex)

Whenever making a successful grapple check, Barbariccia can pin her enemy as a swift action instead of merely grappling them; the pin is an automatic success.

## Twister (Ex)

As a standard action, Barbariccia may target a single creature within 60 feet, surrounding them with swirling black winds. The target must make a Fortitude save (DC 25) or be reduced to a number of hit points equal to their HD. If the target is already at such a level of hit points or lower, they are reduced to 1 hit point instead. A successful saving throw reduces the enemy's current hit points by one quarter instead. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

## Kraken (CR 15)

*Reeking of saltwater and the pungent smell of recently spoiled seafood, the massive, slick, writhing form of Kraken presents himself in a manner one may expect of a dapper gentleman, were it not for the look of contempt and hunger glistening in his eyes.* — Manly Man

XP 51,200

LE Huge Magical Beast ([Archfiend](#), [Boss](#), [Water](#))

Init +8; Senses Blindsight 120 ft.; Perception +28

---

### DEFENSE

---

**AC** 30, touch 18, flat-footed 30 (+12 natural, +6 deflection, +4 Dex, -2 size)

**hp** 528 [704] (16d12+160)

**Fort** +20 **Ref** +14 **Will** +18

**Absorb** water **DR** 15/chaotic and silver **Immune** blind, curse, death effects, disease, frog, mind-affecting, mini, petrification, poison, sap, silence, sleep, stop **Resist** fire 30 **SR** 26; Strong Fire

**Weakness** Lightning

---

### OFFENSE

---

**Speed** 40 ft., swim 60 ft.

**Melee** bite +24 (2d6+23 plus 1d6 water), 4 tentacles +22 (1d8+16 plus 1d6 water and grab)

**Space** 15 ft. Reach 10 ft. (20 ft. with tentacle)

**Special Attacks** acid droplet, aqualung, catch and release, flash rain, hydrotwister, like a peeled

grape, whirlpool  
Burst Mode Lifespring

---

## STATISTICS

---

**Str** 36, **Dex** 18, **Con** 30, **Int** 26, **Wis** 26 **Cha** 26

**Base Atk** +16; **CMB** +31 (+39 when grappling); **CMD** 45 (47 vs. grapple)

**Feats** Improved Initiative, Power Attack (included in the statistics above), Combat Reflexes, Dirty Fighting, Improved Grapple\*, Greater Grapple\*, Body Shield, Rapid Grappler Multiattack, Throw Anything

*\*Indicates a bonus feat*

**Skills** Acrobatics +23, Appraise +27, Bluff +27, Diplomacy +27, Escape Artist +11, Handle Animal +15, Heal +15, Intimidate +27, Knowledge (arcana) +34, Knowledge (dungeoneering) +29, Knowledge (engineering) +29, Knowledge (geography) +34, Knowledge (history) +29, Knowledge (local) +29, Knowledge (nature) +34, Knowledge (nobility) +29, Knowledge (planes) +34, Knowledge (religion) +29, Perception +27, Sense Motive +27, Sleight of Hand +14, Spellcraft +27, Stealth +12, Swim +40, Use Magic Device +27

**Languages** All

**SQ** Soul of the Sea, There is no Escape

---

## SPECIAL ABILITIES

---

### Lifespring (Su)

This Burst Mode lets Kraken bring some of the power of the ocean with him, calling upon it in his times of need. For a number of rounds equal to 1 + 1 round for every four HD, Kraken is treated as being completely submerged in water for the purposes of his soul of the sea ability, whether he actually is submerged or not. His damage reduction becomes DR 20/chaotic and silver, he heals twice as much damage as was dealt when absorbing water damage, and heals 1d6 ability damage, ability burn, and ability drain and 1 negative level for every round he is completely submerged in water. This limit break requires only a swift action to activate.

### Acid Droplet (Su)

Kraken can drench a single enemy with acid water within 30 feet for 4d6 points of water damage and inflict them with the Poison status effect for 1d4 rounds unless they make a Fortitude save (DC 20) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

### Aqualung (Su)

Kraken can emit a 30-ft.-cone of watery breath. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Fort save DC 22 to reduce damage by half and negate the Silence status effect) for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Catch and Release (Ex)

When grappling an enemy smaller than himself, as an attack action, Kraken may hurl his grappled enemy as though they were an improvised thrown weapon with a 20 ft. range increment. Medium creatures deal 1d8 + 1.5 times Str modifier in bludgeoning damage to creatures and objects struck, scaling up or down in damage dice as appropriate for their size category; for each category higher, the range increment decreases by 5 feet, and the damage increases as though it were a weapon one size category larger, i.e. Large creatures deal 2d6 + 1.5 Str mod damage and have a 15 ft. range increment, Small creatures deal 1d6 + 1.5 times Str mod damage and have a 25 ft. range

increment, and so forth. Creatures thrown take the same damage as the attack dealt to the target. Thrown creatures also take falling damage when thrown, taking 1d6 falling damage for every 10 feet they travel, and an additional 1d6 damage and are dazed for 1 round when striking a solid, immovable object, such as a large rock or a wall. The thrown creature is knocked prone after being thrown, as is the target creature if the attack succeeds. Kraken may hurl all enemies he currently has grappled as a full attack, and at no point do any of his ranged attacks when throwing creatures or objects provoke attacks of opportunity.

### **Flash Rain (Su)**

Once every 1d3 rounds, Kraken can cause a shower of icy cold rain in a flash, hitting all those in a 30-ft.-cone. Those in the area of effect take 10d6 ice and 10d6 water damage, a successful Reflex (DC 26) for half damage. Blue mages may learn this ability as a 8th level spell (Knowledge: Arcana DC 31).

### **Hydrotwister (Su)**

Kraken releases a water drill towards his opponent within 30 ft. The target must make a Fortitude save (DC 22) or be inflicted with both Deprotect and Deshell status effect for 1d4+1 rounds while taking 6d6 points of water damage. If they succeed the save, they negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### **Like a Peeled Grape (Ex)**

When grappling one or more creatures in his tentacles, Kraken deals an additional 2d6+16 crushing damage to any creature held in his tentacles upon a successful grapple check. As a full-round action, she may also roll a single grapple check to maintain any and all grapples she is currently making, rolling for each grapple separately.

### **Soul of the Sea (Ex)**

Whenever in water deep enough for him to swim through, Kraken may use all eight of his tentacles to attack and grapple with, rather than four of them. In addition, while completely submerged in water, he gains regeneration 20/chaotic and silver.

### **There is no Escape (Ex)**

Whenever making a successful grapple check, Kraken can pin his enemy as a swift action instead of merely grappling them; the pin is an automatic success.

### **Whirlpool (Su)**

Kraken awakens a pool of water that roots its target in place within 50 ft. Any creatures within 15 feet-radius of the target take 10d6 points of water damage and are inflicted with Immobilize status effect. All creatures within the area of effect must make a Will save (DC 24) to half the damage and negate the status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## **Rubicante (CR 17)**

Standing proud and tall, Rubicante, the Autarch of Flame, towers over you. With a wave of his hand, you are all restored to full strength, and he beckons you forth, promising unto you a noble, fiery death.— Manly Man

XP 102,400

LE Large Outsider ([Archfiend](#), [Boss](#), [Fire](#), [Native](#))

Init +13; Senses Blindsight 120 ft.; Perception +28  
Aura Scorching Aura (30 ft., 2d6 fire damage per round, ignores immunity and resistance)

---

## DEFENSE

---

AC 36, touch 26; flat-footed 27 (+10 natural, +8 deflection, +9 dex, -1 size)  
hp 702 [912] (19d12+228)  
mp 191  
Fort +23, Ref +20, Will +21  
Absorb Fire; DR 20/chaotic and silver; Immune blind, curse, death effects, disease, frog, mind-affecting, mini, petrification, poison, sap, silence, sleep; SR 28  
Weakness Ice and Water

---

## OFFENSE

---

Speed 40 ft.; Teleportation 120 ft.  
Melee 2 Claws +29 (3d8+25 plus Burn)  
Space 10 ft.; Reach 10 ft.  
Special Attacks Burn (2d6 fire damage, DC 29), Glare, Inferno, Pyroport  
Burst Mode Autarch of Flame  
Spells Known (FC CL 19th, Concentration +29)  
1st (DC 22) – [detonate](#), [fire](#)  
2nd (DC 23) – burning arc, [detonate II](#), fiery shuriken, [fire II](#), flaming sphere  
3rd (DC 24) – [detonate III](#), [fira](#), [fire III](#)  
4th (DC 25) – [blaze spikes](#), comet (only deals fire damage), [fire IV](#), [volcanic storm](#), wall of fire  
5th (DC 26) – [burn](#), [firaga](#), fire snake  
6th (DC 27) – [blaze spikes II](#), blazing winds, cometra (only deals fire damage), contagious flame, [flare](#)  
7th (DC 28) – [burn II](#)  
8th (DC 29) – [blaze spikes III](#), fire storm, [flare II](#)  
9th (DC 30) – [meteor](#) (only deals fire damage)

---

## STATISTICS

---

Str 40, Dex 28, Con 34, Int 30, Wis 30, Cha 30  
Base Atk +19; CMB +36; CMD 62  
Feats Ability Focus (Glare), Ability Focus (Inferno), Blind-Fight, Cleave, Combat Reflexes, Elemental Focus (Fire), Great Cleave, Improved Initiative, Improved Natural Attack (Claw), Power Attack (included in the statistics above)  
Skills Acrobatics +31, Appraise +32, Bluff +32, Diplomacy +32, Disable Device +31, Escape Artist +31, Heal +32, Intimidate +32, Knowledge (arcana) +40, Knowledge (dungeoneering) +40, Knowledge (engineering) +40, Knowledge (geography) +40, Knowledge (history) +40, Knowledge (local) +39, Knowledge (nature) +40, Knowledge (nobility) +40, Knowledge (planes) +40, Knowledge (religion) +40, Linguistics +23, Perception +32, Sense Motive +32, Sleight of Hand +31, Spellcraft +32, Stealth +24, Use Magic Device +32  
Languages All  
SQ Cloak of Flames, Life-giving Warmth, the Fire still Burns

---

## SPECIAL ABILITIES

---

### Autarch of Flame (Su)

This Burst Mode intensifies Rubicante's fiery powers beyond mortal ken. For a number of rounds equal to 1 + 1 round for every four HD, Rubicante may use his inferno ability as normal while his cloak of flames is closed. Whenever his cloak is open, any and all fire damage he deals to his



enemies, except for that from his scorching aura ability, deals damage as though the target was vulnerable to fire, ignoring any fire absorption, immunity, or resistance. This limit break requires only a swift action to activate.

## **Burn (Ex)**

Rubicante deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 2d8 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

## **Cloak of Flames (Su)**

As a swift action, Rubicante can either open up or close his cloak, making his tactics lean towards being more aggressive or more defensive. While his cloak is closed, Rubicante absorbs fire, ice, and water damage, and is immune to all other elements. His deflection bonus to AC increases by 4, and he gains the benefits of evasion, improved evasion, uncanny dodge, and improved uncanny dodge. While his cloak is open (reflected in the statistics above), he loses the boost to his deflection bonus, and loses his ice and water absorption and immunity to all other elements except for his fire absorption.

## **Glare (Su)**

As a standard action, Rubicante may select a single target within 90 feet, who then takes 15d10 fire damage, dealing half damage to those normally immune to fire and treating fire resistance as if it was 10 points lower. They must then make a Reflex save (DC 30) for half damage. Blue mages can learn this ability as an 8th level spell (Knowledge: Planes DC 31).

## **Inferno (Su)**

As a standard action, while his cloak is open, Rubicante can unleash a burst of hellfire in a 60 ft. radius. All creatures, including Rubicante, within the radius take 20d8 fire damage, dealing half damage to those normally immune to fire and treating fire resistance as if it was 10 points lower, also inflicting the Burning status, while Rubicante absorbs half of the damage rolled and does not suffer the Burning status effect. A successful Reflex save (DC 31) halves the damage dealt and negates the Burning status effect. Blue mages can learn this ability as a 9th level spell (Knowledge: Planes DC 33).

## **Life-Giving Warmth (Su)**

Once per day, as a standard action, Rubicante may bathe those around him in a healing light. All dead creatures within a 30 ft. radius are resurrected without fail and with no negative side effects, and all creatures (including those resurrected by this ability) are healed fully, have any ability damage, ability drain, negative levels, and status effects removed, and if they have MP or some other pool of energy (such as an arcane pool or ki pool), that is also restored fully. This ability is usually reserved for his enemies before he engages them.

## **Pyroport (Su)**

Rubicante deals 5d6 fire damage to all adjacent creatures at the point where he teleports from and where he teleports to, with a DC 29 Reflex save for half damage.

## Scorching Aura (Ex)

Whenever Rubicante's cloak is open, all creatures within a 30 ft. radius take 2d6 fire damage that ignores immunity or resistance, and treats fire absorption as fire immunity instead.

## The Fire Still Burns (Su)

As a free action, whenever Rubicante is struck by a spell of the Elemental (Fire) school of 5th level or higher, or otherwise absorbs 50 points of fire damage from a single source, he may spend 5 MP to emulate a raise effect on all creatures within a 30 ft. radius, using his HD in place of a caster level, except that they only take a single negative level instead of two.

## Tiamat (CR 17)

*With six different heads roaring simultaneously, Tiamat's immense form howls like a chorus of hurricanes, all of them ready to tear you to pieces.* – Manly Man

XP 102,400

NE Huge Dragon ([Archfiend](#), [Boss](#), [Wind](#))

Init +9; Senses Blindsight 120 ft.; Perception +28

---

### DEFENSE

---

**AC** 38 touch 23, flat-footed 35 (+15 natural, +10 deflection, +5 Dex, -2 size)

**hp** 702 [912] (19d12+228)

**mp** 191

**Fort** +23 **Ref** +20 **Will** +21

**DR** 20/adamantine and good **Immune** blind, curse, death effects, disease, earth, frog, mind-affecting, mini, petrification, poison, sap, silence, sleep, wind **SR** 28; Strong Earth

**Weakness** Ice

---

### OFFENSE

---

**Speed** 50 ft., fly (good) 120 ft.

**Melee** 6 bites +25 (2d8+34 plus 2d6 wind damage), 2 claws +25 (2d6+25 plus 1d6 wind damage), tail slap +23 (1d8+18 plus 1d6 wind damage)

**Space** 15 ft. Reach 15 ft. (20 ft. with tail)

**Special Attacks** breath weapon, heaving breath, mp absorb, snort, storming breath, wind slash  
Burst Mode Whisperwind

**Spells Known** (FC CL 19th; concentration +29)

•1st (DC 22): *aero, blast*

•2nd (DC 23): *aero II, blast II, float (on foes)*

•3rd (DC 24): *aero, aero III, blast III, dispel*

•4th (DC 25): *aero IV, floatga (on foes)*

•5th (DC 26): *aeroga, slice*

•6th (DC 27): *greater dispel, path of the winds, tornado*

•7th (DC 28): *blade barrier, slice II*

•8th (DC 29): *tornado II*

•9th (DC 30): *winds of vengeance*

---

## STATISTICS

---

**Str** 36, **Dex** 20, **Con** 34, **Int** 30, **Wis** 30 **Cha** 30

**Base Atk** +19; **CMB** +34 (+36 with awesome blow or bull rush); **CMD** 49 (51 vs. awesome blow or bull rush)

**Feats** Improved Initiative, Power Attack (included in the statistics above), Combat Reflexes, Improved Bull Rush, Awesome Blow, Improved Awesome Blow, Blind-Fight, Ability Focus (breath weapon), Multiattack (claw), Elemental Focus (wind)

**Skills** Acrobatics +27, Appraise +32, Bluff +32, Diplomacy +32, Disable Device +27, Escape Artist +27, Fly +31, Heal +32, Intimidate +32, Knowledge (arcana) +40, Knowledge (dungeoneering) +40, Knowledge (engineering) +40, Knowledge (geography) +40, Knowledge (history) +40, Knowledge (local) +39, Knowledge (nature) +40, Knowledge (nobility) +40, Knowledge (planes) +40, Knowledge (religion) +40, Linguistics +23, Perception +32, Sense Motive +32, Spellcraft +32, Stealth +16, Use Magic Device +32

**Languages** All

**SQ** 'tis but a scratch!

---

## SPECIAL ABILITIES

---

### Whisperwind (Su)

This Burst Mode makes Tiamat's body overflow with elemental energy, empowering herself to overwhelm any of her enemies. For a number of rounds equal to 1 + 1 round for every four HD, Tiamat may use a single breath weapon as a free action once per round, and no usage of her breath weapons has any waiting period before she can use it again, except for her storming breath ability, which functions as normal. All creatures who take damage from her breath weapons are given the Silenced condition, no save. This limit break requires only a swift action to activate.

### Breath Weapon (Su)

Tiamat has two breath weapons at her disposal, a 90 ft. line that deals 15d10 wind damage, and a 60 ft. cone of poisonous gas that deals 12d8 non-elemental damage and inflicts the Disease and Sap status effects permanently, until cured. A successful Reflex save (DC 33) halves the damage of the wind breath weapon, and a successful Fortitude save (DC 33) halves the damage of the poisonous breath weapon and reduces the duration of the Disease and Sap status effects to 2d6 rounds. Each of Tiamat's breath weapons have a separate waiting period of 1d3 rounds, and may be used in place of a bite when making a full attack.

### Heaving Breath (Ex)

Whenever using her breath weapon that deals wind damage, Tiamat may make a free awesome blow or bull rush attempt on all creatures in the area of effect.

### MP Absorb (Su)

Tiamat can fire a pulsating green beam as a ranged touch attack at a single target that drains 5d6 points of MP damage and restores her own. The attack prompts a Fortitude save (DC 25); if successful the MP damage is negated. Blue mages may learn this ability as a 5th-level spell (Knowledge: Arcana DC 25).

### Snort (Ex)

Once per round, as a swift action, Tiamat can release a puff of air upon a creature with the Float status effect, blowing the enemy up 120 feet away (no save). Hitting an immovable object deals 5d6 damage to the creature being snorted at.

## Storming Breath (Ex)

As a full-round action that does not provoke attacks of opportunity, Tiamat may use three breath weapon attacks at once. She may choose any combination of them, and the time between uses for both breath weapons is increased to 1d6 rounds, rolled separately. The damage dealt by the wind breath weapon increases to 20d10, the damage of the poison breath weapon increases to 16d8, the range of both breath weapons doubles, and the saving throw DCs increase by 2. If all the breath weapons used were the same, the time between uses increases to 2d4 rounds, but the unused breath weapon may still be used as normal.

## 'Tis But a Scratch! (Ex)

Tiamat is immune to effects that would sever any of her heads, and her heads cannot be targeted individually, until she has been slain.

## Wind Slash (Su)

Tiamat uses her wings to cause the wind to slice all those in a 60-ft.- cone. Creatures within the area of effect take 15d6 points of wind damage, a successful Reflex save (DC 28) reduces the damage by half. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Chaos (CR 21)

*A thick, brassy hide, stronger than steel, stretches over this towering humanoid figure. His claws, scales, wings, and tail almost suggest a draconic origin, but a face so demonic could belong to none but a fiend. Born of clashing elements bound with the magic of time, the being standing before you, Chaos, gives a wicked grin and urges you forth to be slain. – Manly Man*

**XP** 409,600

CE Large outsider ([Archfiend](#), [Boss](#), [Native](#))

**Init** +15; **Senses** blindsense 120 ft.; **Perception** +37

---

### DEFENSE

---

**AC** 46, touch 33, flat-footed 37 (+13 natural, +13 deflection, +11 Dex, -1 size)

**hp** 986 [1242] (23d12+344)

**mp** 271

**Fort** +27 **Ref** +24 **Will** +25

**DR** 20/epic and good and lawful **Immune** bleed, blind, burning, curse, daze, death effects, disease, drenched, energy drain, frog, frozen, mind-affecting, mini, paralyzation, petrification, poison, sap, silence, sleep, slow, squalled, static, stop, stun, weighted; **Resist** all 40; **SR** 31

---

### OFFENSE

---

**Speed** 50 ft., burrow 30 ft., climb 40 ft., fly (good) 100 ft., swim 80 ft.

**Melee** 2 claws +36 (3d8+31+3d6 non-elemental plus Paralyze (Fortitude DC 33) for 1d4 rounds)

**Space** 10 ft., **Reach** 10 ft.

**Spells Known** (FC CL 23rd; concentration +35)

•1st (DC 23): *aero, awaiting, blizzard, cure, dark, deceleration, delayed opponent, fire, light, memory lapse, omen of peril, ruin, stone, thunder, water*

•2nd (DC 24): *aero II, blizzard II, contingent action, cure II, dark II, dimension hop, false future, fire II, future's boon, gentle repose, lesser celerity, light II, recall agony, stone II, switch fate, thunder II, time shudder, water II*

- 3rd (DC 25): *aera, aero III, aging touch, alter fortune, blink, blizzara, blizzard III, cura, cure III, dark III, darkra, dimension step, dispel, fira, fire III, haste, light III, lightra, shelter outside time, slow, stone III, stonera, thundara, thunder III, watera, water III*
- 4th (DC 26): *aero IV, baleful blink, blizzard IV, celerity, dark IV, dimension door, fire IV, light IV, mass deceleration, quintessence, reality rift, stone IV, symbol of slowing, thunder IV, water IV*
- 5th (DC 27): *aeroga, anticipatory strike, bend space and time, blizzaga, bright, burn, contingent spell immunity, crush, curaga, darkga, dimension shuffle, drain, drown, firaga, freeze, gloom, gravity, lightga, past's facade, permanency, ruinga, second chance, shock, slice, stonega, telekinesis, temporal repair, thundaga, waterga*
- 6th (DC 28): *abyss, burst, contingency, elude time, flare, flood, glacier, greater dispel, hastega, slowga, quake, radiance, ruinga, temporal acceleration, temporal disjunction, tornado*
- 7th (DC 29): *bind, bright II, burn II, crush II, deja vu, drainra, drown II, fate of one, freeze II, gloom II, graviga, greater bend space and time, lesser time stop, plane shift, reverse, shock II, slice II, slow skin, stop, teleport object, time spellsurge*
- 8th (DC 30): *abyss II, burst II, dimensional lock, doom, fire storm, flare II, flood II, glacier II, greater celerity, hindsight, mass reality rift, moment of prescience, polar ray, quake II, radiance II, recall death, scathe, stormbolts, temporal stasis, tornado II, warp*
- 9th (DC 31): *death, drainga, foresight, gravija, greater reality rift, hasteja, slowja, stopga, temporal abstraction, time regression, time stop, time walk, ultima*

## STATISTICS

**Str 48, Dex 32, Con 38, Int 34, Wis 34 Cha 34**

**Base Atk +23; CMB +36; CMD 64**

**Feats** Improved Initiative, Toughness, Power Attack, Flyby Attack, Cleave, Great Cleave, Vital Strike, Improved Vital Strike, Greater Vital Strike, Extend Spell, Maximize Spell, Intensify Spell

**Skills** Acrobatics +36, Appraise +36, Bluff +37, Climb +45, Diplomacy +37, Disguise +30, Disable Device +36, Escape Artist +36, Fly +37, Heal +37, Intimidate +37, Knowledge (arcana) +45, Knowledge (dungeoneering) +45, Knowledge (engineering) +45, Knowledge (geography) +45, Knowledge (history) +45, Knowledge (local) +44, Knowledge (nature) +45, Knowledge (nobility) +45, Knowledge (planes) +45, Knowledge (religion) +45, Knowledge (technology) +37, Linguistics +28, Perception +37, Sense Motive +37, Sleight of Hand +36, Spellcraft +37, Stealth +29, Swim +45, Use Magic Device +37

**Languages** All

**SQ** denial, elemental stability, temporal instability, utter chaos

## SPECIAL ABILITIES

### Utter Chaos (Su)

This Burst Mode lets Chaos take hold of the laws of the space-time continuum and grind them into the finest powder. For a number of rounds equal to 1 + 1 round for every four HD, the DCs of his spells increase by 2, his elemental resistance is doubled, and it also applies to non-elemental damage as well. He is also granted one extra standard action and swift action per round, which can be used to break the usual limit of only casting two spells per round.

### Denial (Su)

Once per round, Chaos may spend a number of MP as an immediate action when attacked or subjected to a creature's ability that would inflict damage; the MP spent must be equal to half of the

offender's HD, rounded up. Doing so negates the damage entirely, although any other effects of the attack or ability occur as normal.

## Elemental Stability (Su)

Chaos' attunement to all of the elements lets him enjoy a much sturdier balance when it comes to elemental effects. Any ability or effect that ignores or reduces elemental resistance has no effect upon Chaos' own resistances, and all spells dealing damage of any element, as well as non-elemental, that affect him cannot in any way, shape, or form lower or ignore his spell resistance or treat it as though it was lower.

## Temporal Instability (Su)

The influence of the chronomantic energy coursing through his body has rendered Chaos resistant to the ravages of the warping of time. When he casts spells of the Chronomancy school that would inflict some kind of penalty or negative status effect on himself, such as *celerity*, he is instead sickened for 1 round if the penalty or status effect would be harsher.

---

### ECOLOGY

---

**Environment** any

**Organization** unique

**Treasure** none

## Feral Chaos (CR 39)

*A god tortured by endless cycles of war, whose power is so vast and intense that he has lost all sanity. Once known as Chaos, the god of discord, all this divine beast knows now is destruction. Long ago, he ruled over all things evil and chaos, caught in an endless cycle of war with the goddess of harmony Cosmos. Adventurers beware: though nothing more than an animal now, he still has all of his power to back up his ferocity. Fighting this creature will most certainly end in your death.* – Dragon Man

**XP** 209,920,000

CE Colossal Outsider ([Archfiend](#), [Boss](#))

**Init** +20; **Senses** Darkvision 300 feet, Blindsight 60 feet; Perception +108

---

### DEFENSE

---

**AC** 48, touch 23, flat-footed 27 (-8 size, +20 Dexterity, +25 natural, +1 dodge)

**HP** 2,532 [3077] (99d12+1,889)

**Fort** +70; **Reflex** +71; **Will** +51;

**DR** 30/-; **Immune** Ability Damage, Ability Drain, Antagonize, Blind, Confuse, Daze, Deafen, Deprotect, Dethell, Disable, Disease, Doom, Energy Drain, Entangle, Exhaust, Fascinate, Fatigue, Fear, Frog, Immobilize, Mini, Nausea, Negative Levels, Paralyze, Petrify, Sicken, Silence, Sleep, Slow, Stagger, Stop, Stun, Zombie; **Resist** Dark 25, Earth 25, Fire 25, Holy 25, Ice 25, Lightning 25, Water 25, Wind 25; **SR** 50;

---

### OFFENSE

---

**Speed** 100 ft., fly 500 ft. (clumsy), burrow 100 ft., swim 60 ft., climb 50 ft.

**Melee** Bite +121 (6d8+45/19-20), 2 claws +121 (4d8+30/19-20), 2 wings +121 (4d6+10/19-20), Tail Slap +121 (6d8+35)

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** Quo Vadis, Deus Iratus, Via Dolorosa, Ventus Ire, Lux Magnus, Flagro Maximus, Regnum Dei, Nexus Ultimus

---

## STATISTICS

---

**Str 70, Dex 50, Con 49, Int 2, Wis 10, Cha 6**

**Base Atk +99; CMB +137; CMD 167 (171 vs trip)**

**Feats** Ability Focus (Deus Iratus, Ventus Ire, Lux Magnus, Nexus Ultimius), Awesome Blow, Blood Feast, Flyby Attack, Hover, Improved Natural Attack (Bite, Claw, Wing, Tail Slap), Multiattack, Snatch, Power Attack, Bloody Assault, Cleave, Cleaving Finish, Improved Cleaving Finish, Great Cleave, Death or Glory, Furious Focus, Dreadful Carnage, Stunning Assault, Improved Critical (Bite, Tail Slap, Claw, Wing), Critical Focus, Bleeding Critical, Blinding Critical, Crippling Critical, Staggering Critical, Stunning Critical, Combat Reflexes, Dodge, Mobility, Combat Patrol, Just Out of Reach, Spring Attack, Wind Stance, Lightning Stance, Skill Focus (Acrobatics, Fly, Perception)

**Skills** Acrobatics +128, Climb +38, Fly +115, Perception +108, Swim +38, Survival +102

**SQ** Does not breathe, does not sleep

---

## SPECIAL ABILITIES

---

### Regnum Dei (Su)

Once per day while below 50% health, Feral Chaos can drag all creatures within 100 feet to a realm to pure chaos and destruction. This realm remains in existence for 1d10 rounds. While inside this realm, creatures without the Archfiend subtype take 2d6 shadow damage per round. As a full round action, Feral Chaos can end this ability early to use Nexus Ultimius on a single target.

### Nexus Ultimius (Ex)

Once per day while inside the realm created by Regnum Dei, as a full round action, Feral Chaos can select one creature within the realm to unleash his ultimate destruction upon. That target is impaled with several gigantic swords made of pure chaotic energy before they are crushed from inside and out by the feral ferocity and chaotic rage. This deals 99d12 non-elemental damage to that target. The target must make a Fortitude Save (DC 80) to halve this damage. The save DC is Constitution based.

### Quo Vadis (Ex)

As a standard action, Feral Chaos can teleport to a creature within 100 feet and perform two claw attacks and a bite attack. This ability can only be used once every 1d4+1 rounds.

### Deus Iratus (Su)

As a standard action, Feral Chaos can erupt chaotic energy in a 30-foot radius centered on him, dealing 25d10 damage. This damage is half fire and half non-elemental. A Reflex Save (DC 80) halves this damage. This save DC is Constitution based. This ability can only be used once every 1d8 rounds.

### Via Dolorosa (Su)

As a full round action, Feral Chaos can shoot out rays of pure fiery chaos from his body. This allows him to make four tail slap attacks with a range of 1 mile, and they deal half fire and half non-elemental damage instead of bludgeoning damage. This ability can only be used once every 1d3 rounds.

### Ventus Ire (Ex)

As a standard action, Feral Chaos can cause a slashing gale with a beat of his wings in a 40-foot cone. This ability deals 30d8 damage (half wind/half non-elemental). A successful Reflex save (DC

80) halves this damage. This save DC is Constitution based. This ability can only be used once every 1d3+1 rounds.

### **Lux Magnus (Su)**

As a standard action, if Feral Chaos is airborne, he can shoot destructive light downwards in a 10-foot wide 200-foot high cylinder. This ability deals 35d10 damage (half holy/half non-elemental). A Reflex save (DC 80) halves this damage. The save DC is Constitution based. This ability can only be used once every 1d6+1 rounds.

### **Flagro Maximus (Su)**

As a full round action, Feral Chaos can unleash destructive energy upon a single person. He makes a ranged touch attack against a single target within 200 feet. If it hits (+133), it deals 50d10 damage (half fire/half non-elemental). This ability can only be used once every 1d8+2 rounds.

## Demon Wall Family

### **Demon Wall (CR 8)**

A stone wall possessed by a demon. A trap constructed in ancient times, it chases down opposing forces until it can flatten them. Adventurers are said to go crazy unable to exert their true power due to the fear caused by the wall slowly closing in on them with no escape. It may be impossible to defeat this enemy if one possesses strength but not the necessary willpower as well.

XP 4,800

NE Huge Outsider (Boss, Daemon, Earth, Extraplanar) [size may vary depending on room]

Init +1; Senses Darkvision 60 ft.; Perception +18

---

#### **DEFENSE**

---

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

hp 270 [360] (10d10+80)

mp 45

Fort +14, Ref +4, Will +12

**DR** 10/adamantine or good; **Immune** Disease, Death Effects, Earth, Petrify, Poison; **Resist** Ice 10, Fire 10, Lightning 10; **SR** 19

Weakness Holy

---

#### **TACTICS**

---

**During Combat** Demon Wall begins by casting debuffs upon it's foes while always moving closer towards the other end of the room. If anyone is within range, Demon Wall can choose to physically attack them.

---

#### **OFFENSE**

---

Speed 10 ft. (depends on the size of the room)

Melee 2 Claws +11 (1d8+7/19-20)

Space 15 ft.; Reach 15 ft. [depends on it's size]

Special Attacks Crush

Spells Known (FC CL 10th; concentration +13)

1st (DC 16) – Blind, Sleep

2nd (DC 17) – Silence



3rd (DC 18) – Blindga, Sleepga  
4th (DC 19) – Silencega  
5th (DC 20) – Blindja, Sleepja

---

## STATISTICS

---

Str 24, Dex 12, Con 24, Int 10, Wis 20, Cha 14

Base Atk +10; CMB +19; CMD 30

**Feats** Cleave, Combat Casting, Improved Critical (Claw), Power Attack, Toughness

**Skill** Bluff +15, Intimidate +15, Knowledge (Planes) +13, Perception +18, Sense Motive +18, Spellcraft +13

**Languages** Abyssal

SQ Movable Object

---

## SPECIAL ABILITIES

---

### Crush (Ex)

After 5 turns, Demon Wall will reach the other side of the room and will crush all of its opponents inflicting instant death unless they managed to get out of the room. (Cannot be used by any class)

### Movable Object (Ex)

Demon Wall can move at its normal speed while attacking or casting spell without needing to make any checks and does not take any attacks of opportunity while doing so. (Cannot be used by any class)

### Status+ (Ex)

Demon Wall adds half of his HD (+5) to its spell duration.

### Greater Demon Wall (CR 15)

A stone wall possessed by a demon. A trap constructed in ancient times, it chases down opposing forces until it can flatten them. Adventurers are said to go crazy unable to exert their true power due to the fear caused by the wall slowly closing in on them with no escape. It may be impossible to defeat this enemy if one possesses strength but not the necessary willpower as well.

XP 51,200

NE Gargantuan Outsider (Boss, Daemon, Earth, Extraplanar) [size may vary depending on room]

Init +3; Senses Darkvision 60 ft.; Perception +29

---

## DEFENSE

---

AC 26, touch 9, flat-footed 23 (+3 dex, +17 natural, -4 size)

hp 558 [720] (18d10+180)

mp 135

Fort +21, Ref +11, Will +19

**DR** 15/adamantine or good; **Immune** Disease, Death Effects, Earth, Petrify, Poison; **Resist** Ice 20, Fire 20, Lightning 20; **SR** 24

Weakness Holy

---

## TACTICS

---

**During Combat** Demon Wall begins by casting debuffs upon it's foes while always moving closer towards the other end of the room. If anyone is within range, Demon Wall can choose to physically attack them.

---

## OFFENSE

---

Speed 10 ft. (depends on the size of the room)  
Melee 2 Claws +25 (2d6+11/19-20)  
Space 20 ft.; Reach 20 ft. [depends on it's size]  
Special Attacks Crush  
Spells Known (FC CL 18th; concentration +26)  
1st (DC 19) – Blind, Sleep  
2nd (DC 20) – Silence  
3rd (DC 21) – Blindga, Sleepga  
4th (DC 22) – Silencega  
5th (DC 23) – Blindja, Sleepja  
6th (DC 24) – Silenceja  
7th (DC 25) – Countdown  
8th (DC 26) – Doom

---

## STATISTICS

---

Str 32, Dex 16, Con 30, Int 10, Wis 26, Cha 14  
Base Atk +18; CMB +33; CMD 46

**Feats** Cleave, Combat Casting, Extend Spell, Improved Critical (Claw), Improved Natural Attack (Claw), Lightning Reflexes, Power Attack, Toughness, Vital Attack

**Skill** Bluff +23, Intimidate +23, Knowledge (Planes) +21, Perception +29, Sense Motive +29, Spellcraft +21

**Languages** Abyssal

SQ Movable Object, Second Wind, Status+

---

## SPECIAL ABILITIES

---

### Crush (Ex)

After 5 to 10 turns (DM's choice), Demon Wall will reach the other side of the room and will crush all of it's opponents inflicting instant death unless they managed to get out of the room. (Cannot be used by any class)

### Movable Object (Ex)

Demon Wall can move at it's normal speed while attacking or casting spell without needing to make any checks and does not take any attacks of opportunity while doing so. (Cannot be used by any class)

### Second Wind (Ex)

Once below 50% HP (360), Demon Wall will increase it's claw damage by one dice size and critical range by 2 for the rest of the fight.

### Status+ (Ex)

Demon Wall adds half of his HD (+9) to it's spell duration.

# Gilgamesh Forms

## Gilgamesh Form 1 (CR 7)

*Enough expository banter! Now we fight like men! And ladies! And ladies who dress like men! For Gilgamesh...it is morphing time!*

XP 3,200

CN Medium Outsider ([Boss](#), [Extraplanar](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +16

---

### DEFENSE

---

**AC** 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)

**hp** 210 [300] (10d10+50)

**mp** 27

**Fort** +11, **Ref** +10, **Will** +8

**Immune** bleed, confuse, death effects, frog, mini, paralyze petrify, poison, silence, sleep, stop; **Resist** Wind 10, Water 10, Fire 10

---

### OFFENSE

---

**Speed** 20 ft.

**Melee** Masterwork Longsword +17 (1d8+9/19-20 x2), Masterwork Greataxe +17 (1d12+9/x3), or Masterwork Naginata +17 (1d8+9/x4)

**Ranged** Masterwork Composite Longbow +13 (1d8+9/x3)

**Special Attacks** Death Claw, Discord, Goblin Punch, Jump, Lilliputian Lyric, Pond's Chorus, Rocket Punch, Time Slip, Wing Cutter

**Burst Mode** Dimensional Interval

**Spells Known** (SC CL 10th; Concentration +13)

**1st (DC 14)** – Aero, Blast

**2nd (DC 15)** – Aero II, Blast II

**3rd (DC 16)** – Aera, Aero III, Battering Blast

**4th (DC 17)** – Aero IV

---

### STATISTICS

---

Str 22, Dex 16, Con 18, Int 10, Wis 16, Cha 12

**Base Atk** +10; **CMB** +16; **CMD** 29

**Feats** Cleave, Combat Reflexes, Iron Will, Power Attack, Toughness

**Skills** Acrobatics +16, Bluff +14, Climb +19, Intimidate +14, Perception +16, Sense Motive +16

**Languages** Common

**SQ** Bring it On!

**Combat Gear** Masterwork Longsword, Masterwork Greataxe, Masterwork Naginata, Masterwork Composite Longbow, +1 Do-maru, Cure Potion x2, Arrows x20

---

### SPECIAL ABILITIES

---

#### Dimensional Interval

This Burst Mode makes Gilgamesh summon a random weapon to appear with different effects. For a number of rounds equal to 1 + 1 round for every four HD, Gilgamesh can summon either (1d4): 1 = Excalibur +18 (1d10+10 plus 1d6 holy damage/19-20), 2 = Excalipoor +17 (1d1 x2), 3 =

Masamune +18 (1d10+10/16-20 x2), or 4 = Zantetsuken +18 (1d8+10/19-20 x2 with death status effect [Fort DC 18]) which change per round as long as the duration lasts. This limit break requires only a swift action to activate.

### **Bring it On! (Su)**

1/day, as an immediate action once below 150 Hp, Gilgamesh will cast Protect, Shell, and Haste on himself that lasts for 2d4+3 rounds. Must have 5 MP to use.

### **Death Claw (Su)**

Once every 1d6+1 rounds, Gilgamesh can wrap his claws around its target squeezing the life from them. He must make a melee touch attack (+16), if he hits, he deals 14d6 points of non-elemental damage and must make a Fortitude save (DC 18) or be inflicted with the Paralysis status for 1d4+1 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27). This is a wisdom-based save.

### **Discord (Su)**

Once every 1d4 rounds, Gilgamesh unleashes sound waves of a special frequency that weaken his target. He must make a range touch attack (+13), if he hits, the subject gains 1d4 temporary negative levels. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from discord don't last long enough to do so. Anyone who is immune to death is immune to this effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

### **Flash (Su)**

Gilgamesh emits a bright flash around himself blinding all those within a 15-ft.-radius who did not succeed on a Will save (DC 18) for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19). This is a wisdom-based save.

### **Goblin Punch (Su)**

Gilgamesh can launch a wind blast (+16 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 18) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17). This is a wisdom-based save.

### **Jump (Ex)**

Gilgamesh has trained for years in the ability to leap astounding and nearly supernatural distances, emulating the dragon's ability to fly. He adds his HDs to all Acrobatic skill checks for jumping. Gilgamesh's ability to jump with his Acrobatic checks is treated as though he got a running start and has the Run feat, regardless of whether or not he gets a running start. In addition, he may jump as part of a charge action allowing him to ignore difficult terrain for the distance he jumps. His maximum height is not affected by his size, allowing very strong, very powerful leaps higher than their his height.

The DC multiplier for a high jump is reduced by 1, making it a multiplier of 3 rather than 4. When Gilgamesh is using this ability does not provoke an attack of opportunity unless he passes through a square that is threatened by a flying creature that he is not attacking directly or jumping while adjacent to an enemy creature. If he is hit in this manner, he falls to the ground prone in the square in front of the creature.

## Lilliputian Lyric (Su)

Once every 1d4 rounds, Gilgamesh whistles a mysterious tune towards his target within 30 ft. That target must make a Fortitude save (DC 18) or receives the Mini status effect. The target is shrunk to 10% of its total size, effectively becoming Fine size, gaining all the size bonuses and penalties but a miniaturize creature's physical damage only does 10% of its total damage it can dish out. Spells are unaffected. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23). This is a wisdom-based save.

## Pond's Chorus (Su)

1/day, Gilgamesh will croak multiple times as if it were making a song towards affecting all those within 30 feet. That target must make a Fortitude save (DC 18) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27). This is a wisdom-based save.

## Rocket Punch (Su)

Once every 1d8+1 rounds, Gilgamesh shoots out a robotic fist towards a single target within 200 ft. The target must first make a Fortitude save (DC 18) or takes the effects of Gravity the spell then the target needs to be a Will save (DC 18) or is inflicted with the Confused status effect. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29). This is a wisdom-based save.

## Time Slip (Su)

3/day, Gilgamesh summons a clock rotating and engulfing his target into a deep slumber. The victim must make a Fortitude save (DC 18) or takes 5d4 years in a blink of an eye. They must also make a Will save (DC 18) or is inflicted with the Sleep status effect. This is a mind-affecting spell. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29). This is a wisdom-based save.

## Wing Cutter (Su)

Gilgamesh can cause the wind to slice the air in front of it in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of wind damage, a Reflex save (DC 18) for half damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19). This is a wisdom-based save.

## Gilgamesh Form 2 (CR 13)

*I've finally found it! The object of my search—a weapon without peer! Eh? Who's there? You're after my sword, aren't you! Let's see how you handle the mighty me! And by me, I mean Gilgamesh!! And by handle, I mean DIE!!!*

XP 25,600

CN Medium Outsider ([Boss](#), Extraplanar)

Init +5; Senses Darkvision 60 ft., low-light vision; Perception +26

---

### DEFENSE

---

**AC** 28, touch 13, flat-footed 25 (+9 armor, +3 Dex, +6 natural)

**hp** 558 [720] (18d10+180)

**mp** 63

**Fort** +20, **Ref** +16, **Will** +13

**Immune** bleed, confuse, death effects, frog, mini, paralyze petrify, poison, silence, sleep, stop; **Resist** Wind 15, Water 15, Fire 15

---

## OFFENSE

---

**Speed** 20 ft.

**Melee (Can only use 4 weapons at once at random per round)** Brotherhood +29 (1d8+13 plus 1d6 water damage/19-20 x3), Hardedge +29 (3d6+13/19-20 x2), Excalibur +29 (1d10+13 plus 1d6 holy damage/19-20 x2), Excalipoor +27 (1d1 x2), Masamune +29 (1d10+13/16-20 x2), Orichalcum +29 (1d4+13/16-20 x2 with slow status effect [Fort DC 24]), Revolver +28 (1d8+12/19-20 x2), Zantetsuken +29 (1d8+13/19-20 x2 with death status effect [Fort DC 24])

**Ranged** Perseus Bow +25 (1d10+13 plus 1d6 ice damage/x3)

**Special Attacks** Death Claw, Discord, Jump, Lilliputian Lyric, Pond's Chorus, Rocket Punch, Time Slip, Wind Slash

**Burst Mode** Octo-Break

**Spells Known** (SC CL 18th; Concentration +23)

**1st (DC 18)** – Aero, Blast

**2nd (DC 19)** – Aero II, Blast II

**3rd (DC 20)** – Aera, Aero III, Battering Blast

**4th (DC 21)** – Aero IV

**5th (DC 22)** – Aeroga

**6th (DC 23)** – Tornado

---

## STATISTICS

---

Str 32, Dex 20, Con 28, Int 10, Wis 20, Cha 12

**Base Atk** +18; **CMB** +29; **CMD** 44

**Feats** Cleave, Combat Reflexes, Greater Spell Focus (Wind), Iron Will, Multiweapon Fighting, Power Attack, Spell Focus (Wind), Toughness, Vital Attack

**Skills** Acrobatics +26, Bluff +22, Climb +32, Intimidate +22, Perception +26, Sense Motive +26

**Languages** Common

**SQ** Bring it On!

**Combat Gear** Brotherhood, Hardedge, Excalibur, Excalipoor, Masamune, Orichalcum, Perseus Bow, Revolver, Zantetsuken, +2 Tatami-do, Hi-Potion x2, Arrows x20 (**All weapons disappear once he is defeated**)

---

## SPECIAL ABILITIES

---

### Octo-Break

This Burst Mode makes Gilgamesh attack with all eight weapons at once for a number of rounds equal to 1 + 1 round for every four HD. This limit break requires only a swift action to activate.

### Bring it On! (Su)

1/day, as an immediate action once below 360 Hp, Gilgamesh will cast Protect II, Shell II, and Haste on himself that lasts for 2d4+3 rounds. Must have 9 MP to use.

### Death Claw (Su)

Once every 1d4 rounds, Gilgamesh can wrap his craws around its target squeezing the life from them. He must make a melee touch attack (+29), if he hits, he deals 14d6 points of non-elemental damage and must make a Fortitude save (DC 24) or be inflicted with the Paralysis status for 1d4+1 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27). This is a wisdom-based save.

## **Discord (Su)**

Once every 1d4+1 rounds, Gilgamesh unleashes sound waves of a special frequency that weaken his target. He must make a range touch attack (+23), if he hits, the subject gains 1d4 temporary negative levels. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from discord don't last long enough to do so. Anyone who is immune to death is immune to this effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

## **Flash (Su)**

Gilgamesh emits a bright flash around himself blinding all those within a 15-ft.-radius who did not succeed on a Will save (DC 24) for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19). This is a wisdom-based save.

## **Lilliputian Lyric (Su)**

Once every 1d2 rounds, Gilgamesh whistles a mysterious tune towards his target within 30 ft. That target must make a Fortitude save (DC 24) or receives the Mini status effect. The target is shrunk to 10% of its total size, effectively becoming Fine size, gaining all the size bonuses and penalties but a miniaturize creature's physical damage only does 10% of its total damage it can dish out. Spells are unaffected. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23). This is a wisdom-based save.

## **Pond's Chorus (Su)**

Once every 1d4 rounds, Gilgamesh will croak multiple times as if it were making a song towards affecting all those within 30 feet. That target must make a Fortitude save (DC 24) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27). This is a wisdom-based save.

## **Rocket Punch (Su)**

Once every 1d6+1 rounds, Gilgamesh shoots out a robotic fist towards a single target within 200 ft. The target must first make a Fortitude save (DC 24) or takes the effects of Gravity the spell then the target needs to be a Will save (DC 24) or is inflicted with the Confused status effect. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29). This is a wisdom-based save.

## **Time Slip (Su)**

Once every 1d4+1 rounds, Gilgamesh summons a clock rotating and engulfing his target into a deep slumber. The victim must make a Fortitude save (DC 24) or takes 5d4 years in a blink of an eye. They must also make a Will save (DC 24) or is inflicted with the Sleep status effect. This is a mind-affecting spell. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29). This is a wisdom-based save.

## **Wind Slash (Su)**

Once every 1d4+1 rounds, Gilgamesh uses his swords to cause the wind to slice all those in a 60-ft.- cone. Creatures within the area of effect take 15d6 points of wind damage, a successful Reflex save (DC 24) reduces the damage by half. Blue mages may learn this ability as an 8th level spell (Knowledge: Planes DC 31).

## Gilgamesh Form 3 (CR 19)

*The weapon collecting, dimension hopping, self-proclaimed "legendary swordsman". Although possessing the body of a fiend, he holds a strong sense of loyalty and compassion.*

XP 204,800

CN Medium Outsider ([Boss](#), Extraplanar)

Init +13; Senses Darkvision 60 ft., low-light vision; Perception +44

---

### DEFENSE

---

**AC** 31, touch 12, flat-footed 29 (+11 armor, +2 Dex, +8 natural)

**hp** 1036 [1288] (28d10+364)

**mp** 125

**Fort** +28, **Ref** +25, **Will** +20

**Immune** bleed, confuse, death effects, frog, mini, paralyze petrify, poison, silence, sleep, stop; **Resist** Wind 25, Water 25, Fire 25

---

### OFFENSE

---

**Speed** 20 ft.

**Melee (Can only use 4 weapons at once at random per round)** Bashosen +44 (1d10+13/19-20 plus dispel), Brotherhood +44 (1d8+13 plus 1d6 water damage/19-20 x3), Hardedge +44 (3d6+13/19-20 x2), Excalibur +44 (1d10+13 plus 1d6 holy damage/19-20 x2), Excalipoor +42 (1d1 x2), Masamune +44 (1d10+13/16-20 x2), Orichalcum +44 (1d4+13/16-20 x2 with slow status effect [Fort DC 33]), Revolver +43 (1d8+12/19-20 x2), Zantetsuken +44 (1d8+13/19-20 x2 with death status effect [Fort DC 33])

**Ranged** Perseus Bow +25 (1d10+16 plus 1d6 ice damage/x3)

**Special Attacks** Blitz, Cross Slash, Death Claw, Discord, Jump, Launch, Lilliputian Lyric, Pond's Chorus, Rocket Punch, Time Slip, Vendetta, Wind Slash

**Burst Mode** Divider, Octo-Break

**Spells Known** (SC CL 28th; Concentration +37)

**1st (DC 20)** – Aero, Blast

**2nd (DC 21)** – Aero II, Blast II

**3rd (DC 22)** – Aera, Aero III, Battering Blast

**4th (DC 23)** – Aero IV

**5th (DC 24)** – Aeroga

**6th (DC 25)** – Tornado

---

### STATISTICS

---

Str 42, Dex 28, Con 34, Int 10, Wis 28, Cha 16

**Base Atk** +28; **CMB** +44; **CMD** 62

**Feats** Alertness, Cleave, Combat Patrol, Combat Reflexes, Greater Spell Focus (Wind), Improved Initiative, Iron Will, Multiweapon Fighting, Power Attack, Shrewd Tactician, Spell Focus (Wind), Stand Still, Toughness, Vital Attack

**Languages** Common

**SQ** Bring it On!

**Combat Gear** Bashosen, Brotherhood, Hardedge, Excalibur, Excalipoor, Masamune, Orichalcum, Perseus Bow, Revolver, Zantetsuken, +3 O-yoroi, X-Potion x2, Arrows x20 (**All weapons disappear once he is defeated**)



---

## SPECIAL ABILITIES

---

### Divider (Ex)

Once below 50% health, this Burst Mode makes Gilgamesh produce waves of powerful energy burst forth out of his primary weapon and collide with all enemies up to 60 feet away with a 10 ft.-radius burst that deals 24d6 points of weapon type damage and take the bonus effect for 1d6 rounds unless stated otherwise. A 36 DC save halves this damage and another 36 DC save negates the bonus effect assuming there is one. This is a Constitution-based save.

Dice Roll	Primary Weapon	Type Dmg & Save	Bonus Effect & Save
1 or 2	Bashosen	Slashing (Reflex)	Greater Dispel Effect
3	Brotherhood	Water (Reflex)	Disabled (Fort) – 1d4 rounds
4	Hardedge	Slashing/Bludgeoning (Reflex)	Dazed (Fort) – 1 round
5	Excaliber	Holy (Reflex)	Silenced
6	Excalipoor	1 Damage (No Save)	Nothing
7	Masasune	Shadow (Fort)	Bleed (Fort)
8	Orichalcum	Piercing (Reflex)	Slow (Will)
9	Revolver	Fire (Reflex)	Burning (Reflex)
10	Zantetsuken	Slashing (Reflex)	Death (Fort)

### Nona-Break

This Burst Mode makes Gilgamesh attack with all nine weapons at once for a number of rounds equal to 1 + 1 round for every four HD. This limit break requires only a swift action to activate.

### Blitz (Ex)

Once every 1d4+1 rounds as a full-round action, Gilgamesh can do a quick whirlwind hitting all enemies within his weapon range, he must roll per weapon used.

### Bring it On! (Su)

1/day, as an immediate action once below 700 Hp, Gilgamesh will cast Bravery, Faith, Protect III, Shell III, and Haste on himself that lasts for 3d4+3 rounds. Must have 27 MP to use. Even if he doesn't have the MP use, he will begin using 6 weapons at random per round at once instead of 4. This will begin Phase II.

### Cross Slash (Ex) [Phase II only]

Once every 1d4+1 rounds as a standard action, Gilgamesh releases a 60-ft.-cone using his two primary weapons which he must successfully hit with each one. The table below shows what weapon does what.

Weapon	Damage and Type
Bashosen	7d6 Slashing

Brotherhood	6d6 Water
Hardedge	8d6 Slashing/Bludgeoning
Excaliber	6d6 Holy
Excalipoor	1 Non-elemental
Masasune	6d6 Shadow
Orichalcum	9d4 Piercing
Revolver	6d6 Fire
Zantetsuken	8d6 Slashing

### **Death Claw (Su)**

Gilgamesh can wrap his claws around its target squeezing the life from them. He must make a melee touch attack (+44), if he hits, he deals 14d6 points of non-elemental damage and must make a Fortitude save (DC 33) or be inflicted with the Paralysis status for 1d4+1 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27). This is a wisdom-based save.

### **Discord (Su)**

Gilgamesh unleashes sound waves of a special frequency that weaken his target. He must make a range touch attack (+33), if he hits, the subject gains 1d4 temporary negative levels. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from discord don't last long enough to do so. Anyone who is immune to death is immune to this effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

### **Flash (Su)**

Gilgamesh emits a bright flash around himself blinding all those within a 15-ft.-radius who did not succeed on a Will save (DC 33) for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19). This is a wisdom-based save.

### **Launch (Ex)**

Once every 1d4+1 rounds as a standard action, Gilgamesh can send an opponent up in the air. He can throw a grabbed opponent with his weapon with a successful grapple check; once thrown, the opponent takes 3d6 points of falling damage and is prone.

### **Lilliputian Lyric (Su)**

Gilgamesh whistles a mysterious tune towards his target within 30 ft. That target must make a Fortitude save (DC 33) or receives the Mini status effect. The target is shrunk to 10% of its total size, effectively becoming Fine size, gaining all the size bonuses and penalties but a miniaturize creature's physical damage only does 10% of its total damage it can dish out. Spells are unaffected. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23). This is a wisdom-based save.

### **Pond's Chorus (Su)**

Gilgamesh will croak multiple times as if it were making a song towards affecting all those within 30 feet. That target must make a Fortitude save (DC 33) to negate the effect or be inflicted with the

Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27). This is a wisdom-based save.

### **Rocket Punch (Su) [Phase II only]**

Once every 1d2+1 rounds, Gilgamesh shoots out a robotic fist towards a single target within 200 ft. The target must first make a Fortitude save (DC 33) or takes the effects of Gravity the spell then the target needs to be a Will save (DC 33) or is inflicted with the Confused status effect. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29). This is a wisdom-based save.

### **Time Slip (Su) [Phase II only]**

Once every 1d2 rounds, Gilgamesh summons a clock rotating and engulfing his target into a deep slumber. The victim must make a Fortitude save (DC 33) or takes 5d4 years in a blink of an eye. They must also make a Will save (DC 33) or is inflicted with the Sleep status effect. This is a mind-affecting spell. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29). This is a wisdom-based save.

### **Vendetta (Ex) [Phase II only]**

Once every 1d4+1 rounds as a swift action, Gilgamesh is set into guard mode which increases his shield AC by 2. He also can make a melee attack as an immediate action against an opponent who hits him with a melee attack, so long as the attacking creature is within his reach during that turn. Combat Patrol can be used with this.

### **Wind Slash (Su) [Phase II only]**

Once every 1d2+1 rounds, Gilgamesh uses his swords to cause the wind to slice all those in a 60-ft.- cone. Creatures within the area of effect take 15d6 points of wind damage, a successful Reflex save (DC 33) reduces the damage by half. Blue mages may learn this ability as an 8th level spell (Knowledge: Planes DC 31).

## Hell House

### **Hell House (CR 12)**

A monster in the form of a house. No one knows how it was built.

**XP** 19,200

N Huge construct ([Boss](#), [Machina](#))

**Init** +7; **Senses** darkvision 60 ft., low-light vision, superior optics; **Perception** +22

---

#### **DEFENSE**

---

**AC** 24, touch 12, flat-footed 20 (+3 Dex, +12 natural, -2 size, +1 dodge)

**hp** 256 [400] (16d10+40)

**Fort** +15, **Ref** +18, **Will** +18

**Absorb** Barrier Shift; **Defensive Abilities** hardness 10, resilient; **Immune** construct traits, gravity, silence, slow, stop

Weakness Barrier Shift

---

#### **OFFENSE**

---

**Speed** 30 ft., Fly 60 ft. (poor)

**Melee** Slam +24 (2d6+15) [Stage I, II, and III] or 4 Claws +24 (1d8+10) [Stage II and III]

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

**Special Attacks** Chair Salvo, Heavensward, House Barrage, House Call, House Charge, House Rush, House Suck-In (5d6 water or wind damage, AC 22, 20 hp), Jetstream, Rocket Charge  
**Special Abilities** Barrier Shift, Hospitality, Transform

---

## STATISTICS

---

**Str** 30, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 4

**Base Atk** +16; **CMB** +28; **CMD** 41

**Feats** Awesome Blow, Cleave, Dodge, Fly-By Attack, Great Fortitude, Hover, Improved Initiative, Power Attack

**Skills** Climb +29, Fly +14, Perception +22, Sense Motive +22

**Languages** Common (cannot speak)

---

## SPECIAL ABILITIES

---

### God House Mode (Ex)

Once at 50% health (200 hp) and once every 1d4+1 rounds after it's done being used, This Burst Mode makes Hell House a protective shell. For 3 rounds, the hell house takes only 1d4 + half str mod from any physical source of damage taken. This limit break requires only a swift action to activate and any ability with an arrow with it transforms with this activation. This also being Phase III and Hell House is STRONG against Physical attacks (½ damage) whenever God House Mode isn't activated.

### Chair Salvo (Ex) [Fire or Shadow Barrier] → Chair Salvo Deluxe (Ex)

Once every 1d4 rounds as a standard action [Phase I and III], a hell house will shoot out 1d6+1 random chairs at it's opponent. Each chair requires a ranged attack (+17) to hit and deals 1d6 bludgeoning damage plus 1d4 fire or shadow damage each chair.. The chairs may be fired at the same or different targets, but all the chairs must be aimed at targets within 30 feet of each other and fired simultaneously.

Once every 1d4 rounds as a standard action [Phase I and III], a hell house will shoot out 1d8+1 random chairs at it's opponent. Each chair requires a ranged attack (+17) to hit and deals 1d6 bludgeoning damage plus 1d6 fire or shadow damage each chair.. The chairs may be fired at the same or different targets, but all the chairs must be aimed at targets within 30 feet of each other and fired simultaneously.

### Heavensward (Ex)

Once every 1d4 rounds as a full-round action [Phase III], a hell house flies into the sky (30 feet up) and bombards the surrounding area for the next two rounds. Anyone within the 60 ft.-radius must make a Reflex save (DC 18) or take 4d8 points of bludgeoning damage and 4d8 points of fire

### House Barrage (Ex) [Ice or Earth Barrier] → House Beam Barrage (Ex)

Once every 1d4 rounds as a standard action [Phase I and III], a hell house fires a barrage of 8 beams at it's foes. Each ray requires a ranged touch attack to hit and deals 1d8 points of ice or earth damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Once every 1d4 rounds as a standard action [Phase I and III], a hell house fires a barrage of 12 beams at it's foes. Each ray requires a ranged touch attack to hit and deals 1d8 points of ice or earth damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

## House Call (Ex)

Once every 1d4+1 rounds as a swift action, a hell house can fly up without a fly check and zoom over to a location within 30 ft. and anyone within the area (15 foot-radius) must make a Reflex save (DC) or takes 3d6+15 bludgeoning damage.

## House Charge (Ex) [Lightning or Holy Barrier] —> House Zip Charge (Ex)

Once every 1d4 rounds as a charge action [Phase I and III], a hell house can charge at an opponent, doing it's slam attack damage and the target must make a Fortitude save (DC 18) or be stunned (lightning) or blinded (holy) for 1d4 rounds.

Once every 1d4 rounds as a charge action [Phase III], a hell house can charge at an opponent, doing it's slam attack damage and the target must make a Fortitude save (DC 18) or be stunned (lightning) or blinded (holy) for 1d4+1 rounds and returns back to where it was.

## House Rush (Ex)

Once every 1d4 rounds as a full-round action [Phase II and III], a hell house charges at it's opponent flinging it's claws wildly within 30 ft. Hell House attacks eight times with it's claw attack with a -7 penalty once within range of them.

## House Suck-In (Ex) [Wind or Water Barrier]

Once every 1d4 rounds as a standard action [Phase I and III], the hell house will suck in all nearby opponents within 45-ft.-cone but only sucks in the closest opponent. The hell house 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 slam damage. Unless otherwise noted, the opponent must be at least medium size to swallow. Being swallowed causes a creature to take damage 4d6 wind or water damage each round. 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, or it can just try to escape the grapple. After 1d4+1 rounds the hell house spits out it's victim.

Once every 1d4 rounds as a standard action [Phase III], the hell house will suck in all nearby opponents within 60-ft.-cone but only sucks in the closest opponent. The hell house 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 slam damage. Unless otherwise noted, the opponent must be at least medium size to swallow. Being swallowed causes a creature to take damage 6d6 wind or water damage each round. 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, or it can just try to escape the grapple. After 1d4+1 rounds the hell house spits out it's victim.

## Hospitality (Ex) —> Renewed Hospitality (Ex)

Once every 1d6+2 rounds as a full-round action, a hell house can repair itself healing 5d6+16 points of damage and gains fast healing 5 for 1d6+1 rounds.

Once every 1d6+2 rounds as a full-round action, a hell house can repair itself healing 7d6+24 points of damage and gains fast healing 10 for 1d6+1 rounds.

## Jetstream (Ex)

Once every 1d4 rounds as a standard action [Phase II and III], a hell house whirls around with it's rockets lit burning all opponents within a 30-ft.-radius. Anyone within the area must make a Reflex save (DC 18), or take 6d8 points of fire damage and receive the burning status effect for 1d4+1 rounds.

## Resilient (Ex)

A Hell House receive a +5 racial bonus on all saving throws.

## Rocket Charge (Ex) —> Double Rocket Charge (Ex)

Once every 1d4 rounds as a charge action [Phase II and III], a hell house charges it's rockets and can go twice it's normal charge distance which also double it's slam damage.

Once every 1d4 rounds as a charge action [Phase III], a hell house charges it's rockets and can go twice it's normal charge distance which also double it's slam damage. It can also making another charge attempt after the first.

## Barrier Shift (Ex)

Once every 1d2+1 rounds as a free action, a Hell House can change it's effects below by rolling 1d8:

Table: Barrier Shift

[Edit](#)

Dice	Absorb	Weakness	Strong	Color Glow
1	Fire	Water	Ice	Red
2	Ice	Fire	Wind	Teal
3	Lightning	Earth	Water	Yellow
4	Wind	Ice	Earth	Green
5	Earth	Wind	Lightning	Brown
6	Water	Lightning	Fire	Blue
7	Holy	Shadow	-	White
8	Shadow	Holy	-	Black

During Phase II, shift barrier is removed and all weaknesses and absorbs are gone during it.

During Phase III, shift barrier returns and also adds 1d4 elemental damage with claw attacks.

## Transform (Ex)

Once at 75% health (300 hp) as a free action, the hell house transforms releasing it's claws, rockets and head from it's house interior. This begins Phase II.

# Primal Family

## Carbuncle, Lord of the Ruby (CR 13)

Carbuncle appear as the "core" summons of the Arcanist class, and is the first creature the Arcanists learn to summon before branching out into either Primal egi (Summoner) or Nymian fairies (Scholar). Carbuncles are small fox-like creatures that can help fulfill various roles depending on which version is summoned. This carbuncle is the prime of what carbuncles can become.

XP 25,600

NG Medium Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Holy](#))

Init +15; Senses Darkvision 120 ft.; Perception +35

---

## DEFENSE

---

AC 30, touch 22; flat-footed 19 (+11 dex, +1 dodge, +9 natural)

hp 380 [600] (20d12+60)

Fort +15, Ref +23, Will +27

DR 5/-; Immune Holy, Sleep, Stop, Petrify, Frozen, Burning, Sap; Resist Wind 5, Earth 5, Ice 5, Fire 5, Lightning 5, Water 5

Weakness Shadow

---

## OFFENSE

---

Speed 30 ft.

Melee Headbutt +31 (1d6)

Space 5 ft.; Reach 5 ft.

**Special Attacks** Searing Light, Ruby Sparkle, Ruby Ray, Reflect Prism, Healing Ruby

---

## STATISTICS

---

Str 10, Dex 32, Con 16, Int 36, Wis 40, Cha 20

Base Atk +20; CMB +20; CMD 41

**Feats** Canny Tumble, Combat Reflexes, Dazing Assault, Dodge, Furious Focus, Great Fortitude, Improved Initiative, Mobility, Power Attack, Weapon Finesse

**Skills** Acrobatics +34, Appraise +36, Bluff +29, Climb +23, Escape Artist +34, Heal +38, Intimidate +28, Knowledge (Arcana, Geography, Nature, Planes) +36, Perception +39, Sense Motive +38, Stealth +34, Survival +38

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Common, Enochian, Speak with Animals, and 13 others

---

## SPECIAL ABILITIES

---

### Searing Light (Su)

Once per day, below 50% health; Carbuncle summons a blast of searing light, destroying foes in a 60-ft.-line. Enemies within area of effect take 15d6 points of holy damage, with a Reflex save DC 25 for half damage.

### Ruby Sparkle (Su)

As a standard action, Carbuncle can emit light from the ruby in his forehead. He may make a ranged touch attack against a single visible target. They take 1d6+4 non-elemental damage.

### Ruby Ray (Su)

Once every 1d4-1 rounds, Carbuncle may fire a beam of energy from the ruby in his forehead as a standard action. He may make a ranged touch attack against up to three visible targets. Each ray deals 2d6+8 non-elemental damage, and no two rays can strike the same target.

### Reflect Prism (Su)

Carbuncle is affected constantly by a Reflect effect. All spells that include Carbuncle as a target are affected as through by the Reflect status effect. Each turn, one element is unaffected by this ability. At the start of the turn, roll a d6. 1= Fire, 2 = Ice, 3 = Lightning, 4 = Wind, 5 = Earth, 6 = Water. That element of damage is unaffected by True Reflect for this turn. Reflect Prism overrides any other Reflect effect, and does not create a resonance field.

## Healing Ruby (Su)

3/day, as a standard action, Carbuncle heals an ally; causing its ruby to shine. One ally within 30 feet is healed for 2d8+5 damage and receives Fast Healing 2 for 1 round per summoner level. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

## Bismarck, Ruler of the Sky (CR 15)

Ruler of the clouds, worshiped by the Vanu Vanu. Folklore tells of a legendary white whale said to swim in the Sea of Clouds as if they were the waters of the Rhotano. According to Vanu legend, however, Bismarck led their ancestors to the floating islands. With waves of fury he purges his domain of those who would do his followers harm.

XP 51,200

TN Gargantuan Magical Beast ([Boss](#), [Extraplanar](#), [Primal](#), [Water](#), [Wind](#))

Init +5; Senses Darkvision 60 ft.; Perception +35

---

### DEFENSE

AC 27, touch 7; flat-footed 26 (-4 size, +1 dex, +20 natural)

hp 861 [1094] (21d12+263)

Fort +25, Ref +13, Will +17

DR 10/-; Immune Water, Sunder, Petrify, Stop, Sleep, Immobilize, Death, Doom; Resist Dark 15,

Holy 15, Wind 20, Earth 5, Fire 5; SR 30; Strong Earth, Fire

Weakness Lightning

---

### OFFENSE

Speed 50 ft., Fly 120 ft. (poor), Swim 100 ft.

Melee Bite +24 (4d6+10 plus grab and 1d6 water damage) or Slam +24 (3d6+7 plus 1d6 water damage), Tail Slap +19 (2d8+3 plus grab and 1d4 wind damage)

Space 20 ft.; Reach 20 ft. (30 ft. with bite and tail slap)

**Special Attacks** Aerial Rush, Battering Ram, Breach Blast, Exploding Bubbles, Foam Breath, Sea Song, Sky Dive, Tail Dive

---

### STATISTICS

Str 25, Dex 12, Con 36, Int 20, Wis 20, Cha 20

Base Atk +21; CMB +32; CMD 43 (47 vs. trip)

**Feats** Awesome Blow, Awesome Charge, Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (Bite), Power Attack, Quick Bull Rush, Rebuffing Reduction, Toughness, Vital Strike

**Skills** Acrobatics +20, Climb +26, Diplomacy +21, Fly +11, Intimidate +21, Knowledge (Nature) +21, Perception +25, Sense Motive +21, Stealth +8, Swim +27

SQ Does not Eat, Does not Sleep

Languages Aquan, Auran, Common, Vanu Vanu and 7 others

---

### SPECIAL ABILITIES (PHASE I)}

## Aerial Rush (Su)

Once every 1d6 rounds as a full-round action, Bismarck releases an assault of slams. Bismarck attacks five times with his slam attack plus 1d4 points of wind damage per slam with a -5 penalty each.

Phase 2 reduces the cooldown to 1d4 rounds



Phase 3 removes the cooldown and makes it a standard action.

### **Battering Ram (Ex)**

Once 1d4-1 rounds as a standard action, Bismarck charges his opponent with his slam attack, if he hits, the target is subjected to a bull rush attempt and make a Reflex save (DC 27) or become staggered for 1d4+1 rounds. The save DC is Strength-based.

Phase 2 makes this a swift action and removes the cooldown.

### **Breach Blast (Su)**

Once under 60% health, as a standard action, Bismarck summons a massive wave of bubbles, washing away nearby foes. Enemies within 60 ft. from Bismarck take 15d6 points of damage (half wind/water) and must make a Reflex Save (DC 25) for half damage. Sky Dive will follow right after this on the following round.

### **Sea Song (Su)**

3/day, Bismarck lets loose an aquatic hymn that affects allies within 30 feet. Affected creatures gain a morale bonus to Armor Class equal to 5 for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Phase 2 regains Bismarck's uses.

### **Sky Dive (Ex)**

This begins phase 2: After using Breach Blast and as a full-round action, Bismarck will fly into sky and dive bomb the ground below. Anyone within the 100 ft.-radius takes 10d8 points of wind damage and anyone within the 80 ft.-radius must make a bull rush attempt or be knocked back 20 feet. Anyone within the 50 ft.-radius must do the same but are knocked back 60 feet if they fail. Anyone within the 20 ft.-radius must do the same but are knock back 100 feet if they fail.

### **Tail Dive (Ex)**

As a standard action, Bismarck adds a dive to his tail slap attack. He makes a tail slap attack at a -5 penalty that deals double damage.

Phase 2 makes this a swift action at -3 penalty.

### **Tidal Charge (Ex)**

As a full-round action, Bismarck charges in a 50-ft.-line, causing damage to foes in the line of effect. All creatures in the area of effect take damage equal to triple Bismarck's slam damage and are knocked prone unless they make a successful Reflex save (DC 33).

Phase 3 makes this a standard action.

---

## **SPECIAL ABILITIES (PHASE II)**

---

### **Exploding Bubbles (Su) [Phase II]**

During phase 2, as a standard action once every 1d3+1 rounds, Bismarck breathes out exploding bubbles within a 15-ft. cone that does 15d6 points of damage (half water/half wind) and are knocked prone. A successful Reflex save (DC 33) reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27). This save DC is Constitution-based.

Phase 3 reduces the cooldown to 1d2+1.

---

## SPECIAL ABILITIES (PHASE II)

---

### Foam Breath (Su) [Phase III only]

This begins phase 3: Once below 30% health and as a full-round action, Bismarck channels a beam of super fast bubbles. The breath weapon deals 15d8 points of damage (half water/half wind) in a 60-ft.-line, 10 feet wide. Creatures in the area of effect must make a Reflex save (DC 25) for half damage.

### Diabolos, the Dark Messenger (CR 15)

Diabolos was a powerful Voidsent, summoned to Eorzea by the Voidmages of Mhach during the Fifth Astral Era. In the waning days of the era, during the destructive War of the Magi, he was sent to attack the city of Amdapor. He destroyed the city, but the White Mages of Amdapor magically sealed him in the ruins. Thus confined, he slept for the ensuing centuries.

XP 51,200

CE Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Demon](#), [Shadow](#))

Init +7; Senses Darkvision 120 ft.; Perception +30

Aura Giganton Press (30 ft., DC 25)

---

#### DEFENSE

---

AC 29, touch 17; flat-footed 20 (-2 size, +9 dex, +12 natural)

hp 492 [724] (21d12+110)

Fort +17, Ref +21, Will +19

DR 10/-; Immune Shadow, Trip, Sleep, Charm, Gravity, Confuse, Bleed, Death effects; Resist Wind 5, Earth 15, Ice 20, Fire 20, Lightning 10; SR 30

Weakness Holy

---

#### OFFENSE

---

Speed 40 ft., Fly 120 ft. (Average)

Melee 2 Slams +24 (2d6+5 plus grab and 1d6 shadow damage)

Space 15 ft.; Reach 15 ft.

**Special Attacks** Dark Messenger, Pit of Dispair, Shadow Strike, Corruption, Nether Blast

---

#### STATISTICS

---

Str 24, Dex 28, Con 20, Int 26, Wis 24, Cha 28

Base Atk +21; CMB +30 (+34 vs. trip); CMD 48

**Feats** Bloody Assault, Cleave, Cleave Through, Combat Expertise, Combat Reflexes, Cornugon Smash, Felling Smash, Furious Focus, Great Fortitude, Improved Trip, Weapon Finesse

**Skills** Acrobatics +27, Diplomacy +29, Escape Artist +28, Intimidate +29, Knowledge (Arcana) +31, Knowledge (Planes) +31, Perception +30, Sense Motive +30, Stealth +27, Swim +32

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Common, Infernal, Umbran, and 8 others

---

## SPECIAL ABILITIES

---

### Dark Messenger (Su)

Once a day, under 50% health, as a standard action, Diabolos conjures a black hole of dark energy, blasting his foes. Enemies within 30 feet of the avatar take 15d6 points of shadow damage, with a Reflex save DC 25 for half.

### Giganton Press (Ex)

Diabolos fluctuates the gravity around himself within a 30-ft.-radius aura, knocking all enemies prone and applying a free grapple attempt if nearby him unless the enemies makes a Fortitude save DC 25. The grapple is held as though it had a bonus of +26. A creature that saves cannot be affected by this Diabolos' Giganton Press for 24 hours.

### Pit of Dispair (Su)

Diabolos creates a blast of dark energy against a single foe. The target of this ability suffers the effects of Gravity, as the black magic spell. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

### Shadow Strike (Ex)

Once every 1d4-1 rounds as a standard action, Diabolos can make a slam attack by striking a shadow adjacent to him and hitting a foe up to 30 feet away. He has a -5 penalty on the attack roll with this ability but the foe is considered flat-footed against the attack.

### Corruption (Su)

3/day, Diabolos whispers words of taint and corruption to one foe up to 30 feet away. The subject must make a Will save DC 25 or be inflicted with Confuse status. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

### Nether Blast (Su)

As a standard action, Diabolos can send a blast of pure nether, requiring a ranged touch attack roll (+28) against a target within 30 feet. If the attack is successful, the target takes 5d6 points of shadow damage and bypasses 10 shadow resistance also does 10 points of shadow damage to anything immune to shadow.

### Doomtrain, the Convoy of the Dead (CR 15)

The Phantom Train or Doomtrain became so known for its primary purpose during an ancient war—the transport of battalions of the ghostly Enthralled. It is also called the Chariot of the Damned.

XP 51,200

CN Huge Magical Beast ([Boss](#), [Extraplanar](#), [Primal](#))

Init +11; Senses Darkvision 60 ft.; Perception +28

---

## DEFENSE

---

**AC** 32 [27], touch 17 [27]; flat-footed 23 [18] (-2 size, +8 dex, +1 dodge, +15 natural armor) or [-2 size, +8 dex, +1 dodge, +10 deflect]

**Hp** 595 [826] (21d12+161)

**Mp** 150

**Fort +19, Ref +20, Will +16**

**Absorb** Poison and Sap; **DR** 10/-; **Defensive Abilities** Channel Resistance +8, Incorporeal Form; **Immune** Bind, Blind, Charm, Confuse, Paralyze, Sleep, Slow, Stun, Death effects; **Resist** Lightning 5, Dark 20, Water 15, Earth 15, Ice 5; **SR** 30

**Weakness** Holy, Fire, and Suplex

---

#### OFFENSE

---

**Speed** 60 ft.

**Melee** Bite +29 (2d6+8 plus poison), 2 Wheels +24 (1d10+4)

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

**Special Attacks** Acid Rain, Diabolical Headlight, Diabolical Whistle, Diabolical Wind, Diabolical Light, Doomstrike, Head On, Phantom Run, Runaway Train, Sainly Beam, Toxic Rail, Train Wreck, Wheel

**Special Abilities** Summon Ghosts

---

#### STATISTICS

---

**Str** 26, **Dex** 26, **Con** –, **Int** 14, **Wis** 18, **Cha** 24

**Base Atk** +21; **CMB** +29; **CMD** 47 [39]

**Feats** Awesome Blow, Awesome Charge, Bull Rush Strike, Cleave, Combat Reflexes, Dodge, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack, Quick Bull Rush

**Skills** Intimidate +31, Knowledge (Arcana, Religion) +26, Perception +28, Sense Motive +28, Survival +25

**SQ** Does not Eat, Does not Sleep

**Languages** Common, Necril and 3 others

---

#### SPECIAL ABILITIES (PHASE I)

---

### Diabolic Light (Su)

Once every 1d2+1 rounds as a standard action, Doomtrain sends out an evil red light towards two opponents within 120 feet. On the following round as an immediate action, the lite up opponents create a 30 ft.-radius of radiant energy that deals 4d8 points of holy damage every round anyone is in it. This effect dispels any ghosts in it and disappears after 5 rounds.

### Diabolic Whistle (Su)

Once every 1d2+1 rounds as a standard action, Doomtrain sends out an evil whistle hitting all enemies nearby him. All creatures within 30-ft.-radius from Doomtrain hitting friend and foe a like are inflicted with a random bad ailment on each creature, roll a 1d8: Berserk (Will), Blind (Will), Confuse (Will), Doom (Fortitude), Frog (Fortitude), Sap (Fortitude), Silence (Will), or Slow (Fortitude). They must make a save based on the status effect (DC 28) to negate it. Blue mage may learn this ability as a 8th level spell (Knowledge: Religion DC 31).

## **Doomstrike (Ex)**

Once every 1d4+4 rounds, as a standard action, Doomtrain strikes with great power towards one opponent within bite range. If it hits (+29) [critical hits included], This attack does 12d8 points of bludgeoning damage.

## **Head On (Ex)**

Once every 1d6+2 rounds, Doomtrain charges up energy within for one full-round, then charges at its foes as a swift action the following round within 60-ft.-radius from itself. Everyone within the radius takes 15d8 points of (half shadow/non-elemental) damage must make a Reflex save (DC 29) for half damage.

## **Incorporeal Form (Su)**

Once every 1d4+1 rounds as an immediate action, Doomtrain can alter it's form to be Incorporeal for 1 round.

## **Poison (Ex)**

Bite — injury; save Fort DC 29; frequency 1/round for 4 rounds; effect 2d6 non-elemental damage; cure 1 save.

## **Summon Ghosts (Su)**

Once per phase as an immediate action, Doomtrains summons 1d6+1 ghosts to help it fight.

## **Toxic Rail (Ex)**

While Doomtrain charges an opponent, it can attempt to poison his target for 1d6 damage per turn for 1d6 rounds. With a successful Fortitude save (DC 29) negates the status effect.

## **Train Wreck (Ex)**

As a full-round action, Doomtrain charges in a 50-ft.-line, causing damage to foes in the line of effect. All creatures in the area of effect take 6d6+24 bludgeoning damage and are knocked prone unless they make a successful Reflex save (DC 29).

## **Wheel (Ex)**

Once every 1d4+1 rounds as a full-round action, Doomtrain shoots out a wheel from under its foe's feet. This wheel hits all enemies in between it and the target (30 feet max). Then returns, hitting all enemies between the target and it. Doomtrain must make a range attack at +20. The wheel flings towards the target doing 4d6+16 bludgeoning/piercing damage to all opponents in between. Then it returns doing the same amount of damage hitting all opponents on its way back.

---

### **SPECIAL ABILITIES (PHASE II)**

---

## **Acid Rain (Su) [Phase II+]**

Once every 1d4 rounds as a standard action, Doomtrain downpours acid rain upon his enemies. All creatures within the 20-ft.-radius around the target receive Deprotectra III and Deshellra III unless they make a Will save (DC 28) to negate it. Blue mage may learn this ability as a 9th level spell (Knowledge: Religion DC 33).

## **Diabolic Wind (Su) [Phase II+]**

Once every 1d2+1 rounds as a standard action, Doomtrain sends out an evil wind towards every opponents within 240 feet from it. On the following round as an immediate action, the wind branches up around each opponent creating a 15 ft.-radius of aero energy that deals 3d6 points of wind damage every round anyone is in it. This effect can stack with other ones nearby and disappears after 3 rounds.

## **Runaway Train (Su) [Begins Phase II]**

Once a day, under 75% health (619) as a standard action, Doomtrain runs down all its foes within a 60 ft.-line with a 20 ft. radius inflicting various ailments for 1d4+7 rounds each: Berserk (Will), Blind (Fort), Confuse (Will), Doom (Fort), Infect (Fort), Petrify (Fort), Sap (Fort), Sleep (Will), Slow (Fort), and Silence (Fort). It also does 8d6 points of shadow damage. Multiple saves (DC 28) will negate status effects and half of the damage.

---

### **SPECIAL ABILITIES (PHASE III)**

---

## **Diabolic Headlight (Su) [Phase III]**

Once every 1d2+1 rounds as a standard action, Doomtrain sends out an evil blue light towards one opponent within 120 feet. On the following round as an immediate action, the light hits all opponents from it towards his target that deals 24d6 points of holy damage divide by how many opponents there were in between. A knowledge (religion) check of 15 will anyone know they need to stack in front of Doomtrain's target.

## **Phantom Run (Su) [Begins Phase III]**

Once a day, under 40% health (330) as a standard action, Doomtrain makes a phantom of itself that goes through all its foes doing 15d8 points of non-elemental damage in a 60-ft.-line that's 5 feet wide. The target must make a Reflex save (DC 28) for half damage.

## **Saintly Beam (Sp) [Phase III]**

Once every 1d4 rounds, Doomtrain casts Saintly Beam as the 9th level white mage spell (DC 28). This is a spell-like ability and consumes 9 MP.

## **Fenrir, Lord of the Moon (CR 15)**

Fenrir was once a normal wolf who howled at the moon, protecting his canine brethren. However, as its power and intelligence grew, so did its ability to transcend into a higher being, working its way from a material being to an Astral. He is often an Ally of Titan, Ramuh, and Bomb type creatures, as well as inhabiting a motorcycle in a previous life cycle, Fenrir bridges the gap between Astrals much more frequently than others. Looking like an esteemed wolf, Fenrir can be mistaken for a monster, or rarely a pet, by some material beings. His forms change between a silver wolf and a multitude of colors in other canine visages, sometimes with spikes or horns.

XP 51,200

TN Huge Magical Beast ([Boss](#), [Extraplanar](#), [Primal](#), [Ice](#), [Shadow](#))

Init +12; Senses Darkvision 120 ft., scent; Perception +32

---

### **DEFENSE**

---

AC 30, touch 16; flat-footed 22 (-2 size, +8 Dex, +14 natural)

hp 482 [714] (21d12+105)

Fort +17, Ref +20, Will +13

DR 10/-; Immune Ice; Resist Earth 15, Lightning 15, Water 10, Wind 20, Holy 5, Shadow 20; SR 30; Strong Wind  
Weakness Fire

---

## OFFENSE

---

Speed 60 ft.

Melee 2 Claws +25 (2d6+8 plus trip), Bite +25 (1d6+8 plus 2d6 ice damage)

Space 15 ft.; Reach 10 ft.

Special Attacks Moonlight Charge, Glacial Shroud, Howling Moon, Permafrost, Ragnarok, Lunar Bay

---

## STATISTICS

---

Str 26, Dex 26, Con 20, Int 26, Wis 12, Cha 10

Base Atk +21; CMB +29; CMD 47

Feats [Greater Vital Strike](#), [Improved Initiative](#), [Improved Natural Armor](#), [Improved Natural Attack](#) (bite), [Improved Natural Attack](#) (claws), [Improved Vital Strike](#), [Snatch](#), [Vital Strike](#), [Weapon Focus](#) (bite), [Weapon Focus](#) (claws)

Skills Acrobatics +26, Knowledge (Nature) +21, Knowledge (Planes) +21, Perception +32, Sense

Motive +19, Stealth +32, Survival +21

**SQ** Outsider traits, Does not Eat

Languages Auroran, Common, Speak with Animals, Umbran, and 8 others

---

## SPECIAL ABILITIES

---

### Moonlight Charge (Ex)

Once every 1d4+1 rounds, as a full round action, Fenrir dashes in a 60 ft. line, causing damage to foes in the line of effect. All creatures in effect take double Fenrir's claw damage plus 2d6 (half ice/shadow) damage and are blinded for 1d6+1 rounds unless they make a Will save (DC 25). Fenrir cannot attempt a trip as per his usual claw attack.

### Glacial Shroud (Ex)

Once per day, as a standard action, the air around Fenrir rapidly cools and becomes a swirling blizzard. For 1d6+1 rounds, Fenrir gains 10 Fire Resist and creatures attacking it with natural weapons, unarmed strikes, or handheld weapons take 3d6 points of ice damage.

### Dreadful Howl (Su)

Once per day, and under 50% health, as a swift action, Fenrir lets out a bone chilling howl. Enemies within 30 feet are frightened for 1d6+1 rounds. A successful Will save (DC 25) negates the status effect. Allies within the area of effect are granted evasion for the same amount of rounds. Those who have evasion already are instead granted improved evasion.

## Permafrost (Su)

As a swift action, usable every 1d4 rounds, Fenrir can freeze the ground beneath a foe within 30-feet of him. The target is [frozen](#) for 1d4+1 rounds. A successful Fortitude save (DC 23) negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Lunar Bay (Su)

As a standard action, Fenrir can attempt a ranged touch attack roll against a target within 30 feet. If the attack is successful, the target takes 7d6 points of (half shadow/ice) damage.

## Ragnarok (Su)

Once every 1d6+1 rounds, as a standard action, Fenrir devours the sun, plunging the area into supernatural darkness for 1d4+1 rounds. This affects an area of 120 feet and cannot be dispelled except by a [daylight](#) spell. All creatures gain total concealment and vision equivalent to a hume in darkness. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Garuda, Lady of the Vortex (CR 15)

The queen of storms, Garuda is the chosen primal of the Ixal. Though elegant of form and graceful in motion, the capricious and ruthless nature of this bloodthirsty being engenders mindless terror even amongst her devoted worshippers. Her wrath often erupts without warning, and descends upon her victims with unbridled fury.

XP 51,200

CE Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Wind](#))

Init +11; Senses Darkvision 60 ft.; Perception +24

---

### DEFENSE

---

AC 35, touch 20; flat-footed 23 (-2 size, +11 dex, +1 dodge, +15 natural)

Hp 482 [714] (21d12+105)

Fort +17, Ref +23, Will +15

DR 10/-; **Immune** Wind; **Resist** Lightning 20, Dark 5, Holy 15, Water 15, Earth 15, Fire 10; **SR** 30; Strong Earth

**Weakness** Ice

---

### OFFENSE

---

**Speed** 40 ft., fly 80 ft. (perfect)

**Melee** Bite +26 (2d6+7 plus 1d8 wind damage), 2 Talons +21 (1d10+3 plus 1d8 wind damage and trip)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. talons)

**Special Attacks** Aerial Blast, Downburst, Eye of the Storm, Friction, Mistral Song, Razor Plumes, Wicked Wheel



---

## STATISTICS

---

**Str 24, Dex 32 Con 20, Int 16, Wis 16, Cha 16**

**Base Atk +21; CMB +30; CMD 51**

**Feats** Canny Tumble, Circling Mongoose, Combat Reflexes, Dodge, Improved Sidestep, Mobility, Osyluth Guile, Redirect Attack, Spring Attack, Sidestep, Wind Stance

**Skills** Acrobatics +32, Bluff +24, Climb +28, Diplomacy +24, Escape Artist +32, Fly +32, Knowledge (Planes) +24, Perception +24, Sense Motive +24

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Auran, Common, Yagudo, and 3 others

---

## SPECIAL ABILITIES

---

### Aerial Blast (Su)

Once a day, under 50% health, as a standard action, Garuda throws an explosive force of cyclones. Enemies within 60 feet take 15d6 points of wind damage and are inflicted with the squall status. A successful Reflex save (DC 23) halves the damage and negates the status effect.

### Downburst (Su)

As a swift action, Garuda thrusts forward a burst of wind, causing creatures to be knocked backwards. Creatures within a 30-ft.-cone take 12d6 points of wind damage and are pushed back up to 30 feet away from Garuda. A successful Reflex save (DC 20) halves the damage and negates the knock back. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

### Eye of the Storm (Su)

3/day, as a free action, Garuda summons a 90 ft. hurricane around her for 10 rounds, dealing 2d6 slashing damage and 2d6 wind damage every turn for anyone outside of the 90 ft. range up to 300 ft. away. A successful Reflex save (DC 20) halves the damage on each instance of damage. Each time she uses this ability the radius reduces by 10 ft. and this ability does not stack with itself.

### Friction (Ex)

As a swift action, Garuda can attempt a range touch attack roll against a target within 60 ft. If the attack is successful, the target takes 10d4 points of wind damage.

### Mistral Song (Su)

Once below 25% health, Garuda teleports up to 60 ft. away from her location as a swift action. The following turn as a full round action, she blasts everyone within a 60 ft. burst cone. Enemies within that area of effect take 20d6 points of wind damage. A successful Reflex save (DC 23) halves the damage.

### Razor Plumes (Ex)

3/day, as a swift action and once every 1d4 rounds, Garuda summons 2 razor plumes that deal 2d6 points of piercing damage per turn at a single target using Garuda's attack bonus. Each razor plume has 30 hp and 20 AC (10 touch, 20 flat-footed).

## Wicked Wheel (Su)

Once every 1d4+1 round, as a swift action, Garuda throws out wind blades around her. Enemies within 30 feet take 10d6 points of wind damages. A successful Reflex save (DC 23) halves the damage.

## Good King Moogle Mog XII (CR 15)

While moogle legends describe Moogle Mog as a kind, benevolent presence, the primal summoned by Mooglesguard is driven by the need to feast on ever-greater amounts of aether along with a large following to further solidify his being. – Moogle Mog

XP 51,200

LG Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Holy](#), Moogle)

Init +10; Senses Darkvision 60 ft.; Perception +25

---

### DEFENSE

AC 27, touch 14, flat-footed 25 (-2 size, +6 dex, +13 natural)

HP 608 [880] (21d12+168)

Fort +21, Ref +18, Will +19

DR 10/-; Immune Holy; Resist Earth 10, Fire 10, Ice 10, Water 10, Wind 10; SR 30

Weakness Shadow

---

### OFFENSE

Speed 20 ft; Fly 60 ft (Good)

Melee +3 Planson +28/+24/+18/+14 (3d8+12/19-20×2)

Space 15 ft.; Reach 15.

Special Attacks Memento Moogle, Pom Absorption

---

### STATISTICS

STR 20, DEX 22, CON 24, INT 18, WIS 24, CHA 22

Base Atk +21; CMB +28; CMD +44

Feats Furious Focus, Great Fortitude, Greater Vital Strike, Improved Critical (Planson), Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Weapon Focus (Planson), Weapon Specialization (Planson), Vital Strike

Skill Bluff +32, Diplomacy +32, Escape Artist +27, Fly +27, Knowledge (history, local, nobility, planes) +25, Perception +25, Sense Motive +28

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

---

### SPECIAL ABILITIES

## Protection of Moogles (Su)

Good King Moogle Mog XII gains +2 Armour Class, +2 Damage Resistance and +2 to each Elemental Resistance for each moogle in play.

## Memento Moogle (Su)

As an immediate action, when Good King Moogle Mog's HP is reduced to 75%, 50%, 25% & 0% he will unleash a blast of energy. This ability deals 3d6 non-elemental damage per moogle currently in play to all non-moogle creatures within a 60-ft- radius. Creatures in the area of effect must make a Fortitude save (DC 26) for half damage.

## Pom Absorption (Su)

As a standard action Good King Moogle Mog XII can use the special ability of any moogle not currently summoned (If a save is required it is DC: 26. If weapon damage is used, it will use the planson's weapon damage). The same ability cannot be used for another 1d4 rounds.

## Great Moogle Creation (Su)

On the 1st round of combat, as a standard action Good King Moogle Mog XII can summon all 7 of his moogle companions (see below).

## Moogle Creation (Su)

As a standard action Good King Moogle Mog XII can summon 1 random moogle not currently in play (see below).

---

### MOOGLES

---

All moogles: (CR 12)

LG Small Outsider (Holy, Moogle)

Weakness Shadow

Speed 20 ft; Fly 30 ft (Good)

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Special Abilities These cannot be used in consecutive rounds.

## Ruffletuft Kupta Kapa

Init+5;

AC 27, touch 16, flat-footed 22 (+1 size, +5 dex, +7 armor, +4 natural)

HP: 149 [208] (13d10+78)

Fort +15, Ref +13, Will +7

Melee: +1 Greataxe +26/+21/+16 (1d10+18/x3)

STR 28, DEX 20, CON 24, INT 12, WIS 16, CHA 8

Base Atk +13; CMB +21; CMD +36

Feats: Cleave, Great Cleave, Greater Weapon Focus (Greataxe), Greater Weapon Specialization (Greataxe), Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Skills: Fly +25

---

### SPECIAL ABILITIES

---

## 100-kuponze Swipe (Ex)

As a standard action Ruffletuft Kupta Kapa may make a single melee attack against all enemies in a 30-ft.-cone and it deals damage as normal plus an additional 5d6. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

## Whiskerwall Kupdi Koop

Init+5;

AC 31, touch 19, flat-footed 25 (+1 size, +5 dex, +8 armor, +3 shield, +4 natural)

HP: 188 [247] (13d10+117)

Fort +17, Ref +8, Will +9

Melee: +1 Knight Sword +22/+17/+12 (1d8+8/19-20×2)

STR 24, DEX 20, CON 28, INT 8, WIS 12, CHA 16

Base Atk +13; CMB +19; CMD +34

Feats: Blundering Defense, Cautious Fighter, Covering Defense, Missile Shield, Shield Focus,

Shield Ward, Uncanny Defense  
Skills: Fly +25

---

### **SPECIAL ABILITIES**

---

Spinning Mogshield (Ex)

As a standard action Whiskerwall Kupdi Koop can hit all enemies in a 30-ft.-radius with his shield dealing 3d6 bludgeoning damage. A Reflex save (DC 26) can half this damage. Those who fail the save are stunned for 1 round. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

## **Pukla Puki the Pomburner**

Init+5;

AC 21, touch 17, flat-footed 16 (+1 size, +5 dex, +1 dodge, +4 natural)

HP: 110 [169] (13d10+39)

Fort +7, Ref +13, Will +17

Ranged: Double Charged Fire Staff +20/+15 (2d6/x2 fire damage)

STR 8, DEX 20, CON 16, INT 28, WIS 24, CHA 12

Base Atk +13; CMB +11; CMD +26

Feats: Advanced Power Weapons Wielder, Dodge, Improved Iron Will, Improved Power Weapons Wielder, Iron Will, Skill Focus (Fly), Weapon Focus (Power Staff)

Skills: Fly +31

---

### **SPECIAL ABILITIES**

---

#### **Pom Flare (Su)**

As a standard action Pukla Puki the Pomburner can launch a giant ball of fire to any location within 100 feet dealing 10d6 fire damage to all enemies in a 30-ft.-radius. A Reflex save (DC 26) can half this damage. Those who fail the save are burning for 1d6 round. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

#### **Power Weapon User (Ex)**

Pukla Puki the Pomburner can use power weapons as if they had MP.

## **Furryfoot Kupli Kipp**

Init+7;

AC 23, touch 19, flat-footed 16 (+1 size, +7 dex, +1 dodge, +4 natural)

HP: 136 [195] (13d10+65)

Fort +13, Ref +11, Will +19

Ranged: Double Charged Holy Staff +22/+17 (2d6/x2 holy damage)

STR 12, DEX 24, CON 20, INT 16, WIS 28, CHA 8

Base Atk +13; CMB +13; CMD +30

Feats: Advanced Power Weapons Wielder, Dodge, Improved Iron Will, Improved Power Weapons Wielder, Iron Will, Skill Focus (Fly), Weapon Focus (Power Staff)

Skills: Fly +33

---

## SPECIAL ABILITIES

---

### **Pom Cure (Su)**

As a standard action Furryfoot Kupli Kipp can heal an ally within 100 feet for 10d6+25 HP. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

### **Power Weapon User (Ex)**

Furryfoot Kupli Kipp can use power weapons as if they had MP.

### **Puksi Piko the Shaggysong**

Init+7;

AC 27, touch 19, flat-footed 18 (+1 size, +7 dex, +1 dodge, +4 armor, +4 natural)

HP: 110 [169] (13d10+39)

Fort +7, Ref +15, Will +13

Ranged: Harp (double charged non-elemental rod) +21/+16 (2d4+9/x2 non-elemental damage)

STR 12, DEX 24, CON 16, INT 8, WIS 20, CHA 28

Base Atk +13; CMB +13; CMD +30

Feats: Dodge, Improved Power Weapons Wielder, Improved Sidestep, Just out of Reach, Low Profile, Mobility, Sidestep

Skills: Fly +27

---

## SPECIAL ABILITIES

---

### **March of the Moogles (Su)**

As a standard action Puksi Piko the Shaggysong can play a song that grants all allies within 30 feet +5 attack & +5 damage for 1d4+1 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

### **Power Weapon User (Ex)**

Puksi Piko the Shaggysong can use power weapons as if they had MP.

### **Pukna Pako the Tailturner**

Init+9;

AC 28, touch 21, flat-footed 18 (+1 size, +9 dex, +1 dodge, +3 armor, +4 natural)

HP: 110 [169] (13d10+39)

Fort +11, Ref +17, Will +3

Melee: 2x +1 Daggers +25/+20/+15 (1d3+9/17-20x2)

STR 24, DEX 28, CON 16, INT 12, WIS 8, CHA 20

Base Atk +13; CMB +19; CMD +38

Feats: Dodge, Improved Critical (Dagger), Improved Two-weapon Fighting, Mobility, Two-weapon Fighting, Weapon Finesse, Weapon Focus (Dagger)

Skills: Fly +29

---

## SPECIAL ABILITIES

---

### Mog Thrust (Ex)

As a standard action Pukna Pako the Tailturner can move up to double his movement speed ignoring attacks of opportunity and make a single melee attack at his highest base attack bonus, dealing an automatic confirmed critical hit using a 4x multiplier instead of the normal 2x.

### Woolywart Kupu Kogi

Init+9;

AC 27, touch 20, flat-footed 18 (+1 size, +9 dex, +3 armor, +4 natural)

HP: 84 [143] (13d10+13)

Fort +9, Ref +17, Will +11

Ranged: +1 Longbow +25/+20/+15 (1d6+9/x3)

STR 8, DEX 28, CON 12, INT 20, WIS 24, CHA 16

Base Atk +13; CMB +11; CMD +30

Feats: Clustered Shots, Improved Precise Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Skills: Fly +29

---

## SPECIAL ABILITIES

---

### Mog Eye Shot (Ex)

As a standard action Woolywart Kupu Kogi can make a single ranged attack roll at his highest base attack bonus against any character within 100 feet. If this attack hits then you roll weapon damage four times, applying his Dexterity bonus to all damage rolls. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

### Ifrit, Lord of the Inferno (CR 15)

The incarnation of fire and fury, worshiped by the lizard-like Amalj'aa tribe. Even amongst the primals, Ifrit is highly given to savagery, his temper quick to erupt in a conflagration of death. His breath ignites the very air, his claws melt the strongest steel, and his twisted horns scorch the heavens. Those who would face him must be prepared to withstand the fires of hell.

XP 51,200

TN Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Fire](#))

Init +9; Senses Darkvision 60 ft.; Perception +21

Aura Firestorm aura (30-ft., 2d6 fire damage) [4d6 fire damage, phase II]

---

## DEFENSE

---

AC 31, touch 13; flat-footed 26 (-2 size, +5 dex, +18 natural)

hp 566 [798] (21d12+147)

Fort +19, Ref +17, Will +12

DR 10/-; Immune Fire; Resist Dark 10, Ice 5, Holy 20, Lightning 10, Wind 20; SR 30

Weakness Ice and Water

---

## OFFENSE

---

Speed 50 ft., Burrow 50 ft.

Melee 2 Claws +28 (2d6+9 plus 2d6 fire damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Hellfire, Incinerate, Vulcan Burst, Eruption, Crimson Cyclone, Sear

---

## STATISTICS

---

Str 29, Dex 20, Con 24, Int 10, Wis 10, Cha 20

Base Atk +21; CMB +32; CMD 47

Feats Alertness, Awesome Blow, Cleave, Greater Cleave, Greater Vital Strike, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Improved Vital Strike, Power Attack, Vital Strike

Skills Acrobatics +26, Climb +30, Escape Artist +26, Intimidate +24, Perception +21, Sense Motive +21

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Amalj'aa, Common and Ignan

---

## SPECIAL ABILITIES

---

### Crimson Cyclone (Ex)

Ifrit charges in a 50-ft.-line, causing damage to foes in the line of effect. All creatures in the area of effect take damage equal to triple the Ifrit's claw damage and are knocked prone unless they make a successful Reflex save (DC 27).

### Eruption (Su)

3/day, Ifrit can cause the ground to erupt in a 20-ft.-radius diameter within 60 feet. Creatures within the area of effects take 15d6 points of fire damage and are knocked prone. A successful Reflex save (DC 21) reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

### Firestorm Aura (Su)

Ifrit is surrounded by an aura of intense flames. All creatures within 30 feet take 2d6 points of fire damage at the beginning of Ifrit's turn. If Sear was used last turn double the damage for this aura. During phase II, the aura flames increase doing 4d6 points of fire damage at the beginning of Ifrit's turn.

### Hellfire (Su)

Ifrit erupts in flames, setting ablaze nearby foes. Enemies within 60 feet take 15d6 points of fire damage. A successful Reflex save (DC 25) halves this damage. Ifrit can only use this ability once per day and only under 50% health as a standard action. This begins Phase II.

### Incinerate (Ex)

As a swift action, usable once every 1d4 rounds, Ifrit breathes out a gout of flame in a 15-ft.-cone for 10d6 points of fire damage and infects the Burning status. A successful Reflex save (DC 27) halves this damage and negates the status effect.

### Sear (Su)

As a swift action, usable once every 1d4+1 rounds, Ifrit can cause a foe within 50-feet to erupt in a blazing aura. The target must make a Fortitude save (DC 20) or inflicted with a blazing aura that deals 5d6 points of fire damage to every creature within a 15-ft.-radius which also inflicts Burning status, a successful Reflex save (DC 22) halves the damage and negates the status effect. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

## Vulcan Burst (Su)

Usable only during phase II, as a swift action, usable once every 1d4 rounds, Ifrit can cause a burst of fiery energy to erupt around him, causing enemies to be blasted back. Creatures within a 30-ft.-radius take 10d6 points of fire damage and are pushed back up to 30 feet away from Ifrit. A successful Reflex save (DC 22) halves the damage and negates the knock back. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

## Ixion, Lord of Thunder (CR 15)

Ixion resembles a unicorn, with a long, golden horn and dark blue skin and gray mane and tail. He has gold bracers on his front legs. The symbol for Ixion and Djose is annotated with the kanji for thunder.

XP 51,200

TN Huge Magical Beast ([Boss](#), [Extraplanar](#), [Primal](#), [Lightning](#))

Init +11; Senses Darkvision 60 ft.; Perception +26

---

### DEFENSE

---

AC 31, touch 16; flat-footed 23 (-2 size, +7 dex, +1 dodge, +15 natural)

Hp 609 [840] (21d12+168)

Fort +19, Ref +19, Will +14

DR 10/-; Immune Charm, Confuse, Paralyze, Sleep, Slow, Stun, Death, Doom, Lightning;

Resist Fire 20, Wind 10, Shadow 15, Holy 20, Water 10, Ice 15; SR 30; Strong Water

Weakness Earth

---

### OFFENSE

---

Speed 60 ft.

Melee Gore +28 (2d6+7), 2 Hooves +23 (1d8+3)

Space 15 ft.; Reach 10 ft.

Special Attacks Aerospark, Chaos Charge, Delay Buster, Fulmination Spiral, Lightning Horn, Thor's Hammer, Quick Attack

---

### STATISTICS

---

Str 24, Dex 24, Con 26, Int 14, Wis 14, Cha 20

Base Atk +21; CMB +28; CMD 45

Feats Ability Focus (Lightning Horn, Thor's Hammer), Canny Tumble, Combat Reflexes, Dodge, Improved Initiative, Juke, Just out of Reach, Mobility, Osyluth, Sidestep

Skills Acrobatics +31, Bluff +26, Climb +31, Perception +26

Languages Thorian, Common, Albhedian, Lupin

---

### SPECIAL ABILITIES (PHASE I)

---

#### Static Charge (Ex) [Phase I only]

As a move action and while Ixion charges an opponent, he can attempt to inflict static and dazzled status effects on its target for 1d6 rounds each. The target must make a successful Reflex save (DC 28) to negate the status effects.



## **Aerospark (Su)**

As a full-round action, Ixion fires two blast of lightning at two different enemy targets. Ixion must make a ranged touch attack to hit for each ray, and if the ray hits, it deals 3d6+5 points of lightning damage per ray.

Aerospark becomes a standard action during Phase II.

Aerospark becomes a swift action during Phase III.

## **Fulmination Spiral (Ex)**

As a full-round action, Ixion charges in a 30-ft.-line, causing damage to foes in the line of effect. All creatures in the area of effect take damage equal to triple Ixion's gore damage and are inflicted with Deprotect II (-4 AC) for 1d8 rounds unless they make a successful Reflex save (DC 28) for half damage and negates the status effect.

## **Delay Buster (Su)**

Ixion bumps into his opponent delaying their next turn. This attack confers a -20 Initiative penalty for the next round upon an opponent struck by a successful melee attack; affected creatures must make a Will save (DC 22) to negate it; the save DC is Wisdom-based

---

### **SPECIAL ABILITIES (PHASE II)**

---

## **Chaos Charge (Su) [Phase II+]**

Once every 1d4 rounds, Ixion blasts the target with the tip of his horn. As a standard action, he attacks with his horn at a -5 penalty. A creature hit by the attack takes normal gore damage plus an additional 2d6 points of lightning damage and must make a Fortitude save (DC 25) or be stunned for one round.

## **Thor's Hammer (Su) [Begins Phase II]**

When below 60% health and as a standard action, Ixion calls down the judgment of the heavens, striking foes with lightning blasts. Enemies within 30 feet of the avatar take 15d6 points of lightning damage must make a Reflex save (DC 27) for half damage.

## **Quick Attack (Ex) [Phase II only]**

As a swift action, Ixion can make an extra gore attack with a -2 penalty.

---

### **SPECIAL ABILITIES (PHASE III)**

---

## **Odin's Lance (Ex) [Phase III only]**

As a standard action, Ixion thrusts at great speed and precision at a -5 penalty. If the attack hits, the gore is treated as a critical hit and deals double damage.

## **Lightning Horn (Su) [Begins Phase III]**

When below 40% health and as a full-round action, Ixion shoots out a super-charged lightning bolt, dealing 15d8 points of lightning damage in a 100-ft.-line, 10-ft.-wide towards a direction. Creatures within the area of effect must make a Reflex save (DC 27) to take half damage.

## Kirin, the Sacred Beast (CR 15)

A sacred animal, she can Regen allies by covering them with light. Kirin appears as a silver horse-like creature similar to a unicorn, though it has two crooked golden horns rather than one straight one. She also features green hair throughout her body.

XP 51,200

LG Huge Magical Beast ([Boss](#), [Extraplanar](#), [Primal](#), [Holy](#))

Init +11; Senses Darkvision 60 ft.; Perception +34

Aura Holy Aura (120-ft-radius)

---

### DEFENSE

---

AC 28, touch 16; flat-footed 20 (-2 size, +7 dex, +1 dodge, +12 natural)

Hp 483 [714] (21d12+105); fast healing 5

Fort +19, Ref +19, Will +22

DR 10/-; Immune Blind, Charm, Confuse, Holy, Silence, Sleep, Slow, Stun, Doom;

Resist Fire 15, Wind 10, Lightning 20, Water 20, Ice 15, Earth 10; SR 30

Weakness Shadow

---

### OFFENSE

---

Speed 60 ft.

Melee Gore +24 (2d6+5), 2 Hooves +19 (1d8+2)

Space 15 ft.; Reach 10 ft.

Special Attacks Captivating Charge, Hallowed Armor, Healing Master, Holy Beam, Light Rays, Revered Weapon, Unicorn Purification

**Spells Known** (FC 15th, concentration +25)

**1st (DC 21)** – Cure, Light

**2nd (DC 22)** – Cure II, Light II

**3rd (DC 23)** – Cura, Cure III, Light III, Lightra

**4th (DC 24)** – Cure IV, Holy, Light IV

**5th (DC 25)** – Bright, Curaga

**6th (DC 26)** – Holy II

**7th (DC 27)** – Bright II

---

### STATISTICS

---

Str 20, Dex 24, Con 20, Int 18, Wis 30, Cha 24

Base Atk +21; CMB +26; CMD 43

Feats Ability Focus (Captivating Charge), Canny Tumble, Circling Mongoose, Dodge, Great Fortitude, Improved Initiative, Juke, Mobility, Power Attack, Sidestep, Spring Attack

**Skills** Acrobatics +31, Climb +29, Heal +31, Knowledge (planes, nature) +25, Perception +34

**Languages** Common, Draconic, Enochian, Mithran, Queran, Vieran

**SQ** Bypass Spell Resistance

---

### SPECIAL ABILITIES (PHASE I)

---

#### Light Rays (Su)

As a standard action, Kirin fires 3 beams of holy energy at its foes, up to 30 feet away. Each ray requires a ranged touch attack to hit and deals 2d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and

fired simultaneously. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

During Phase II increases to 5 beams doing 3d6 points of holy damage.

During Phase III increases to 7 beams doing 4d6 points of holy damage.

### **Captivating Charge (Ex)**

As a move action and while Kirin charges an opponent, she can attempt to charm their target for 1d6 rounds. With a successful Will save (DC 27) to negates the status effect.

### **Revered Weapon (Su)**

Kirin can imbue allies' weapons to deal holy damage. All allies may be affected so long as they are within 30 feet when Kirin uses the ability. Affected allies add 1d6 holy damage to their weapon damage rolls. The duration lasts 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

During Phase II, increase holy damage to 1d8 for self and duration to 2d6 rounds.

During Phase III, increase holy damage to 1d10 for self and duration to 3d6 rounds.

### **Hallowed Armor (Su)**

Kirin grants allies an scared barrier. All allies gain the effect of Radiant Spikes, as the white magic spell. The allies must be within 30 feet of Kirin when it uses this ability to receive these bonuses.

Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

During Phase II, changes the effect to Radiant Spikes II.

During Phase III, changes the effect to Radiant Spikes III.

### **Bypass Spell Resistance (Ex)**

Kirin's command of magic is such that she may unravel a creature's natural resistance to magic.

Kirin may reduce a target's spell resistance by 21 for 1d6 rounds, once per day per target. In addition, Kirin ignores energy resistance equal to 10.

---

#### **SPECIAL ABILITIES (PHASE II)**

---

### **Holy Aura (Su) [Begins Phase II]**

When below 80% and as a swift action, Kirin energizes the area around her with a bright light, all allies within 120-ft.-radius around her gain a regen spell-like ability based on 15 per health healed per round and all foes take 2d6 holy damage per round.

### **Healing Master (Su) [Phase II+]**

Once every 1d4+1 rounds, Kirin can cast Cure, Cure II, Cure III, Cure IV, Cura or Curaga using one standard action. Both of the spells must have the same casting time. Kirin can make any decisions concerning the spells independently of each other. Any target affected by both of the spells takes a -4 penalty on saves made against each spell. A white mage receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells.

---

#### **SPECIAL ABILITIES (PHASE III)**

---

### **Holy Beam (Su) [Begins Phase III]**

When below 50% and as full round action, Kirin energizes a bright light within her horns hitting all within a 30-ft.-radius beam that stretches out for 120-ft.-line. All foes within the blast range take 15d8 points of holy damage must make a Reflex save (DC 30) for half damage.

## Unicorn Purification (Su) [Phase III]

Kirin heals one ally or self within a 60-ft. from her of all bad status effects. This ability functions like Basuna. Blue mages may learn this ability as a 9th level spell (Knowledge: Planes DC 33).

## Leviathan, Lord of the Whorl (CR 15)

A massive sea serpent that effortlessly controls water and rules all who dwell in the oceans. The raging swell of his "Tsunami" is enough to consume even the fiercest of foes.

XP 51,200

TN Gargantuan Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Water](#))

Init +7; Senses Darkvision 60 ft.; Perception +30

---

### DEFENSE

---

AC 27, touch 9; flat-footed 24 (-4 size, +3 dex, +18 natural)

hp 598 [830] (21d12+263)

Fort +23, Ref +15, Will +18

DR 10/-; Immune Water, Trip, Sunder, Bull Rush, Petrify, Stop, Sleep, Immobilize effects except for frozen;

Resist Dark 15, Holy 15, Wind 20, Earth 15, Ice 20, Fire 5; SR 30; Strong Fire

Weakness Lightning

---

### OFFENSE

---

Speed 50 ft., Swim 100 ft.

Melee Bite +24 (3d8+10 plus grab and 1d6 water damage) or Slam +24 (3d6+7 plus 1d6 water damage), Tail Slap +19 (2d8+3 plus grab and 1d4 water damage)

Space 20 ft.; Reach 20 ft. (30 ft. with bite and tail slap)

**Special Attacks** Ferocious Current, Tidal Rush, Submerge, Tsunami, Grand Fall, Whirlpool

---

### STATISTICS

---

Str 25, Dex 16, Con 32, Int 24, Wis 22, Cha 20

Base Atk +21; CMB +32; CMD 45

**Feats** Awesome Blow, Awesome Charge, Bull Rush Strike, Improved Bull Rush, Improved Critical (Bite), Improved Initiative, Power Attack, Quick Bull Rush, Rebuffing Reduction, Toughness, Vital Strike

**Skills** Acrobatics +27, Diplomacy +29, Escape Artist +28, Heal +30, Intimidate +29, Knowledge (Arcana) +31, Knowledge (Planes) +31, Perception +30, Sense Motive +30, Stealth +27, Swim +32

SQ Float, Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Aquan, Common, Sahagin and 7 others

---

### SPECIAL ABILITIES

---

#### Tail Whip (Ex)

As a standard action, Leviathan launches a powerful tail slap. If the attack is successful, the attack deals double damage and the target must make a Fortitude save DC 23 or be stunned for 1 round.

## **Spinning Dive (Ex)**

Once 1d4-1 rounds as a standard action, Leviathan adds a spin to its slam attack. He makes a slam attack at a -5 penalty that deals triple damage.

## **Float (Ex)**

Leviathan can choose to have his own version of the Float (always floating 30 feet into the air) status effect continuously unless unconscious or dead when above water or land. Leviathan also uses his Swim skill to move around in the Sky instead as long as he is always 30 feet or below the ground. This effect cannot be dispelled.

## **Submerge (Ex)**

On any turn not following Tidal Rush, Leviathan dives underwater, becoming untargetable and invisible from the ship. The next turn, he uses Tidal Rush.

## **Tidal Rush (Su)**

On a round after Submerge unless not over the water, as a full round action, Leviathan bursts from the water, unleashing a wave, dealing 2d6 water damage, a Reflex save (DC 20 +3 per stack of Ferocious Current) halves this damage. After damage is applied, a bull rush with a bonus of 15 +3 per Ferocious Current stack. In addition, Tidal Rush affects the ship, dealing 5d6 water damage. A successful Profession: Sailor check either halves (DC 23) or negates (DC 31) this damage. Leviathan then makes a bull rush attempt to push the ship away (CMD = Profession: Sailor check).

## **Grand Fall (Su)**

As a standard action, Leviathan can launch a blast of water as a ranged touch attack roll against a target within 30 feet. If the attack is successful, the target takes 7d6 points of water damage and must make a successful Constitution save (DC 23) or be knocked prone.

---

### **SPECIAL ABILITIES (PHASE II)**

---

## **Ferocious Current (Su)**

As a standard action, Leviathan summons an air bubble around the head of all targets above deck. This bubble allows them to breath underwater, however, further casts cause the bubble to grow denser to the detriment of those affected. 1 stack gives water breathing and causes water damage to do an additional d4 points of water damage. 2 stacks causes water damage to instead do an additional d6 of water damage. 3 stacks causes all enemies within 120 ft. of Leviathan to receive a slow status effect unless they make a Will Save DC 25. 4 stacks gives water weakness to all enemies within 120 ft. of Leviathan unless they're immune then they take normal damage from water damage for 1d4 rounds stead. At 5 stacks it resets to 1 stack and grants Water God's Boon

which is a five turn absorb water buff for Leviathan. This is automatically cast as a free action at the start of phase 2.

### **Tsunami (Su) [Begin Phase II]**

Once a day, under 50% health, as a standard action, Leviathan summons a massive wave, dealing 15d6 points of water damage and washing everyone above deck overboard or 30 ft. from Leviathan must make a Reflex Save (DC 23) to take half damage. All combatants are transported to the extradimensional space Leviathan Submerges too, beginning phase 2.

### **Whirlpool (Su) [Phase II]**

As a standard action, Leviathan awakens a pool of water that immobilizes his target in place within 50 ft. Any creatures within 15 feet-radius of the target take 10d6 points of water damage and are inflicted with Immobilize status effect for 1d6 rounds. All creatures within the area of effect must make a Will save (DC 23) to half the damage and negate the status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

## **Odin, the Soul Reaper (CR 15)**

A fell knight clad all in black, Odin roams paths long forgotten beneath the canopy of the Black Shroud. There are none now alive who know the truth of when or by whom this elder primal was first summoned into the world. Ever vigilant as he sits astride his mighty steed, Sleipnir, it is said that Odin is driven solely by the desire to do battle with worthy foes.

XP 51,200

LE Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#))

Init +11; Senses Darkvision 60 ft.; Perception +18

---

### **DEFENSE**

AC 35, touch 15; flat-footed 28 (-2 size, +10 armor, +7 dex, +10 natural)

hp 492 [724] (21d12+110)

Fort +19, Ref +19, Will +14

DR 10/-; Immune Bind, Blind, Charm, Confuse, Paralyze, Sleep, Slow, Stun, Death, Doom;

Resist Wind 10, Earth 10, Ice 10, Fire 10, Lightning 10, Shadow 10, Holy 10, Water 10; SR 30

---

### **OFFENSE**

Speed 60 ft.

Melee +1 Zantetsuken +28 (2d6+9/16-20 plus death), 2 Hooves +22 (1d8+4)

Space 15 ft.; Reach 10 ft. (15 ft. with Zantetsuken)

**Special Attacks** Death (Death status effect, DC 25 Fort), Hall of Sorrow, Hall of Lead, Hall of Stone, Einherjar, Valknut, Sanngetal, Gagnrath, Gungnir, Shin-Zantetsuken

---

### **STATISTICS**

Str 26, Dex 24, Con 24, Int 10, Wis 14, Cha 20

Base Atk +21; CMB +31; CMD 48

**Feats** All-Consuming Swing, Bleeding Critical, Cleave, Cleaving Finish, Critical Focus (Scimitar), Great Cleave, Improved Cleaving Finish, Improved Initiative, Iron Will, Power Attack, Vital Strike

**Skills** Acrobatics +23, Climb +24, Diplomacy +20, Escape Artist +22, Knowledge (Planes) +16, Perception +18, Ride +23, Sense Motive +18

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Gear +1 Zantetsuken (+1 Long Sword: Keen and Vicious), Odin's Plate (+1 Full Plate: Bolstering, Mirrored, Fortification [light] )

Languages Common and Undercommon

---

## SPECIAL ABILITIES

---

### **Einherjar (Ex)**

Once every 1d6 rounds, as a standard action, Odin releases shocking blades of darkness around himself within a 120-ft.-radius. Everyone in the radius takes 8d6 points of lightning damage and inflicting Bleed status effect for 1d12 rounds (2d6 bleeding damage per round). They must make a Fortitude save (DC 25) for half damage and negating the Bleed status effect.

### **Gagnrath (Ex)**

Reacts to Gungnir on every other round as a swift action, the Gungnirs release a 30 ft.-line with a 10 ft.-radius blast wave. Each blast wave does 4d6 points of piercing damage. Anyone within a blast wave must make a Reflex save (DC 22) for half damage. The save DC is Wisdom-based.

### **Gungnir (Ex)**

3/day, Odin must wait two rounds after all three Gungnirs are destroyed to use again. Odin throws three lances into the air which land upon three of his foes within 120-ft. If they hit (+26) [critical hits included], they do 2d6+22 points of piercing damage each. When they land everyone within a 40-ft.-radius from them takes 8d6 points of non-element damage must make a Reflex save (DC 22) for half damage. The save DC is Wisdom-based. After they land, they summon Gungnirs in their spot with 50 Hp, AC 20 (touch 10, flat-footed 20). As long as one Gungnir is up everyone within a 300-ft.-radius of a Gungnir takes 1d8 non-elemental damage per round.

### **Hall of Lead (Su)**

Once every 1d4 rounds, as a swift action, Odin drops down pillars of light upon three different opponents within 150-ft. from himself. These targets take 6d6 points of holy damage and inflicting Slow status effect for 1d8 rounds. They must make a Fortitude save (DC 25) for half damage and negating the Slow status effect.

## Hall of Sorrow (Su)

Once every 1d4+1 rounds, as a standard action, Odin releases a magical beam around himself with his blade hitting all within a 120-ft.-radius. Everyone in the radius takes 8d6 points of non-elemental damage must make a Reflex save (DC 25) for half damage.

## Hall of Stone (Su)

Once every 1d4+1 rounds, as a swift action, Odin drops down five random 20-ft.-radius dark circles upon his opponents. The following round, these circles explode doing 10d6 points of shadow damage per circle and inflicting the Petrify status effect for 1d8 rounds. With each circle an opponent is within must make a Fortitude save (DC 25) per circle for half damage and negating the Petrify status effect.

## Sanngetall (Ex)

Once every 1d4+4 rounds, as a standard action, Odin strikes with great power towards one opponent within melee range. If he hits (+27) [critical hits included], This attack does 12d8 points of slashing damage.

## Shin-Zantetsuken (Su)

Once a day under 20% health (71 hp) or after 15 rounds, as a full-round action, Odin charges up during his first round then releases a deadly slash the following round killing all those whom attacked him unless their immune to death status effect then it does 15d8 points of slashing damage unless they make a Fortitude save (DC 25) for half damage.

## Valknut (Su)

Once every 1d6+2 rounds, Odin charges up for one full-round, then releases a powerful dark energy with a swift action the following round within 60-ft.-radius from himself. Everyone within the radius takes 15d8 points of (half shadow/non-elemental) damage must make a Reflex save (DC 25) for half damage.

## Phoenix, the Immortal Bird (CR 15)

An eternal, undying bird. Its tears are rumored to have curative properties, and it is said that he who tastes the Phoenix's blood will have eternal life.

XP 51,200

NG Gargantuan Magical Beast ([Boss](#), [Extraplanar](#), [Primal](#), [Holy](#), [Fire](#))

Init +14; Senses Darkvision 120 ft., low-light vision; Perception +31

**Aura** Aura of Warding (120-ft.), Fire Aura (60-ft., 1d6 half fire/light damage) [2d6 half fire/light damage, phase II] {3d6 half fire/light damage, phase III}

---

### DEFENSE

---

**AC** 29, touch 17; flat-footed 18 (-4 size, +10 dex, +1 dodge, +12 natural)

**Hp** 651 [882] (21d12+189)



**Fort +20, Ref +22, Will +19**

**DR 5/-; Immune** Bind, Blind, Burn, Charm, Confuse, Fire, Holy, Paralyze, Sleep, Slow, Stun, Death, Doom;

**Resist** Lightning 10, Dark 5, Earth 10, Ice 5, Wind 15; **SR 30**

**Weakness** Water

---

#### OFFENSE

---

**Speed** 40 ft., Fly 120 ft. (Perfect)

**Melee** Bite +26 (2d6+5 plus 1d8 fire damage), 2 Talons +21 (1d10+2 plus 1d8 fire damage)

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

**Special Attacks** Blackfire, Bluefire, Flames of Unforgiveness, Healing Flame, Megafire, Redfire, Revelation, Whitefire

**Special Abilities** Flames of Rebirth, Summon Ruby

---

#### STATISTICS

---

**Str 20, Dex 30, Con 26, Int 10, Wis 24, Cha 20**

**Base Atk +21; CMB +31; CMD 51**

**Feats** Ability Focus (Brand of Purgatory), Cleave, Combat Reflexes, Death from Above, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Toughness, Wind Stance

**Skills** Fly +38, Perception +31

**SQ** Does not Eat, Does not Sleep

**Languages** Common, Enochian, and Ignan

**SQ** Rebirth

---

#### SPECIAL ABILITIES (PHASE I)

---

##### **Aura of Warding (Su)**

Phoenix shines with a bright aura. Each ally within 120 feet of him gains a +4 morale bonus on saving throws against status effects.

##### **Blackfire (Su) [Phase I Only]**

Once during Phase I as an immediate action, Phoenix will drop black flames beneath 3 foes within 90 feet from him. On the following round the black flames will do 8d6 points of fire damage to the target, then doing 2d6 points of fire damage for 7 rounds after in a 15-ft.-radius at the place the target was standing at. This dispel the Whitefire debuff effect if the player takes 1 round of fire damage and it reduces that current Blackfire's spot duration by 1 round.

##### **Fire Aura (Su)**

Phoenix is surrounded by an aura of holy flame. Any creature within 60-ft. of Phoenix takes 1d6 points of damage (half fire/holy) per round. This damage increases by 1d6 points of damage per Phase upgrade. A creature that attacks Phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit.

## **Healing Flame (Su)**

Once every 1d2+1 rounds as a standard action, Phoenix manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 27) to take half damage and Phoenix does not gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## **Rebirth (Su)**

Phoenix has a continual Reraise II status effect that lasts until he dies and cannot be dispel. He revives with 40% health but only once.

## **Revelation (Su)**

Once every 1d2+1 as a swift action, Phoenix drops whirls of flame around his primary target doing 6d6 points of damage (half fire/holy) or a make a Reflex save (DC 27) for half damage. This always applies one debuff of Revelation which increases all damage taken from fire and holy sources by 1d6 damage and this debuff doesn't disappear until the Phoenix is defeated.

## **Summon Ruby (Su)**

Once per phase as an immediate action, Phoenix summons 1d4+1 Rubies to help him fight.

## **Whitefire (Su) [Phase I Only]**

Once during Phase I after Blackfire has been used as a swift action, Phoenix will surround all his foes with white flames within 160 feet. Anyone with the whitefire debuff takes 3d6 points of holy damage per round unless they run into the Blackfire spot.

---

### **SPECIAL ABILITIES (PHASE II)**

---

## **Bluefire (Su) [Phase II+]**

Once during Phase II as an immediate action, Phoenix will drop a blue flame beneath a foe within 90 feet from him. This target takes 1d6 points of fire damage per round. This bluefire will not go away until Phoenix is defeated. A knowledge (arcane) check of 15 will tell anyone they need to intercept any redfire tethered players.

## **Brand of Purgatory (Su) [Phase II+]**

Once every 1d4+1 rounds as a swift action, Phoenix releases a fiery curse upon one target within 90 feet of him. The target takes 2d6 points of damage (half fire/holy) with a Fortitude save (DC 29) for half damage per round. This damage will double per round: 2d6 → 4d6 → 8d6 → 16d6 and so forth. Unless the target completes their move action next to an ally (5 feet), transferring the Brand to another ally which resets the debuff damage back to 2d6 points of damage. This Brand will not go away until Phoenix is defeated.

## **Flames of Unforgiveness (Su) [Phase II+]**

Once every 1d4+1 rounds as a standard action, Phoenix increases the flames of the branded target. The branded target takes 8d6 points of damage (half fire/holy) and increases the brand debuff by one damage step. So if it was at 2d6 points of damage, then the following round it does 8d6 points of damage.

## Flames of Rebirth (Su) [Begins Phase II]

Once below 60% health [529 hp] as a standard action, Phoenix flashes brightly and a bright pulse expands from its body, drifting over itself and allies within 60 feet. Phoenix and his allies are healed for 12d6 points of damage and he only gains 10 fast healing until the end of the fight. It also revives all nearby allies to 25% of their max hit point.

## Megaflash (Su) [Phase II+]

Once every 1d3+1 rounds, Phoenix causes all nearby creatures to burst into flames. All creatures within 30 feet from him take 12d6 points of fire damage and must make a Fortitude save (DC 27) or be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## Redfire (Su) [Phase II+]

Once every other round as a swift action after Bluefire is cast, Phoenix will summon a medium fireball (5-ft.-radius) within 15 feet away but tethered to a target. This fireball moves with the target and anyone who runs into the tethered (between the fireball and target) triggers its effect. After 3 rounds, the fireball collides with its target doing 12d8 points of fire damage unless the person with the bluefire runs into their tether point.

---

### SPECIAL ABILITIES (PHASE III)

---

## Holy Flames (Su) [Begins Phase III]

Once below 40% health [352 hp] as a full-round action, Phoenix explodes in a fiery divine nova, dealing 15d8 points of damage (half holy, half fire) in a 50-ft.-radius around himself. Creatures within the area of effect must make a Reflex save (DC 28) for half damage.

## Ramuh, Lord of Levin (CR 15)

Ramuh is a towering elderly man with a voluminous beard, black robes. He wields a staff of judgement. Unlike other primals, he is even-tempered and does not intend to drain aether more than necessary, reflecting the laid-back attitude of the sylphs. He condemns the actions of the other races in causing strife, yet is willing to let the adventurer prove their worth as a champion of Eorzea. XP 51,200

CG Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Lightning](#))

Init +9; Senses Darkvision 60 ft.; Perception +26

---

### DEFENSE

---

AC 32, touch 14; flat-footed 26 (-2 size, +5 dex, +1 dodge, +18 natural)

Hp 398 [430] (21d12+63)

Fort +15, Ref +19, Will +17

DR 10/-; Immune Lightning; Resist Fire 15, Wind 20, Dark 10, Holy 15, Water 10, Ice 15; SR 30; Strong Water

Weakness Earth

---

### OFFENSE

---

Speed 40 ft.

Melee Thunderous Staff of Judgment +29 (2d6+10/17-20 plus 1d6 lightning damage)

Space 15 ft.; Reach 10 ft.

Special Attacks Causality, Chaotic Strike, Improve Lightning Armor, Judgment Bolt, Lightning Armor, Shock Strike, Thunderspark, Thunderstorm

---

## STATISTICS

---

Str 20, Dex 20, Con 16, Int 29, Wis 20, Cha 24

Base Atk +21; CMB +28; CMD 43

Feats Critical Focus, Dodge, Improved Critical (Staff), Improved Initiative, Lightning Reflexes, Lightning Stance, Power Attack, Staggering Critical, Stunning Assault, Stunning Critical, Wind Stance

Skills Acrobatics +26, Bluff +28, Climb +26, Diplomacy +28, Escape Artist +26, Knowledge (Arcana, Dungeoneering, Geography, History, Local, Nature, Planes, Religion) +30, Perception +26, Sense Motive +26

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Common, Sylph, Thorian and 9 others

---

## SPECIAL ABILITIES (PHASE I)

---

### Chaotic Strike (Ex)

Once every 1d4+1 rounds, As a standard action, Ramuh uses shocking force to his staff strike. He makes a staff attack at a -5 penalty that deals triple damage, which stuns the target for 1 round, who must make a Fortitude save (DC 25) to negate the stun effect.

### Lightning Armor (Su)

Once per day, at the beginning of combat, Ramuh grants himself a shocking barrier. All allies can gain the effect of Shock Spikes for 15 rounds. The allies must be within 30 feet of Ramuh when he uses this ability to receive these bonuses for 10 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

### Shock Strike (Ex)

Once every 1d2 rounds, as a standard action, Ramuh's staff electrifies and shocks a target. Ramuh makes a staff attack, if he hits, he adds 2d6 points of lightning damage.

### Thunderstorm (Su)

Once every 1d4+1 rounds, as a full-round action, Ramuh beckons a lightning storm that rains down the thunder, dealing 12d6 points of lightning damage in a 50-ft.-radius area. Creatures in the area of effect must make a Reflex save (DC 27) for half damage.

---

## SPECIAL ABILITIES (PHASE II)

---

### Causality (Ex)

After phase 2, as a swift action, Ramuh tethers two characters by an electrical link. Both will take 2d6 lightning damage each time they perform an action and can only be broken by one character grabbing one floating lightning orb within 30 ft. from Ramuh in the arena to become electrically insulated. Two lightning orbs summon upon the act of using causality per tether. The lightning orbs also give 5 lightning resist for 2 rounds and stack. No more than 5 lightning orbs can be summon upon the arena.

## Improved Lightning Armor (Su)

At the beginning of phase 2, Ramuh grants himself an increasingly shocking barrier. All allies can gain the effect of Shock Spikes and he gains Shock Spikes III. The allies must be within 30 feet of Ramuh when he uses this ability to receive these bonuses for 15 rounds. This effect cannot be dispel from himself and also effects physical range attacks.

## Judgment Bolt (Su) [Begins Phase II]

Once a day under 50% health as a standard action, Ramuh raises his staff high and an explosive force of lightning strikes in the 120-ft.-radius area after 3 rounds. Three arbiters are summoned 30 feet away from Ramuh in different directions each with 50 HP, 20 AC (10 touch, 20 flat-footed), 10 to all saves, and lightning immunity. Enemies within the area of effect take 15d6 points of lightning damage per arbiter standing up and are inflicted with the static status effect. A successful Reflex save (DC 29) for half damage and negates the status effect.

## Thunderspark (Su)

Once every 1d3+1 rounds, as a standard action, Ramuh can cause an electronic distortion, causing nearby creatures to be paralyzed. Creatures within a 30-ft.-radius take 10d6 points of lightning damage and are paralyzed for 1d6 rounds. A successful Reflex save (DC 29) halves the damage and negates the paralysis status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

## Ravana, Master of the Blade (CR 15)

Fourfold master of the blade, savior of the insect-like Gnath tribe. A warrior and conqueror, Ravana respects strength and abhors weakness. He revels in battle with worthy opponents, and is known to wield the legendary Chandrahas blades.

XP 51,200

LE Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#))

Init +11; Senses Darkvision 60 ft., low-light vision; Perception +27

---

### DEFENSE

---

**AC** 32, touch 11; flat-footed 29 (-2 size, +11 armor, +3 dex, +10 natural)

**Hp** 651 [882] (21d12+189)

**Fort** +20, **Ref** +19, **Will** +15

**DR** 10/-; **Immune** Bind, Blind, Charm, Confuse, Paralyze, Sleep, Slow, Stun, Death, Doom;

**Resist** Lightning 15, Dark 5, Holy 5, Water 10, Earth 5, Fire 15, Wind 10, Ice 15; **SR** 30

---

### OFFENSE

---

**Speed** 40 ft.

**Melee** 4 Chandrahas +28/+24/+24/+24 (2d6+10 plus 1d6 fire damage/17-20)

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

**Special Attacks** Atma-Linga, Blinding Blade, Bloody Fuller, Prelude of Slaughter, Rose Orbs, Slaughter, Swift Slaughter, Tapasya

**Special Abilities** On the Defensive, Pillars of Heaven, Summon Death Stalkers, The Seeing Wing

---

#### STATISTICS

---

**Str** 26, **Dex** 24, **Con** 26, **Int** 10, **Wis** 16, **Cha** 16

**Base Atk** +21; **CMB** +31; **CMD** 48

**Feats** Cleave, Combat Reflexes, Great Cleave, Improved Critical (Longsword), Improved Initiative, Multiweapon Defense, Multiweapon Fighting, Multiweapon Specialist, Power Attack, Toughness, Weapon Focus (Longsword)

**Skills** Acrobatics +25, Climb +26, Diplomacy +27, Knowledge (Planes) +24, Perception +27, Sense Motive +27

**SQ** Does not Eat, Does not Sleep

**Languages** Common and Gnath

**Gear** 4 Chandrahas (Flaming), +4 Tatami-do

---

#### SPECIAL ABILITIES (PHASE I)

---

##### Atma-Linga (Ex)

Once a day, under 30% health [264 hp] as a standard action, Ravana strikes violently in random directions doing 15d8 points of damage (half fire/slashing) in a 90-ft.-radius. Anyone caught in the area of effect must make a Reflex save (DC 28) for half damage.

##### Blinding Blade (Ex)

Once every 1d4 rounds, as a swift action, Ravana releases a quad-slash in a 60-ft.-radius doing 8d6 points of slashing damage. A successful Reflex save (DC 28) halves the damage.

##### Prelude To Slaughter (Su) [Phase I]

Once every 1d4+1 rounds, as a full round action, Ravana charges up. Then the following turn as a swift action releases a fiery storm around him with a 120-ft.-radius minus the 30-ft.-radius near him. Anyone caught in the storm takes 12d6 points of fire damage unless they make a Reflex save (DC 23) for half damage. A knowledge (planes) check of 15 will tell anyone know they need to be close to Ravana while he charges his attack.

##### Slaughter (Su)

The round following Prelude To Slaughter or Swift Slaughter and as a full-round action, Ravana points in four different directions with his swords as they begin to glow red. This also triggers two opponents with a purple glow that deals 2d6 points of earth damage while 30 feet within each other and this effect lasts 3 rounds. Then the following turn as a standard action releases four 10 foot-radius-lines that go 100 feet outward doing 12d6 points of fire damage unless they make a Reflex save (DC 23) for half damage. A knowledge (planes) check of 15 will tell anyone know they need to move away from any direct he is pointing at and that they should avoid one another with they glow purple.

In Phase II the charge up takes a standard action and the following turn becomes swift action.

##### Summon Death Stalkers (Su)

Once per phase as an immediate action, Ravana summons 1d2+1 Death Stalkers to help him fight.

## **Tapasya (Ex)**

Once every 1d4 rounds, as a swift action, Ravana cleaves outward with great force in a 30-ft.-cone radius doing 6d6 points of slashing damage and knocks anyone in the area of effect back by 30 feet. A successful Reflex save (DC 28) halves the damage and negates the knock

## **The Seeing Wing (Ex)**

Once every 1d6+1 rounds, as a standard action, Ravana readies his weapons for 1 round. During that round and anyone who physically attacks Ravana within his range will take four attacks at once and knocks them back by 30 feet. The knock back can be negated with a successful Fortitude save (DC 28) and can miss any of his four attacks.

---

### **SPECIAL ABILITIES (PHASE II)**

---

## **Bloody Fuller (Su) [Begins Phase II]**

Once a day, under 50% health [441 hp] and as a standard action, Ravana lashes outward with his swords in a frenzy. Enemies within 60 feet take 12d6 points of damage (half slashing/fire) and are stunned for 1 round. A successful Fortitude save (DC 23) halves the damage.

## **On the Defensive (Ex) [Phase II]**

Once every 1d4+1 rounds, as a full-round action, Ravana forgoes all attacks this round to complete defense raising his swords to protect himself. This increases his spell resistance by +5 and armor class deflection by +5 til the beginning of his next turn. Every attack which be physical or magical that he takes adds on an additional attack at +24 attack bonus on the closest target the following turn for free. A knowledge (planes) check of 15 will tell anyone they shouldn't attack him this round.  
\*hint buff or heal

## **Pillars of Heaven (Su) [Phase II]**

Once every 1d4 rounds, as a swift action, Ravana glows with a bright light then pushes outward hitting all within a 90 ft.-radius. Anyone in the area of effect is knocked back 30 feet away unless they make a Fortitude save (DC 23) for 15 feet instead.

## **Rose Orbs (Su) [Phase II]**

Once every 1d2+1 rounds as a swift action, Ravana will summon 2 medium purple rose shaped orb (5-ft.-radius) within 20 feet away but tethered to their target. This rose orb moves 10 feet plus 5 additional feet per round towards the target. After 5 rounds, the rose orb either collide with its target doing 12d8 points of fire damage unless the target makes a Fortitude save (DC 23) for half damage or dissipates after the 5th round. They also take a debuff called "Vulnerability" which they take an extra 1d6 points of damage per attack for 2d6+4 rounds or when the fight ends.

## **Swift Slaughter (Su) [Phase II]**

Once every 1d4+1 rounds, as a swift action, Ravana charges up quickly and releases a fiery storm around him with a 120-ft.-radius minus the 30-ft.-radius near him. Anyone caught in the storm takes 12d6 points of fire damage unless they make a Reflex save (DC 23) for half damage.

## **Shiva, Lady of Frost (CR 15)**

Shiva is the patron saint and primal of the Harriers. She was summoned by Ysayle in the image of an ancient saint who was beloved of Hraesvelgr, as part of her goal to end the millennium-long

Dragonsong War. Unlike the Primals summoned by beast-tribes, Ysayle uses her own body as a vessel for Shiva's spirit.

XP 51,200

TN Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Ice](#))

Init +7; Senses Darkvision 60 ft.; Perception +32

---

#### DEFENSE

---

AC 32, touch 11; flat-footed 29 (-2 size, +3 dex, +21 natural)

hp 398 [430] (21d12+63)

Fort +15, Ref +15, Will +21

DR 10/-; Immune Ice; Resist Dark 20, Holy 10, Lightning 10, Water 20, Wind 15, Earth 15; SR 30; Strong Wind

Weakness Fire

---

#### OFFENSE

---

Speed 40 ft.

Melee Frost Band +29 (3d6+10/17-20 plus 1d6 ice damage)

Space 15 ft.; Reach 10 ft.

**Special Attacks** Hailstorm, Heavenly Strike, Dreams of Ice, Diamond Dust, Absolute Zero, Shatter

---

#### STATISTICS

---

Str 20, Dex 16, Con 16, Int 18, Wis 29, Cha 26

Base Atk +21; CMB +26; CMD 39

Feats Crippling Critical, Critical Focus, Greater Vital Strike, Improved Critical, Improved Initiative, Improved Natural Armor, Improved Vital Strike, Weapon Focus (Longsword), Weapon Specialization (Longsword), Vital Strike

**Skills** Acrobatics +26, Bluff +31, Climb +28, Diplomacy +32, Escape Artist +27, Knowledge (Arcana) +27, Knowledge (Planes) +27, Perception +32, Sense Motive +33

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Auroran, Common, and 4 others

---

#### SPECIAL ABILITIES

---

##### Hailstorm (Su)

Once per day, as a free action at the beginning of combat, Shiva summons a hailstorm for 20 rounds, dealing 3d6 bludgeoning damage and 2d6 ice damage every other turn. A successful Reflex save (DC 23) halves the damage on each instance of damage. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

##### Heavenly Strike (Ex)

Once every 1d4 rounds, as a standard action, Shiva slashes in a 30-foot cone in front of her, hitting all creatures inside, dealing her sword's damage. She makes



an attack roll against each target within the cone, taking a -1 penalty per target in the cone.

### **Dreams of Ice (Su)**

At the start of every turn, Shiva increases the damage of all her ice abilities by 1. In addition, every 5th round, she increases her dice step by one for ice abilities.

### **Absolute Zero (Su)**

3/day, on a turn that Hailstorm deals damage, instead of the damage, Shiva may choose to freeze the very air in a 120 ft radius, dealing 4d6 ice damage and inflicting the frozen status for 1 rounds, then after for 1d4 rounds. A successful Fortitude save (DC 23) negates the additional rounds. Enemies that do not pass the Fortitude save or receive a dispel take an additional 2d6 ice damage at the end of the duration.

### **Shatter (Ex)**

As a standard action, Shiva may make a single attack against a target that is frozen. If the attack hits, it is considered an automatic critical hit and ends the frozen effect.

### **Diamond Dust (Su)**

Once a day, under 50% health, as a standard action, Shiva calls forth a mighty blizzard, freezing nearby foes. Enemies within 60 feet take 15d6 points of ice damage and are inflicted with the frozen status. A successful Reflex save (DC 24) halves the damage and negates the status effect.

## **Titan, Lord of Craggs (CR 15)**

A great giant who rends the very earth asunder. The great chasms he creates in the ground can swallow up armies of soldiers.

XP 51,200

LN Huge Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Earth](#))

Init +7; Senses Darkvision 60 ft., Tremorsense 240 ft.; Perception +26

---

### **DEFENSE**

AC 29, touch 11; flat-footed 26 (-2 size, +3 dex, +18 natural)

hp 566 [798] (21d12+147)

Fort +19, Ref +15, Will +12

DR 10/-; Immune Earth; Resist Dark 15, Fire 20, Ice 10, Holy 10, Lightning 20, Water

5; SR 30; Strong Lightning

Weakness Wind

---

### **OFFENSE**

Speed 50 ft., Burrow 50 ft.

Melee 2 Slams +30 (2d6+11 + 1d6 earth)

Space 15 ft.; Reach 15ft.

Special Attacks Landslide, Tumult, Weight of the Land, Granite Gaol, Geocrush, Mountain Buster, Earthen Fury

---

## STATISTICS

---

Str 33, Dex 16, Con 24, Int 10, Wis 10, Cha 16

Base Atk +21; CMB +34; CMD 47

Feats Alertness, Awesome Blow, Cleave, Greater Cleave, Greater Vital Strike, Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Improved Vital Strike, Power Attack, Vital Strike

Skills Acrobatics +22, Climb +31, Escape Artist +22, Intimidate +22, Perception +26, Sense Motive +26

SQ Outsider Traits, Does not Breathe, Does not Eat, Does not Sleep

Languages Common, Kobold, and Terran

---

## SPECIAL ABILITIES

---

### Earthern Fury (Su)

Once per day and only under 50% health as a standard action, Titan calls forth the rage of the earth, crushing nearby foes. Enemies within 60 feet take 15d6 points of earth damage. A successful Reflex save (DC 23) halves this damage.

### Geocrush (Ex)

As a standard action, Titan can jump high into the air and crash down on his foes. Titan deals damage equal to double his slam damage to all foes within 15 feet and are knocked prone. A successful Reflex save (DC 23) halves this damage and are not knocked prone.

### Granite Gaol (Su)

Once every 1d4 rounds, Titan can wrap one creature within 60 feet in an earthen embrace. The target creature must make a successful Fortitude save (DC 20) or be imprisoned in earth, unable to move or act until released. The earth prison has 45 hit points and a Hardness of 8. Once released, the creature is inflicted with Sickened condition for 1 minute. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

### Landslide (Ex)

As a standard action, Titan slams his powerful fist to the ground, causing a shockwave in a 30-ft.-line. All creatures in the area of effect must succeed at a Reflex save (DC 23) for half damage and negating the effect or take damage equal to double the Titan's slam damage, pushed back 15 feet, and are knocked prone.

### Mountain Buster (Ex)

As a standard action, Titan can slam his hands together to cause a cone of wind against his foes. All creatures within a 15-ft.-cone take damage equal to 3 times his slam damage unless they make a Reflex save (DC 23) for half damage.

### Tumult (Ex)

As a swift action, Titan stomps the ground repeatedly. All creatures within Titan's reach take damage equal to Titan's slam damage and must make a Reflex save (DC 23) for half damage or fall prone.

### Weight of the Land (Su)

3/day, Titan can cause the ground to erupt in 3 10-ft.-diameter eruptions within 60 feet. Creatures within the area of effects take 5d6 points of earth damage and are inflicted with Weighted status. A

successful Reflex save (DC 23) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

## Alexander, the Creator (CR 25)

Setting solid rules and protection over creation, Alexander is the least living looking god of all, mostly seen as a construct or weapon by most sentient beings. Alexander enters into the material plane more often than the other gods due to his position, often finding it upon himself to protect and uphold the laws of the world. He has often implanted himself within the worlds he has a hand in creating, forming his body into that of castles or entire cities for his subjects to live around and for him to ultimately protect from evil. Alexander takes on the visage of a giant machine for most of his appearances, with 2 large limb-like structures in the front he uses to tilt himself to aim his weapons at enemies. Using both magic and machine to destroy any who would threaten whomever summons him, or any beings he feels deserve his protection.

XP 1,638,400

LG Colossal Construct ([Boss](#), [Extraplanar](#), [Primal](#), [Holy](#))

Init +11; Senses Darkvision 60 ft.; Perception +38

---

### DEFENSE

---

AC 48, touch 14; flat-footed 41 (-8 size, +7 dex, +34 natural, +5 deflect)

hp 1434 [1886] (41d12+451); fast healing 20

Fort +22, Ref +29, Will +29

DR 20/-; Immune Holy, Construct Traits; Resist Wind 25, Earth 25, Ice 25, Fire 25, Lightning 25; SR 40

Weakness Dark

---

### OFFENSE

---

Speed 40 ft.

Melee 2 Slams +54 (6d6+30)

Space 30 ft.; Reach 30 ft.

**Special Attacks** Sacrament, Divine Judgement, Holy Bleed, Steelcrusher, Brutal Sanction, Purification

---

### STATISTICS

---

Str 50, Dex 25, Con -, Int 20, Wis 24, Cha 30

Base Atk +41; CMB +69; CMD 86

**Feats** All-Consuming Swing, Awesome Blow, Cleave, Cleaving Finish, Critical Focus, Devastating Strike, Furious Focus, Great Cleave, Improved Bull Rush, Improved Cleaving Finish, Improved Critical (Slam), Improved Devastating Strike, Improved Initiative, Improved Vital Strike, Power Attack, Staggering Critical, Stunning Assault, Stunning Critical, Toughness, Vital Strike, Weapon Focus (Slam)

**Skills** Climb +61, Diplomacy +51, Escape Artist +48, Knowledge (Arcana) +46, Knowledge (Planes) +46, Perception +48, Sense Motive +48

SQ Living-like, Does not Breathe, Does not Eat, Does not Sleep

Languages Celestial, Enochian, Common, and 5 others

---

## SPECIAL ABILITIES (PHASE I)

---

### **Sacrament (Su)**

As a swift action, Alexander fires 4 beams of holy energy at his foes, up to 30 feet away. Each ray requires a ranged touch attack to hit (+40) and deals 4d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

### **Holy Bleed (Ex)**

Once every 1d4 rounds as a standard action, Alexander blasts all enemies within 60' with a surge of light, making them susceptible to holy damage. If they fail to make their Will save DC 40, any holy damaging ability bypasses 15 holy resistance also does 15 points of holy damage to anything immune to holy for 1d6+1 rounds.

### **Living-like (Ex)**

Alexander gains the benefit of extra health from Charisma instead of Constitution due to being a construct. He also gain feats and skills due to having an Intelligence. His saves are also consider Good unlike most constructs.

### **Overclock (Ex)**

Once per phase, Alexander can choose to increase his power output growth above his normal limits. This allows him to make an extra slam attack for 1d4+1 rounds and increases his Sacrament damage to 8d6 per shot.

### **Fortress (Ex)**

Alexander cannot move up to twice his speed per round. When he drops below 50% health, he gains a secondary attack at (+49) which is a beam that deals 4d6+10 Holy damage, on top of the slam attacks he has.

### **Steelcrusher (Ex)**

As a full-round action, Alexander can slam down heavy with both fists. He uses two slam attacks at a -5 penalty, and each slam deals double damage.

### **Purification (Su)**

3/day, Alexander purifies his allies in a holy radiance. This ability functions like Greater Esunaga. Blue mages may learn this ability as a 9th level spell (Knowledge: Planes DC 33).

---

## SPECIAL ABILITIES (PHASE II)

---

### **Brutal Sanction (Ex)**

Once every 1d4 rounds as a standard action, Alexander slams at great velocity and precision at a -5 penalty. If the attack hits, it is treated as a critical hit and deals double damage.

## Divine Judgement (Su) [Beings Phase II]

Once a day, under 50% health, as a standard action, Alexander calls down rays of holy light, dealing 30d10 points of Holy damage to all enemies in a 120 ft. radius. A successful Reflex save (DC 40) halves this damage.

## Anima, the Lost Soul (CR 25)

She represents darkness and death, her signature attack is 'Oblivion'. Anima is a towering two-part creature whose top half is heavily restrained. The lower half is a horned demon. A picture of her fayth hangs from her neck, portrayed with a glowing halo like a saint. A lost primal from a forgotten past hardly anyone knows or can remember, who wanders around searching for some missing part of herself.

XP 1,638,400

N Gargantuan Outsider ([Boss](#), [Extraplanar](#), [Primal](#), [Shadow](#))

Init +4; Senses Darkvision 60 ft., true seeing; Perception +46

---

### DEFENSE

AC 42, touch 16; flat-footed 38 (-4 size, +4 dex, +24 natural)

hp 1365 [1750] (35d12+455); fast healing 20

Fort +31, Ref +23, Will +29

Absorb Gravity; DR 20/-; Immune Bleed, Blind, Paralysis, Silence, Sleep, Slow, Stop, Death, Doom, Poison, Petrify;

Resist Wind 20, Earth 20, Ice 20, Fire 20, Lightning 25, Shadow 20; SR 40

Weakness Holy

---

### OFFENSE

Speed 10 ft.

Melee Bite +49 (4d8+18), 2 Claws +49 (3d8+18)

Space 30 ft.; Reach 20 ft.

**Special Attacks** Crimson Rays, Dark Pain, Deathly Touch, Feel my Pain, Hear no Evil, Oblivion, Pain, Speak no Evil, Weakening Blink

---

### STATISTICS

Str 46, Dex 18, Con 34, Int 14, Wis 26, Cha 30

Base Atk +35; CMB +57; CMD 71

**Feats** Ability Focus (Feel my Pain, Hear no Evil, Speak no Evil), All-Consuming Swing, Cleave, Cleaving Finish, Combat Expertise, Cornugon Smash, Felling Smash, Furious Focus, Great Cleave, Improved Cleaving Finish, Improved Trip, Iron Will, Power Attack, Seize Advantage, Toughness, Vital Strike

**Skills** Bluff +48, Intimidate +48, Knowledge (local, planes, religion) +40, Perception +46, Sense Motive +46, Survival +46

Languages Auroran, Enochian, Undercommon, Terran, Umbran

---

### SPECIAL ABILITIES (PHASE I)

## Crimson Rays (Su)

As a standard action, Anima releases a crimson rainbow of lights hitting all foes within a 20-ft.-cone radius. All creatures in the area of effect are inflicted with the Imperil status effect for 1d6 rounds

unless they must make a Will save (DC 37) to negate the Imperil status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

## Hear No Evil (Su)

Anima causes her foe to be deaf. She can make a ranged touch attack, hitting a foe up to 30 feet away. A target takes 3d6 points of shadow damage (+39) and the target must make a Will save (DC 39) or be inflicted with Deafened status effect for 1d8 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

## Oblivion (Su)

Once at 70% health [1176] (start of Phase II) and 35% health [588] (start of Phase III), Anima to summon a reverse-horned demon that attacks furiously. Anima gains an additional claw attack using the highest base attack bonus plus an additional attack per four summoner levels after 1st. These additional attacks do not require a full-attack action to use. This ability lasts for a duration of 9 rounds. This ability requires only a swift action.

## Pain (Su)

As a swift action, Anima gathers an in-depth blast from her one eye towards her opponent. The target must make a Fortitude save (DC 27) or takes 8d6 points of shadow damage.

During Phase II: Pain adds poison (Fort DC 27) and blind (Will DC 27) status effects for 2d6 rounds each.

During Phase III: Pain adds slow (Fort DC 27) and zombie (Fort DC 27) status effects for 2d6 rounds each.

## Speak No Evil (Su)

Anima causes her foe to be silent. She can make a ranged touch attack, hitting a foe up to 30 feet away. The subject takes 5d6 points of shadow damage (+39) and the target must make a Will save (DC 39) or be inflicted with Silence status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

## Weakening Blink (Ex)

As a move action, Anima can teleport to any location within 30-ft. also any one creature next to her (must be selected beforehand) after the teleport must make a Will save (DC 37) or takes the [Deprotect](#) status effect (-2 AC) for 1d8 rounds.

During Phase II increase the teleportation to 60-ft. and Deprotect II status effect (-4 AC).

During Phase II increase the teleportation to 90-ft. and Deprotect III status effect (-6 AC)

---

### SPECIAL ABILITIES (PHASE II)

---

## Deathly Touch (Ex) [Phase II+]

As a standard action, Anima claws become of death. She makes two (the number of claw attacks increases with Oblivion) claw attacks at a -5 penalty that deal triple damage, if she hits, it zombies the targets within a 15-ft.-radius of her for 1d6 rounds, who must make a Fortitude save (DC 37) to negate the zombie status effect.

## Feel My Pain (Su) [Phase II+]

Anima's eye focus' on her target giving a chilling feeling to her victim. This ability functions like Unwilling Shield for the necromancer for 1d8 rounds and must make a Will save (DC 39) to negate the effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

---

## SPECIAL ABILITIES (PHASE III)

---

### Dark Pain (Su) [Phase III only]

Once every 1d4 rounds, Anima gathers a shadowy blast from her one eye towards her opponent. The target of this spell must make a Fortitude save (DC 35) or dies. If the save is successful, the target suffers 15d6 points of shadow damage. This is considered a Wisdom based save.

### Bahamut, the Dreadwyrn (CR 25)

The most well-known dragon in all of existence, as well as the most prominent of deities, Bahamut is known by all either in fear or admiration. Many dragons worship Bahamut as the first dragon, or as their creator, while most Astrals, Eidolons and Avatars refer to him as their Father and/or King. Royalty who are within the religion of Bahamut are normally crowned in his name, with Kings and Queens holding his name within theirs. Bahamut's power is so great that his visage is even within planes that are not under his domain, alongside alternate universes, taking on variations of his name and design.

XP 1,638,400

LG Colossal Dragon ([Boss](#), [Extraplanar](#), [Primal](#))

Init +10; Senses Dragon senses; Perception +49

---

#### DEFENSE

---

AC 42, touch 16; flat-footed 38 (-8 size, +6 dex, +26 natural, +10 deflect)

hp 1174 [1560] (35d12+360); fast healing 15

Fort +29, Ref +25, Will +29

DR 20/-; Immune Paralysis, Sleep, Slow, Death, Doom, Poison, Petrify;

Resist Wind 25, Earth 25, Ice 25, Fire 25, Lightning 25, Holy 10, Dark 10; SR 40

---

#### OFFENSE

---

Speed 60 ft., Fly 250 ft. (Clumsy)

Melee Bite +43 (4d8+24/19-20), 2 Claws +43 (3d8+16/19-20), 2 Wings +38 (3d6+6/19-20), Tail Slap +38 (4d8+19)

Space 30 ft.; Reach 20 ft. (30 ft. with Bite)

**Special Attacks** Breath Weapon (70-ft. Cone, 24d10 non-elemental damage, Reflex DC 38 half, usable every 1d4 rounds), Charging Stance, Counterstrike Stance, Counter Magic Stance, Crush (large creatures, DC 38, 4d8+24), Impulse, Magic Eraser, Megaflare, Megaflare Stance, Tail Sweep (medium creatures, DC 38, 4d6+24), Vicious Bite

---

#### STATISTICS

---

Str 42, Dex 22, Con 30, Int 24, Wis 30, Cha 26

Base Atk +35; CMB +59; CMD 65 (69 vs Trip)

**Feats** All-Consuming Swing, Cleave, Cleaving Finish, Critical Focus, Combat Reflexes, Devastating Strike, Great Cleave, Flyby Attack, Hover, Improved Cleaving Finish, Improved Critical (Bite), Improved Initiative, Power Attack, Staggering Critical, Stunning Critical, Toughness, Vital Strike, Wingover

**Skills** Appraise +42, Bluff +43, Climb +51, Diplomacy +43, Fly +41, Heal +45, Intimidate +43, Knowledge (Arcana) +42, Knowledge (Planes) +42, Perception +45, Sense Motive +45, Survival +45, Use Magic Device +42

SQ Does not Breathe, Does not Sleep

Languages Common, Draconic, and 6 others

---

## SPECIAL ABILITIES

---

### **Megaflare (Su)**

Once per day and below 50% health, Bahamut breathes intense energy from his jaws, blasting all enemies in a 120-ft.-cone. Enemies within the area of effect take 30d10 points of non-elemental, with a Reflex save DC 38 for half damage. This effect ignores Evasion. Bahamut enters his Megaflare Stance until his next turn.

### **Megaflare Stance (Ex)**

Bahamut becomes in a weakened state after using his megaflare for 1 round. He loses his deflection AC, Spell Resistance, lowers his elemental resistances and DR by 10 for the duration.

### **Charging Stance (Ex)**

Once every 1d4 rounds, Bahamut begins to draw in some energies within himself for 1 round. He loses his Spell Resistance and lowers his elemental resistances by 10. This increases Impulses damage to 20d6 points of non-elemental damage or increases his breath weapon to 26d10. He can enter this stance as a Free-action at the end of his turn. He cannot have more than one Stance per round active.

### **Impulse (Su)**

Bahamut releases a blast of energy at his foe. He can make a ranged touch attack, hitting a foe up to 30 feet away. The subject takes 4d6 points of non-elemental damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

### **Vicious Bite (Ex)**

As a standard action, Bahamut makes an attack that hits three times with its bite attack with a -5 penalty. Bahamut adds double his Strength bonus to all damage rolls for Vicious Bite. Can only be used in Counterstrike Stance.

### **Counter Magic Stance (Ex)**

Bahamut smiles and crosses his arms across his chest for 1 round. He loses his SR and Elemental Resistances during this stance. Whenever he is hit by magic in this stance, the attacker takes 1d6 damage per spell level that was cast at Bahamut. He can enter this stance as a Free-action at the end of his turn. He cannot have more than one Stance per round active. This effect increases Impulses damage to 12d6 points of elemental damage and making it a swift-action instead.

### **Counterstrike Stance (Su)**

Bahamut smiles and opens both of his claws as ready to pounce upon his opponent for 1 round. He gains the ability to counter blows when attacked and also loses his deflection AC vs anyone who is not his selective target. During his action, he designates an opponent and once per round, if that opponent attacks him he can immediately make an attack of opportunity. He can select a new opponent on any action. A helpless Bahamut (such as one who is unconscious or paralyzed) does not gain the benefit of this ability, nor can he use this ability when flat-footed. He can enter this stance as a Free-action at the end of his turn. He cannot have more than one Stance per round active.



## Magic Eraser (Ex)

Once every 1d4+1 rounds, Bahamut releases a 120 ft.-radius burst of arcane energy that Dispels (CL 36) one magical effect from all. Can only be used in Counter Magic Stance.

## Siren FFV Forms

### Siren FFV [Alive] (CR 4)

*A woman in a blue dress and blonde hair walks over to you but despite your party knowing she was must more dangerous than appeared.*

XP 1,200

NE Medium Humanoid ([Boss](#), Hume)

Init +7; Senses Low-light vision; Perception +10

---

#### DEFENSE

---

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

**hp** 84 [120] (5d8+20)

**mp** 17

**Fort** +4; **Ref** +4; **Will** +9

**Resistance** All 5; **SR** 15

---

#### OFFENSE

---

**Speed** 30 ft.

**Melee** Quarterstaff +3 (1d6+1)

**Ranged** Shadow Power Staff +5 (1d6+5)

**Special Attacks** Transfer (3d4 half holy/shadow damage, 7 uses)

**Burst Mode** Pulse of Balance

**Spells Known** (FC CL 5th, concentration +10)

**0th (DC 15)** – Dark Orb, Holy Orb, Read Magic, Resistance

**1st (DC 16)** – Blizzard, Cure, Protect, Regen, Ruin, Shell, Sleep, Thunder

**2nd (DC 17)** – Blizzard II, Cure II, Light II, Silence, Thunder II

**3rd (DC 18)** – Blizzara, Haste, Slow

---

#### STATISTICS

---

Str 12, Dex 16, Con 16, Int 20, Wis 20, Cha 12

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Extra MP, Empower Spell, Improved Initiative, Toughness

Skills Appraise +10, Heal +13, Knowledge (Arcana, Local, Planes, Religion) +10, Perception +10, Spellcraft +10

Languages Common, Draconic, Elvaan, Moogle + 2 more

SQ Clear Mind, Curiosity, Focused Caster, Integrated, Mage Talents (Concentrate, Spell Lore),

Metamagic Enhancement, Gray Magery (Spell Penetration +1), Spell Proficiency, Undead

Transforms

Gear +1 bracers of armor, cure potion (1), Power Staff: Shadow, Quarterstaff

---

## **SPECIAL ABILITIES**

---

### **Pulse of Balance (Su)**

This Burst Mode allows Siren to cause an intense burst of gray light to pulse through the gray mage and her allies within 30 feet, healing for 2d8 points of damage and dealing 4d4 points of damage (half holy/shadow) to all enemies within the area of effect. A Reflex save (DC 10 + half of the gray mage's level + her Wisdom modifier) for half damage. Any affected allies that are unconscious and brought to consciousness as a result of the initial healing and are prone are immediately brought to their feet (this action does not provoke attacks of opportunity and brings back Undead creatures).

### **Curiosity (Ex)**

Humes naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.

### **Gray Seal (Ex)**

Siren can increase the potency of her next healing or elemental spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next healing spell that Siren casts heals for half again as many hit points or the next elemental spell that Siren casts deals half again as much damage as normal. She can use this ability once per day.

### **Integrated (Ex)**

Humes gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks

### **Skilled (Ex)**

Humes gain an additional skill rank at first level and one additional rank whenever they gain a level

### **Sociable (Ex)**

When humes attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not pass

### **Transfer (Su)**

Siren surrounds her hand with a dark yet light power, causing terrible wounds to open on those she touches and transfer them to a nearby ally or self. Each day she can use this ability 7 times. As a touch attack, Siren can cause 3d4 points of damage (half holy/shadow). Using this ability is a standard action unless Siren targets herself, in which case it is a swift action. that does not provoke attacks of opportunity. Siren can use this power to heal an ally within 30 feet of herself or just herself, restoring 3d4 hit points.

### **Undead Transform (Su)**

Once every 1d2+1 rounds as an immediate action, Siren can convert herself over as an undead being with completely different stats and abilities. She retains her new health bar for her undead form however she retains any damage taken in her human form when she converts back over.

## Siren FFV [Undead] (CR 4)

*She transform right in front of your eyes in something you did not think of. As she turns in gaze on your party, everyone draws their weapons.*

XP 1,200

NE Medium Undead ([Boss](#))

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +10

Aura Black Aura

---

### DEFENSE

---

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +4 natural, +1 Armor)

**hp** 84 [120] (5d8+20)

**Fort** +4; **Ref** +4; **Will** +6

**DR** 5/-; **Immunity** Undead Traits

**Weakness** Fire

---

### OFFENSE

---

**Speed** 30 ft.

**Melee** 2 Claws +9 (1d8+5) or Quarterstaff +8 (1d6+7)

**Ranged** Shadow Power Staff +6 (1d6)

**Special Attacks** Venomous Clasp

**Burst Mode** Bloodstrikes

---

### STATISTICS

---

Str 20, Dex 16, Con -, Int 14, Wis 14, Cha 16

**Base Atk** +3; **CMB** +8; **CMD** 21

**Feats** Improved Natural Attack (Claw), Toughness, Weapon Focus (Claw)

Skills Climb +13, Intimidate +11, Knowledge (Arcana, Religion) +10, Perception +10, Sense Motive +10

**Languages** Common, Draconic, Elvaan, Moogle + 2 more

**SQ** Hume Transform

Gear +1 bracers of armor, cure potion (1), Power Staff: Shadow, Quarterstaff

---

### SPECIAL ABILITIES

---

#### Bloodstrikes (Su)

This Burst Mode allows Siren to gain an additional attack with her claw attack using the highest base attack bonus at -3. These additional attacks do not require a full-attack action to use and drain the total damage as health to Siren. This burst mode lasts for a duration of 1 round. This limit break requires only a swift action.

#### Black Aura (Su)

All creatures within a 10 ft. radius of Siren take 2 points of shadow damage per round. When struck in melee, all adjacent creatures, as well as the one who struck him, take 1d4 shadow damage.

#### Critical Attack (Ex)

Once every 1d3 rounds as a standard action, Siren can inflict more pain than normal. If she succeed at hitting with her claw attack, the damage is 1d6+5 x 1.5 for total damage.

## Hume Transform (Su)

Once every 1d2+1 rounds as an immediate action, Siren can convert herself over as a hume being with completely different stats and abilities. She retains her new health bar for her hume form however she retains any damage taken in her undead form when she converts back over.

## Venomous Clasp (Ex)

Once every 1d4 rounds as a standard action, Siren strikes her opponent with her poisonous claw. If she hits (+9), the target takes 2d6+5 damage and must make a Fortitude save (DC 15) or takes the poison status effect.

# Ultros Family

## Ultros [River] (CR 4)

Uwee hee hee! What have we here? I'm warning you, I'm armed... Eight-armed, that is! Uwee hee hee!

XP 1,200

CN Large Magical Beast (Aquatic, Boss)

**Init:** +7; **Senses** Darkvision 90 ft., low-light vision; Perception +12

---

### DEFENSE

**AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

**hp** 126 [180] (6d10+30)

**Fort** +10, **Ref** +8, **Will** +5

**Absorb** Water; **Resist** Ice 10;

**Weakness** fire, lightning

---

### OFFENSE

**Speed** 40 ft., Swim 60 ft., jet 250 ft.

**Melee** Bite +10 (1d8+5), 4 Tentacles +8 (1d6+2 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Special Attacks** Acid Droplet, Constrict (1d6+2), Ink

**Burst Mode** Tentacle Frenzy

---

### STATISTICS

Str 20, Dex 16, Con 20, Int 16, Wis 16, Cha 6

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 25 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Multiattack

**Skills** Acrobatics +12, Climb +14, Knowledge (local) +9, Perception +12, Swim +14

**Languages** Common, + three more

---

### SPECIAL ABILITIES

## Tentacle Frenzy (Ex)

This Burst Break allows Ultros to gain an additional tentacle attack plus an additional tentacle attack for every four HD. These additional attacks do not require a full-attack action to use. This limit break

lasts for a duration of 1 round + 1 round for every four HD. This limit break requires only a swift action.

## Acid Droplet (Su)

Once every 1d2 rounds, Ultros can drench a single enemy with acid water within 30 feet for 4d6 points of water damage and is inflicted with the Poison status effect for 1d4 rounds unless they make a Fortitude save (DC 16) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

## Ink (Ex)

Once every 1d4 rounds as a standard action, Ultros can shot out a blob of ink towards a target within 60 ft. If he hits (+8), the target must make a Fort save (DC 18) or has the blind status effect for 1d4+3 rounds.

## Jet (Ex)

Ultros can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

## Ultros [Opera] (CR 7)

Uwee hee hee! What have we here? I'm warning you, I'm armed... Eight-armed, that is! Uwee hee hee!

XP 3,200

CN Large Magical Beast (Aquatic, Boss)

**Init:** +8; **Senses** Darkvision 90 ft., low-light vision; Perception +17

---

### DEFENSE

---

**AC** 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

**hp** 250 [340] (10d10+70)

**mp** 26

**Fort** +14, **Ref** +10, **Will** +9

**Absorb** Water; **Resist** Ice 15;

**Weakness** fire, lightning

---

### OFFENSE

---

**Speed** 40 ft., Swim 60 ft., jet 250 ft.

**Melee** Bite +16 (1d8+7), 6 Tentacles +14 (1d6+3 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Special Attacks** Acid Droplet, Constrict (1d6+3), Electrocute, Frog Song, Ink, Lvl. 3 Confuse

**Burst Mode** Tentacle Frenzy

**Spells Known** (SC CL 10h; Concentration +14)

**1st (DC 15)** – Fire

**2nd (DC 16)** – Fire II

**3rd (DC 17)** – Fira, Fire III

**4th (DC 18)** – Fire IV

---

### STATISTICS

---

Str 24, Dex 18, Con 24, Int 16, Wis 18, Cha 6

**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 31 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Power Attack

**Skills** Acrobatics +17, Climb +20, Knowledge (local) +13, Perception +17, Swim +20  
**Languages** Common, + three more

---

## **SPECIAL ABILITIES**

---

### **Tentacle Frenzy (Ex)**

This Burst Break allows Ultros to gain an additional tentacle attack plus an additional tentacle attack for every four HD. These additional attacks do not require a full-attack action to use. This limit break lasts for a duration of 1 round + 1 round for every four HD. This limit break requires only a swift action.

### **Acid Droplet (Su)**

Ultros can drench a single enemy with acid water within 30 feet for 4d6 points of water damage and is inflicted with the Poison status effect for 1d4 rounds unless they make a Fortitude save (DC 19) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

### **Electrocute (Su)**

Once every 1d2 rounds, Ultros charges himself up with electricity with varying effects. To determine the effect, roll a 1d10: 1 for Thunder, 2 to 4 for Thunder II, 5 to 6 for Defensive Shock, 7 to 8 for Elemental Touch (Lightning), 9 for Thundara, and 10 for Thunder III. The caster can decide who they want to target once they know the result and if they don't like their result they can cancel the affect but must spend the MP cost and time spent on it. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

### **Frog Song (Su)**

Once every 1d4 rounds, Ultros will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 19) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### **Ink (Ex)**

Once every 1d3 rounds as a standard action, Ultros can shot out a blob of ink towards a target within 60 ft. If he hits (+13), the target must make a Fort save (DC 22) or has the blind status effect for 1d4+4 rounds.

### **Jet (Ex)**

Ultros can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

### **Level 3 Confuse (Su)**

1/day, Ultros whistles a tune of confusion towards all his enemies within a 30 ft. radius of him. All creatures with a total HD that is a multiple of 3 must make a Will save (DC 19) or are inflicted with the confuse status effect for 3d3 rounds. Blue mages may learn this ability as a 6th-level spell (Knowledge: Arcana DC 27).

## Ultros [Cave] (CR 11)

Uwee hee hee! What have we here? I'm warning you, I'm armed... Eight-armed, that is! Uwee hee hee!

XP 12,800

CN Large Magical Beast (Aquatic, Boss)

**Init:** +10; **Senses** Darkvision 90 ft., low-light vision; Perception +19

---

### DEFENSE

---

**AC** 29, touch 13, flat-footed 19 (+6 Dex, +14 natural, -1 size)

**hp** 435 [570] (15d10+135)

**mp** 52

**Fort** +18, **Ref** +15, **Will** +13

**Absorb** Water; **Resist** Ice 15;

**Weakness** fire, lightning

---

### OFFENSE

---

**Speed** 40 ft., Swim 60 ft., jet 250 ft.

**Melee** Bite +24 (1d8+9), 8 Tentacles +21 (1d8+4 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Special Attacks** Acid Droplet, Aqualung, Constrict (1d8+4), Earthquake, Electrocute, Frog Song, Ink, Lvl. 3 Confuse, Snowstorm

**Burst Mode** Tentacle Frenzy

**Spells Known** (SC CL 15h; Concentration +21)

**1st (DC 17)** – Blizzard, Fire, Protect, Shell, Water

**2nd (DC 18)** – Blizzard II, Fire II, Water II

**3rd (DC 19)** – Blizzara, Blizzard III, Fira, Fire III, Haste, Protect II, Shell II, Watera, Water III

**4th (DC 20)** – Blizzard IV, Fire IV, Water IV

**5th (DC 21)** – Blizzaga, Drain, Firaga, Protect III, Shell III, Waterga

---

### STATISTICS

---

Str 24, Dex 18, Con 24, Int 16, Wis 18, Cha 6

**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 31 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Power Attack

**Skills** Acrobatics +17, Climb +20, Knowledge (local) +13, Perception +17, Swim +20

**Languages** Common, + three more

---

### SPECIAL ABILITIES

---

#### Tentacle Frenzy (Ex)

This Burst Break allows Ultros to gain an additional tentacle attack plus an additional tentacle attack for every four HD. These additional attacks do not require a full-attack action to use. This limit break lasts for a duration of 1 round + 1 round for every four HD. This limit break requires only a swift action.

#### Acid Droplet (Su)

Ultros can drench a single enemy with acid water within 30 feet for 4d6 points of water damage and is inflicted with the Poison status effect for 1d4 rounds unless they make a Fortitude save (DC 23) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

## **Aqualung (Su)**

Once every 1d3 rounds, Ultros can emit a 30-ft.-cone of watery breath. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Fort save DC 23 to reduce damage by half and negate the Silence status effect) for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## **Earthquake (Su)**

Once every 1d3 rounds, Ultros can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds. A successful Reflex save (DC 23) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## **Electrocute (Su)**

Ultros charges himself up with electricity with varying effects. To determine the effect, roll a 1d10: 1 for Thunder, 2 to 4 for Thunder II, 5 to 6 for Defensive Shock, 7 to 8 for Elemental Touch (Lightning), 9 for Thundara, and 10 for Thunder III. The caster can decide who they want to target once they know the result and if they don't like their result they can cancel the affect but must spend the MP cost and time spent on it. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

## **Frog Song (Su)**

Once every 1d3 rounds, Ultros will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 23) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## **Ink (Ex)**

Once every 1d2 rounds as a standard action, Ultros can shot out a blob of ink towards a target within 60 ft. If he hits (+20), the target must make a Fort save (DC 26) or has the blind status effect for 1d4+6 rounds.

## **Jet (Ex)**

Ultros can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

## **Level 3 Confuse (Su)**

2/day and once every 1d4 rounds, Ultros whistles a tune of confusion towards all his enemies within a 30 ft. radius of him. All creatures with a total HD that is a multiple of 3 must make a Will save (DC 23) or are inflicted with the confuse status effect for 3d3 rounds. Blue mages may learn this ability as a 6th-level spell (Knowledge: Arcana DC 27).

## **Snowstorm (Su)**

2/day and once every 1d4 rounds, Ultros can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage are inflicted with Frozen status for 1d4 rounds, a successful Reflex save (DC 23) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).



## Ultros [Airship] (CR 14)

Uwee hee hee! What have we here? I'm warning you, I'm armed... Eight-armed, that is! Uwee hee hee!

XP 38,400

CN Large Magical Beast (Aquatic, Boss)

**Init:** +10; **Senses** Darkvision 90 ft., low-light vision; Perception +24

---

### DEFENSE

---

**AC** 31, touch 15, flat-footed 25 (+6 Dex, +16 natural, -1 size)

**hp** 620 [800] (20d10+200)

**mp** 80

**Fort** +22, **Ref** +18, **Will** +14

**Absorb** Water; **Resist** Ice 15;

**Weakness** fire, lightning

---

### OFFENSE

---

**Speed** 40 ft., Swim 60 ft., jet 250 ft.

**Melee** Bite +30 (1d8+10), 8 Tentacles +27 (1d8+5 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Special Attacks** Acid Droplet, Big Wave, Constrict (2d6+5), Electrocute, Frog Song, Lvl. 3 Confuse, Magnitude 8, Snowstorm, Octopus Ink

**Burst Mode** Tentacle Frenzy

**Spells Known** (SC CL 20h; Concentration +26)

**1st (DC 17)** – Blizzard, Fire, Protect, Shell, Water

**2nd (DC 18)** – Blizzard II, Fire II, Water II

**3rd (DC 19)** – Blizzara, Blizzard III, Fira, Fire III, Protect II, Shell II, Watera, Water III

**4th (DC 20)** – Blizzard IV, Fire IV, Water IV

**5th (DC 21)** – Blizzaga, Drain, Firaga, Protect III, Shell III, Waterga

**6th (DC 22)** – Confusion

---

### STATISTICS

---

Str 30, Dex 22, Con 30, Int 16, Wis 22, Cha 6

**Base Atk** +20; **CMB** +31 (+35 grapple); **CMD** 47 (can't be tripped)

**Feats** Aquatic Spell, Combat Casting, Combat Reflexes, Improved Constriction, Improved Initiative, Improved Natural Attack (Tentacle), Iron Will, Multiattack, Power Attack, Weapon Focus (Tentacle)

**Skills** Acrobatics +29, Climb +33, Knowledge (local) +23, Perception +29, Swim +33

**Languages** Common, + three more

---

### SPECIAL ABILITIES

---

#### Tentacle Frenzy (Ex)

This Burst Break allows Ultros to gain an additional tentacle attack plus an additional tentacle attack for every four HD. These additional attacks do not require a full-attack action to use. This limit break lasts for a duration of 1 round + 1 round for every four HD. This limit break requires only a swift action.

## **Acid Droplet (Su)**

Ultros can drench a single enemy with acid water within 30 feet for 4d6 points of water damage and is inflicted with the Poison status effect for 1d4 rounds unless they make a Fortitude save (DC 26) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

## **Big Wave (Su)**

Once every 1d4+1 as a standard action, Ultros can unleash a burst of water. All creatures in a 50 ft. line that is 25 feet wide take 15d6 points of water damage and are knocked prone. A DC 26 Reflex save halves the damage and prevents those affected from being knocked prone. Those who fail the Reflex save must also make a DC 24 Fortitude save or begin drowning (they are knocked unconscious, are taken to -1 hit points on the following round, and one round after that, die). The drowning may be prevented by making a Heal check (DC 20) as a full-round action, or casting a spell or using an item upon the victim that lets them breathe underwater. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana DC 29).

## **Electrocute (Su)**

Ultros charges himself up with electricity with varying effects. To determine the effect, roll a 1d10: 1 for Thunder, 2 to 4 for Thunder II, 5 to 6 for Defensive Shock, 7 to 8 for Elemental Touch (Lightning), 9 for Thundara, and 10 for Thunder III. The caster can decide who they want to target once they know the result and if they don't like their result they can cancel the affect but must spend the MP cost and time spent on it. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

## **Frog Song (Su)**

Once every 1d2 rounds, Ultros will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 26) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## **Jet (Ex)**

Ultros can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

## **Level 3 Confuse (Su)**

Once every 1d4 rounds, Ultros whistles a tune of confusion towards all his enemies within a 30 ft. radius of him. All creatures with a total HD that is a multiple of 3 must make a Will save (DC 26) or are inflicted with the confuse status effect for 3d3 rounds. Blue mages may learn this ability as a 6th-level spell (Knowledge: Arcana DC 27).

## **Magnitude 8 (Su)**

Once every 1d4+2 rounds, Ultros can cause the ground to erupt wildly around it within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the weighted status effect. They must make a successful Reflex save (DC 26) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 8th level spell (Knowledge: Arcana DC 31).

## Snowstorm (Su)

Once every 1d4 rounds, Ultros can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage are inflicted with Frozen status for 1d4 rounds, a successful Reflex save (DC 26) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## Octopus Ink (Ex)

Once every 1d4 rounds as a standard action, Ultros can shot out a blob of ink towards a target within 60 ft. If he hits (+25), the target takes 10d6 points of water damage and must make a Fort save (DC 30) or has the blind status effect for 1d6+6 rounds.

# World Weapons Family

## Diamond Weapon (CR 22)

This giant white construct is one of seven Weapons that the planet has produced and dispatched to cleanse any threats to its continued existence.

**XP** 614,400

N Colossal Construct (Boss)

Init +4; Senses Darkvision 120 ft., low-light vision, tremorsense 60 ft., superior optics; Perception +37

---

### DEFENSE

AC 45, touch 2; flat-footed 45 (+43 natural armor, -8 size)

hp 567 [900] (37d10+80); fast healing 10;

Fort +22, Ref +20, Will +25

**Absorb** Dark, Holy; **DR** 25/- (see below); Immune Mind-affecting effects, Status effects; Resist Fire 30; SR 33;

Weakness Lightning

---

### OFFENSE

Speed 50 ft., Fly 120 ft. (clumsy)

Melee 2 Slams +50 (4d8+20)

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

Special Attacks Grand Stomp, Diamond Fire, Diamond Flash

---

### STATISTICS

Str 50, Dex 10, Con -, Int 12, Wis 17, Cha 18

Base Atk +37; CMB +65; CMD 75

Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack,

Quickened Spell-Life Ability (Diamond Fire), Weapon Focus (Slam)

Skills Fly +37, Perception +37

---

## SPECIAL ABILITIES

---

### Grand Stomp (Ex)

Diamond Weapon stomps its foot down upon any creature within its 30-ft.-reach. Creatures within a 30-ft.-radius take 10d6+20 points of bludgeoning damage (Reflex save DC 32 for half damage). Diamond Weapon uses this ability if there are more than one foe around it.

### Diamond Fire (Su)

Diamond Weapon fires off a ray of non-elemental energy at a random foe within 60 ft. Ranged touch attack (+29), if it hits, deals 15d6 points of non-elemental damage and the target must make a Will save or be inflicted with the Deprotect status effect at -2 penalty to armor class for 17 rounds. Diamond Weapon must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 6th level spell (Knowledge: Engineering or Technology DC 27).

### Diamond Flash (Su)

Diamond Weapon lowers down its defenses for one round as it blasts its foes around it. Creatures within a 60' radius of Diamond Weapon take 20d6 points of holy damage (Reflex save DC 32 for half damage). Creatures who fail the Reflex save must also make a Fortitude save (DC 32) or be inflicted with Silence status for 1 minute. During the round that Diamond Flash is used, the Diamond Weapon's DR is reduced to 0. Diamond Weapon must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 9th level spell (Knowledge: Engineering or Technology DC 33).

### Superior Optics (Ex)

Diamond Weapon sees invisible creatures or objects as if they were visible.

## Emerald Weapon

### Emerald Eye (Type 1 and 2) (CR 8)

These eye constructs follow the commands of the Emerald Weapon. Two of each type (1 and 2) that drain HPs and MPs with their attacks.

**XP** 4,800

N Small Construct (Boss)

Init: +5; Senses Darkvision 60 ft., low-light vision, superior optics; Perception +0

---

#### DEFENSE

---

AC 21, touch 16; flat-footed 16 (+5 dex, +5 natural, +1 size)

hp 130 [220] (10d10+10)

Fort +7, Ref +12, Will +7

**Absorb** Ice, Water; **DR** 5/-; Immune Construct traits, Status effects, Earth;

Weakness Fire

---

#### OFFENSE

---

Speed Fly 120 ft. (perfect)

Melee Slam +8 (1d6-2)

Special Attacks HP Absorb (Type 1), MP Absorb (Type 2)

---

## STATISTICS

---

Str 6, Dex 20, Con —, Int —, Wis 11, Cha 1  
Base Atk +10; CMB +7; CMD 22  
SQ Improved Evasion

---

## SPECIAL ABILITIES

---

### HP Absorb (Su)

Type 1 Emerald Eyes fires a pulsating green beam at a single target that drains HPs and heals either itself or the Emerald Weapon. This attack deals 5d6 points of non-elemental damage (Fortitude save DC 20 to negate). Damage dealt this way heals either the Emerald Eye construct or the Emerald Weapon. Blue mages may learn this ability as a 5th level spell (Knowledge: Engineering or Technology DC 25).

### MP Absorb (Su)

Type 2 Emerald Eyes fires a pulsating green beam at a single target that drains MPs and heals either itself or the Emerald Weapon. This attack deals 5d6 points of MP damage (Fortitude save DC 20 to negate). Damage dealt this way heals either the Emerald Eye construct or the Emerald Weapon. Does not work against foes without a MP pool. Blue mages may learn this ability as a 5th level spell (Knowledge: Engineering or Technology DC 25).

### Superior Optics (Ex)

Emerald Eyes sees invisible creatures or objects as if they were visible.

### Emerald Weapon (CR 22)

This giant green construct is one of seven Weapons that the planet has produced and dispatched to cleanse any threats to its continued existence. Emerald Weapon is accompanied by 4 floating Emerald Eye constructs.

**XP** 614,400

N Colossal Construct (Boss)

Init +4; Senses Darkvision 120 ft., low-light vision, tremorsense 60 ft., superior optics; Perception +37

---

## DEFENSE

---

AC 45, touch 2; flat-footed 45 (+43 natural armor, -8 size)

hp 567 [900] (37d10+80); fast healing 10;

Fort +22, Ref +20, Will +25

**Absorb** Ice, Water; **DR** 15/-; Immune Construct traits, Status effects, Earth; SR 33

Weakness Lightning

---

## OFFENSE

---

Speed 50 ft., Fly 120 ft. (clumsy)

Melee 2 Slams +50 (4d8+20)

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

Special Attacks Grand Stomp, Eye Reconstruct, Emerald Beam, Emerald Blast, Aire Tam Storm

---

## STATISTICS

---

Str 50, Dex 10, Con -, Int 12, Wis 17, Cha 18

Base Atk +37; CMB +65; CMD 75

Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Quickened Spell-Life Ability (Emerald Beam), Weapon Focus (Slam)

Skills Fly +37, Perception +37

---

## SPECIAL ABILITIES

---

### Grand Stomp (Ex)

Emerald Weapon stomps its foot down upon any creature within its 30-ft.-reach. Creatures within a 30-ft.-radius take 10d6+20 points of bludgeoning damage (Reflex save DC 32 for half damage).

Emerald Weapon uses this ability if there are more than one foe around it.

### Emerald Beam (Su)

Emerald Beam fires off a ray of non-elemental energy at a random foe within 60 ft. Ranged touch attack (+29), if it hits, deals 15d6 points of non-elemental damage and the target must make a Will save or be inflicted with the Deshell status effect at a -2 penalty to saving throws versus spells for 17 rounds. Emerald Weapon must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 6th level spell (Knowledge: Engineering or Technology DC 27).

### Emerald Blast (Su)

Emerald Weapon engulfs one opponent in suffocating, crushing water. This attack deals 15d10 points of water damage and inflicts the Drenched status (Fortitude save DC 31 for half damage and negates the status effect). Emerald Weapon must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 8th level spell (Knowledge: Engineering or Technology DC 31).

### Aire Tam Storm (Su)

Emerald Weapon unleashes the energy within materias around it, causing them to erupt. This attack deals 20 points of non-elemental damage per material level (20/40/60/80) per materia on or equipped on each person within a 60-ft.-radius (No save). Emerald Weapon must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 9th level spell (Knowledge: Engineering or Technology DC 33).

### Superior Optics (Ex)

Emerald Weapon sees invisible creatures or objects as if they were visible.

## Ruby Weapon

### Ruby Tentacle (Left and Right) (CR 10)

These tentacles constructs follow the commands of the Ruby Weapon. A left and right tentacle that drain HPs and MPs with their attacks.

**XP** 6,400

N Large Construct (Boss)

Init: +0; Senses Darkvision 60 ft., low-light vision, superior optics; Perception +0

---

**DEFENSE**

---

AC 21, touch 9; flat-footed 21 (+12 natural, -1 size)  
hp 150 [240] (10d10+30)  
Fort +7, Ref +7, Will +7  
**DR** 5/-; Immune Construct traits, Status effects, Water;

---

**OFFENSE**

---

Speed Burrow 80 ft. [cannot be farther than 300 ft. from Ruby Weapon's location]  
Melee Left Tentacle +14 (1d8+10 MP damage plus poison and slow) and Right Tentacle +14 (4d8+10 plus frog and small)  
**Space** 10 ft.; **Reach** 20 ft.  
Special Attacks Comet Fall, Frog (1d4+1 rounds, DC 25), Poison (1d4+1 rounds, DC 25), Small (1d4+1 rounds, DC 25), Slow (1d4+1 rounds, DC 25)

---

**STATISTICS**

---

Str 30, Dex 10, Con —, Int —, Wis 11, Cha 1  
Base Atk +10; CMB +21; CMD 31  
SQ Comet Fall, Improved Evasion

---

**SPECIAL ABILITIES**

---

### Comet Fall (Su)

Whenever a tentacle is destroyed, sends off a heavy rock from the sky against the foe who struck them down. This is a spell-like ability that functions like the Cometra black magic spell. It casts as a 15th-level black mage.

### Superior Optics (Ex)

Ruby Tentacles sees invisible creatures or objects as if they were visible.

### Ruby Weapon (CR 22)

This giant red construct is one of seven Weapons that the planet has produced and dispatched to cleanse any threats to its continued existence.

**XP** 614,400

N Colossal Construct (Boss)

Init +4; Senses Darkvision 120 ft., low-light vision, tremorsense 60 ft., superior optics; Perception +37

---

**DEFENSE**

---

AC 45, touch 2; flat-footed 45 (+43 natural armor, -8 size)  
hp 567 [900] (37d10+80); fast healing 10;  
Fort +22, Ref +20, Will +25  
**Absorb** Earth, Fire, Ice; **DR** 20/-; Immune Construct traits, Status effects except paralyze, Water; SR 33  
Weakness Lightning

---

**OFFENSE**

---

Speed 50 ft., Fly 120 ft. (clumsy)  
Melee 2 Slams +50 (4d8+20) [see exposed tentacles]

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

Special Attacks Exposed Tentacles, Grand Stomp, Ruby Ray, Ruby Fire, Whirlsand, Shadow Flare

---

## STATISTICS

---

Str 50, Dex 10, Con -, Int 12, Wis 17, Cha 18

Base Atk +37; CMB +65; CMD 75

Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Quickened Spell-Life Ability (Ruby Ray), Weapon Focus (Slam)

Skills Fly +37, Perception +37

---

## SPECIAL ABILITIES

---

### Exposed Tentacles (Ex)

Ruby Weapon digs its fist into the ground and releases two big tentacles when it either reaches 90% of its health or when an opponent drops unconscious. Ruby Weapon loses its slam attacks but can still use his other abilities unless noted. Once both tentacles are destroyed, Ruby Weapon can summon them again once every 1d2+1 rounds.

### Grand Stomp (Ex)

Ruby Weapon stomps its foot down upon any creature within its 30-ft.-reach. Creatures within a 30-ft.-radius take 10d6+20 points of bludgeoning damage (Reflex save DC 32 for half damage). Ruby Weapon uses this ability if there are more than one foe around it.

### Ruby Ray (Su)

Ruby Weapon fires off a ray of non-elemental energy at a random foe within 60 ft. Ranged touch attack (+29), if it hits, deals 15d6 points of non-elemental damage and the target must make a Fortitude save or be inflicted with the Slow status for 17 rounds.. Ruby Weapon must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 6th level spell (Knowledge: Engineering or Technology DC 27).

### Ruby Fire (Su)

Ruby Weapon engulfs one opponent in intense flames. This attack deals 15d10 points of fire damage and inflicts Burning status (Fortitude save DC 31 for half damage and negates the status effect). Ruby Weapon must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 8th level spell (Knowledge: Engineering or Technology DC 31).

### Whirlsand (Su)

Ruby Weapon makes the sand erupt and whirl around its foes. Creatures within a 60' radius of Ruby Weapon takes 15d10 points of wind damage and inflicts Squallied status (Reflex save DC 32 for half damage and negates status effect). Creatures who fail the Reflex save must also make a Fortitude save (DC 32) or be inflicted with the Blind status for 1d6 rounds. Ruby Weapon must wait 1d4 rounds to use this ability again and cannot use this when its using exposed tentacles. Blue mages may learn this ability as a 9th level spell (Knowledge: Engineering or Technology DC 33).

### Shadow Flare (Su)

Ruby Weapon sends off a blast of dark magic against its foes. This is a spell-like ability that functions like the Flare black magic spell except it deals shadow damage instead. It casts as a 20th-



level black mage. Blue mages may learn this ability as a 6th level spell (Knowledge: Engineering or Technology DC 27).

## Superior Optics (Ex)

Ruby Weapon sees invisible creatures or objects as if they were visible.

## Zolom

### Zolom (CR 13)

*Dripping with the muddy water of the swamp in which it dwells, this giant, crested serpent gives a deafening roar as it moves in to strike.*— Manly Man

**XP** 25,600

N Gargantuan dragon (Boss)

**Init** +8; **Senses** dragon senses, keen scent; **Perception** +28

---

#### DEFENSE

---

**AC** 30, touch 11, flat-footed 26 (+19 natural, +4 Dex, -3 size)

**hp** 740 [960] (20d12+240)

**Fort** +23 **Ref** +16 **Will** +17

**DR** 15/adamantine and magic; **Immune** paralyze, sleep; **Resist** fire 20, water 20

---

#### OFFENSE

---

**Speed** 50 ft., swim 90 ft.

**Melee** bite +27 (4d6+37/19-20 x2 plus grab), tail slap +22 (3d6+19/19-20 x2 plus grab)

**Space/Reach** 20 ft./25 ft.

**Special Attacks** beta, constrict (3d6+19), fast swallow, swallow whole (2d6+19 bludgeoning and 2d6 fire and 2d6 water, AC 19, 37 hp)

---

#### STATISTICS

---

**Str** 36, **Dex** 18, **Con** 32, **Int** 4, **Wis** 20 **Cha** 12

**Base Atk** +20; **CMB** + 39 (+41 when grappling); **CMD** 53 (55 vs. grapple)

**Feats** Improved Initiative, Toughness, Power Attack (included in statistics above), Dirty Fighting, Improved Grapple, Awesome Blow, Combat Reflexes, Improved Critical (bite), Improved Critical (tail slap), Ability Focus (beta)

**Skills** Intimidate +12, Perception +28, Sense Motive +13, Stealth +15 (+31 when underwater), Swim +39

**Languages** none

**SQ** amphibious, blown away, coil, rise

---

#### SPECIAL ABILITIES

---

### Beta (Su)

The zolom makes a whiny growl as it winds up its muscles before giving a roar, calling forth a pillar of agonizingly hot fire within a range of 60 feet. All creatures within a 20 ft. radius take 15d6 fire damage, and must make a Reflex save (DC 24) or be inflicted with the Burning status for 2d4 rounds. Blue mages may learn this ability as a 7th-level spell (Knowledge: Arcana DC 29).

## **Blown Away (Ex)**

Whenever the zolom makes a successful awesome blow attempt, for every increment of 5 by which the target's CMD was surpassed, the target is knocked back an additional 10 feet.

## **Coil (Ex)**

A zolom can maintain any single grapple that was started with the grab ability of a tail slap as a free action. Additionally, the zolom can grapple up to two Large creatures, three Medium creatures, four Small creatures, six Tiny creatures, eight Diminutive creatures, or twelve Fine creatures with its tail.

## **Fast Swallow (Ex)**

A zolom can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

## **Rise (Ex)**

As a swift action, the zolom can strike a menacing, tense pose. While risen, the zolom can make an awesome blow check for free with any attacks of opportunity it makes, but takes a -4 penalty to its AC. It can lower itself as a free action.

---

## **ECOLOGY**

---

**Environment** warm or temperate marshes

**Organization** solitary, pair

**Treasure** none