

Bomb Family

Cherry Bomb (CR 1/3)

A tiny, colored, floating ball of elemental power, with big eyes, and an even bigger mouth.

XP 135

NE Tiny Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#))

Init +3; Senses Darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 16; flat-footed 13 (+2 size, +3 Dex, +1 dodge, +1 natural)

hp 6 [10] (1d10)

Fort +1, Ref +6, Will +4

Immune Element of its type, outsider traits; Strong Forward element of its type

Weakness Opposite element of its type

OFFENSE

Speed Fly 30 ft. (average)

Melee Bite -2 (1d3-4)

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

STATISTICS

Str 2, Dex 17, Con 10, Int 2, Wis 12, Cha 7

Base Atk +1; CMB +4; CMD 14

Feats [Dodge](#)

Skills Fly +7, Perception +5

SQ Float, Self-Destruct

SPECIAL ABILITIES

Familiar

The master of a cherry bomb gains a +3 bonus on Fly checks.

Float (Su)

A cherry bomb has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Self-Destruct (Ex)

After each successful physical attack made against the cherry bomb, the cherry bomb increases in size by 1-ft. in diameter (the cherry bomb increases Strength by 2 per physical attack, size increase lasts for 1d6+4 rounds); after the 3rd successful physical attack or reaches 0 HP due to a physical attack, the bomb explodes as an immediate action when reaching its closest target within range, destroying itself and dealing 1d6 points of elemental type and physical (half and half) damage to everything within a 15-ft.-radius (Reflex save DC 10 for half damage).

Bombino (CR 1)

A baby bomb with much excitement and fun to explore out in the world!

XP 400

CE Small Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#))

Init +6; **Senses** Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 7 [12] (1d10+2)

mp 1

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

Immune Element of its type, outsider traits; Strong Forward element of its type

Weakness Opposite element of its type

OFFENSE

Speed Fly 30 ft. (average)

Melee Bite +2 (1d6)

Spells Known (SC CL 1st; Concentration +1)

1st (DC 11) – wind bomb (aero), ice bomb (blizzard), dark bomb (dark), fire bomb (fire), holy bomb (light), arcane bomb (ruin), earth bomb (stone), lightning bomb (thunder), water bomb (water)

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 3, **Wis** 10, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 12

Feats [Improved Initiative](#)

Skills Fly +5, Perception +5, Survival +4

Language Infernal, Abyssal

SQ Float, Self-Destruct

SPECIAL ABILITIES

Float (Su)

A bombino has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Self-Destruct (Ex)

After each successful physical attack made against the bombino, the bombino increases in size by 1-ft. in diameter (the bombino increases Strength by 2 per physical attack, size increase lasts for 1d6+4 rounds); after the 3rd successful physical attack or reaches 0 HP due to a physical attack, the bomb explodes as an immediate action when reaching its closest target within range, destroying itself and dealing 1d6 points of elemental and physical (half and half) damage to everything within a 15-ft.-radius (Reflex save DC 12 for half damage). Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Bomb Tier 1 (CR 3) or Arcane Bomb (CR 4)

A colored, floating ball of colored elemental, with big eyes, and an even bigger mouth. Bombs are often shaped similarly to an elemental ball with arms and a face, and are capable of self-destructing. They usually have bright colored eyes and a wicked, toothy grin.

XP 800 or 1,200

CE Medium Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#))

Init +6; **Senses** Darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 15, touch 13; flat-footed 12 (+2 Dex, +2 natural, +1 dodge)
hp 33 [48] (4d10+8)
mp 5
Fort +3, Ref +6, Will +4
Immune Element of its type, outsider traits; Strong Forward element of its type
Weakness Opposite element of its type

OFFENSE

Speed Fly 30 ft. (average)
Melee Bite +5 (1d8+1)
Spells Known (SC CL 4th; Concentration +5)
Arcane Bomb
1st (DC 12) – ruin
2nd (DC 13) – poison
Bomb
1st (DC 12) – fire
2nd (DC 13) – fire II
Earth Bomb
1st (DC 12) – stone
2nd (DC 13) – stone II
Holy Bomb
1st (DC 12) – light
2nd (DC 13) – light II
Ice Bomb
1st (DC 12) – blizzard
2nd (DC 13) – blizzard II
Shadow Bomb
1st (DC 12) – dark
2nd (DC 13) – dark II
Thunder Bomb
1st (DC 12) – thunder
2nd (DC 13) – thunder II
Water Bomb
1st (DC 12) – water
2nd (DC 13) – water II
Wind Bomb
1st (DC 12) – aero
2nd (DC 13) – aero II

STATISTICS

Str 12, Dex 15, Con 14, Int 3, Wis 10, Cha 12
Base Atk +4; CMB +5; CMD 17
Feats [Dodge](#), [Improved Initiative](#)
Skills Fly +8, Perception +8, Survival +7
Language Infernal, Abyssal
SQ Float, Self-Destruct

SPECIAL ABILITIES

Float (Su)

A bomb has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Self-Destruct (Ex)

After each successful physical attack made against the bomb, the bomb increases in size by 1-ft. in diameter (the bomb increases Strength by 2 per physical attack, size increase lasts for 1d6+4 rounds); after the 3rd successful physical attack or reaches 0 HP due to a physical attack, the bomb explodes as an immediate action when reaching its closest target within range, destroying itself and dealing 4d6 points of elemental type and physical (half and half) damage to everything within a 15-ft.-radius (Reflex save DC 14 for half damage). Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Bomb Tier 2 (CR 5) or Esoteric (CR 6)

A colored, floating ball of colored elemental, with big eyes, and an even bigger mouth. Bombs are often shaped similarly to an elemental ball with arms and a face, and are capable of self-destructing. They usually have bright colored eyes and a wicked, toothy grin.

XP 1,600 or 2,400

CE Medium Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#))

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 14; flat-footed 13 (+3 Dex, +3 natural, +1 dodge)

hp 50 [72] (6d10+12)

mp 8

Fort +5, Ref +8, Will +6

Immune Element of its type, outsider traits; Strong Forward element of its type

Weakness Opposite element of its type

OFFENSE

Speed Fly 30 ft. (average)

Melee Bite +8 (1d8+3)

Space 5 ft.; Reach 5 ft.

Spells Known (SC CL 6th; Concentration +7)

Balloon

1st (DC 12) – [fire](#)

2nd (DC 13) – [fire II](#)

Cryonade

1st (DC 12) – [blizzard](#)

2nd (DC 13) – [blizzard II](#)

Esoteric

1st (DC 12) – [ruin](#)

2nd (DC 13) – [poison](#)

Fissure

1st (DC 12) – [stone](#)

2nd (DC 13) – [stone II](#)

Galvanade

1st (DC 12) – [thunder](#)

2nd (DC 13) – [thunder II](#)

Gleam

1st (DC 12) – [light](#)

2nd (DC 13) – [light II](#)

Umbra

1st (DC 12) – [dark](#)

2nd (DC 13) – [dark II](#)

Whirlpool

1st (DC 12) – [water](#)

2nd (DC 13) – [water II](#)

Zephyr

1st (DC 12) – [aero](#)

2nd (DC 13) – [aero II](#)

STATISTICS

Str 14, Dex 16, Con 15, Int 3, Wis 10, Cha 12

Base Atk +6; CMB +8; CMD 21

Feats [Dodge](#), [Improved Initiative](#), [Mobility](#)

Skills Fly +10, Perception +10, Survival +9

Language Infernal, Abyssal

SQ Float, Self-Destruct

SPECIAL ABILITIES

Float (Su)

A bomb has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Self-Destruct (Ex)

After each successful physical attack made against the bomb, the bomb increases in size by 1-ft. in diameter (the bomb increases Strength by 2 per physical attack, size increase lasts for 1d6+4 rounds); after the 3rd successful physical attack or reaches 0 HP due to a physical attack, the bomb explodes as an immediate action when reaching its closest target within range, destroying itself and dealing 6d6 points of elemental type and physical (half and half) damage to everything within a 15-ft.-radius (Reflex save DC 15 for half damage). Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Bomb Tier 3 (CR 7) or Mystical (CR 8)

A colored, floating ball of colored elemental, with big eyes, and an even bigger mouth. Bombs are often shaped similarly to an elemental ball with arms and a face, and are capable of self-destructing. They usually have bright colored eyes and a wicked, toothy grin.

XP 3,200 or 4,800

CE Medium Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#))

Init +9; Senses Darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 19, touch 15; flat-footed 14 (+4 Dex, +4 natural, +1 dodge)
hp 72 (8d10+24)
mp 14
Fort +6, Ref +10, Will +6
Immune Element of its type, outsider traits; Strong Forward element of its type
Weakness Opposite element of its type

OFFENSE

Speed Fly 30 ft. (average)
Melee Bite +10 (1d8+2)
Spells Known (SC CL 8th; Concentration +10)

Angelic

1st (DC 13) – [light](#)

2nd (DC 14) – [light II](#)

3rd (DC 15) – [lightra](#), [light III](#)

Circuitron

1st (DC 13) – [thunder](#)

2nd (DC 14) – [thunder II](#)

3rd (DC 15) – [thundara](#), [thunder III](#)

Crevice

1st (DC 13) – [stone](#)

2nd (DC 14) – [stone II](#)

3rd (DC 15) – [stonera](#), [stone III](#)

Cryohedron

1st (DC 13) – [blizzard](#)

2nd (DC 14) – [blizzard II](#)

3rd (DC 15) – [blizzara](#), [blizzard III](#)

Grenade

1st (DC 13) – [fire](#)

2nd (DC 14) – [fire II](#)

3rd (DC 15) – [fira](#), [fire III](#)

Maelstrom

1st (DC 13) – [water](#)

2nd (DC 14) – [water II](#)

3rd (DC 15) – [watera](#), [water III](#)

Mystical

1st (DC 13) – [ruin](#)

2nd (DC 14) – [poison](#)

3rd (DC 15) – [bio](#)

Shade

1st (DC 13) – [dark](#)

2nd (DC 14) – [dark II](#)

3rd (DC 15) – [darkra](#), [dark III](#)

Turbine

1st (DC 13) – [aero](#)

2nd (DC 14) – [aero II](#)

3rd (DC 15) – [aera](#), [aero III](#)

STATISTICS

Str 15, Dex 18, Con 16, Int 3, Wis 10, Cha 14
Base Atk +8; CMB +10; CMD 24
Feats [Dodge](#), [Improved Initiative](#), [Mobility](#), [Spring Attack](#)
Skills Fly +14, Perception +12, Survival +11
Language Infernal, Abyssal
SQ Float, Self-Destruct

SPECIAL ABILITIES

Float (Su)

A bomb has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Self-Destruct (Ex)

After each successful physical attack made against the bomb, the bomb increases in size by 1-ft. in diameter (the bomb increases Strength by 2 per physical attack, size increase lasts for 1d6+4 rounds); after the 3rd successful physical attack or reaches 0 HP due to a physical attack, the bomb explodes as an immediate action when reaching its closest target within range, destroying itself and dealing 8d6 points of elemental type and physical (half and half) damage to everything within a 15-ft.-radius (Reflex save DC 18 for half damage). Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Bomb Tier 4 (CR 9) or Acromatic (CR 10)

A colored, floating ball of colored elemental, with big eyes, and an even bigger mouth. Bombs are often shaped similarly to an elemental ball with arms and a face, and are capable of self-destructing. They usually have bright colored eyes and a wicked, toothy grin.

XP 6,400 or

CE Medium Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#))

Init +9; Senses Darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 22, touch 16; flat-footed 16 (+5 Dex, +6 natural, +1 dodge)

hp 107 (11d10+44)

mp 25

Fort +7, Ref +12, Will +7

Immune Element of its type, outsider traits; Strong Forward element of its type

Weakness Opposite element of its type

OFFENSE

Speed Fly 30 ft. (average)

Melee Bite +14 (2d6+3)

Spells Known (SC CL 11th; Concentration +14)

Acromatic

1st (DC 14) – [ruin](#)

2nd (DC 15) – [poison](#)

3rd (DC 16) – [bio](#)

4th (DC 17) – [poisonga](#), [ruinra](#)

Krysta

1st (DC 14) – [blizzard](#)

2nd (DC 15) – [blizzard II](#)

3rd (DC 16) – [blizzara](#), [blizzard III](#)

4th (DC 17) – [ice spikes](#)

Melancholy

1st (DC 14) – [dark](#)

2nd (DC 15) – [dark II](#)

3rd (DC 16) – [darkra](#), [dark III](#)

4th (DC 17) – [umbral spikes](#)

Oread

1st (DC 14) – [stone](#)

2nd (DC 15) – [stone II](#)

3rd (DC 16) – [stonera](#), [stone III](#)

4th (DC 17) – [stone spikes](#)

Pekunas

1st (DC 14) – [thunder](#)

2nd (DC 15) – [thunder II](#)

3rd (DC 16) – [thundara](#), [thunder III](#)

4th (DC 17) – [shock spikes](#)

Purobolos

1st (DC 14) – [fire](#)

2nd (DC 15) – [fire II](#)

3rd (DC 16) – [fira](#), [fire III](#)

4th (DC 17) – [blaze spikes](#)

Seraphim

1st (DC 14) – [light](#)

2nd (DC 15) – [light II](#)

3rd (DC 16) – [lightra](#), [light III](#)

4th (DC 17) – [radiant spikes](#)

Sylph

1st (DC 14) – [aero](#)

2nd (DC 15) – [aero II](#)

3rd (DC 16) – [aera](#), [aero III](#)

4th (DC 17) – [gale spikes](#)

Undine

1st (DC 14) – [water](#)

2nd (DC 15) – [water II](#)

3rd (DC 16) – [watera](#), [water III](#)

4th (DC 17) – [torrent spikes](#)

STATISTICS

Str 16, Dex 20, Con 18, Int 3, Wis 10, Cha 16

Base Atk +11; CMB +13; CMD 28

Feats [Dodge](#), [Improved Initiative](#), [Improved Natural Attack](#) (Bite), [Mobility](#), [Sidestep](#), [Spring Attack](#)

Skills Fly +18, Perception +15, Survival +15

Language Infernal, Abyssal

SQ Float, Self-Destruct

SPECIAL ABILITIES

Float (Su)

A bomb has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Self-Destruct (Ex)

After each successful physical attack made against the bomb, the bomb increases in size by 1-ft. in diameter (the bomb increases Strength by 2 per physical attack, size increase lasts for 1d6+4 rounds); after the 3rd successful physical attack or reaches 0 HP due to a physical attack, the bomb explodes as an immediate action when reaching its closest target within range, destroying itself and dealing 10d6 points of elemental type and physical (half and half) damage to everything within a 15-ft.-radius (Reflex save DC 19 for half damage). Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

King Bomb (CR 12)

This bomb is a larger version of itself and makes itself known to be king of the bombs. The king bomb will not self-destruct until it dies making many other bombs from its remains.

XP 19,200

CE Large Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#))

Init +10; Senses Darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 24, touch 16; flat-footed 18 (+6 Dex, +8 natural, +1 dodge, -1 size)

hp 179 (16d10+96)

mp 48

Fort +10, Ref +16, Will +11

Immune Element of its type, outsider traits; Strong Forward element of its type

Weakness Opposite element of its type

OFFENSE

Speed Fly 40 ft. (average)

Melee Bite +20 (2d8+5)

Spells Known (SC CL 16th; Concentration +20)

Earth Version

1st (DC 15) – [stone](#)

2nd (DC 16) – [stone II](#)

3rd (DC 17) – [stonera](#), [stone III](#)

4th (DC 18) – [rock spikes](#)

5th (DC 19) – [crush](#), [stonega](#)

6th (DC 20) – [rock spikes II](#)

Fire Version

1st (DC 15) – [fire](#)

2nd (DC 16) – [fire II](#)

3rd (DC 17) – [fira](#), [fire III](#)

4th (DC 18) – [blaze spikes](#)

5th (DC 19) – [burn](#), [firaga](#)

6th (DC 20) – [blaze spikes II](#)

Holy Version

1st (DC 15) – [light](#)

2nd (DC 16) – [light II](#)

3rd (DC 17) – [lightra](#), [light III](#)

4th (DC 18) – [radiant spikes](#)

5th (DC 19) – [bright](#), [lightga](#)

6th (DC 20) – [radiant spikes II](#)

Ice Version

1st (DC 15) – [blizzard](#)

2nd (DC 16) – [blizzard II](#)

3rd (DC 17) – [blizzara](#), [blizzard III](#)

4th (DC 18) – [ice spikes](#)

5th (DC 19) – [blizzaga](#), [freeze](#)

6th (DC 20) – [ice spikes II](#)

Lightning Version

1st (DC 15) – [thunder](#)

2nd (DC 16) – [thunder II](#)

3rd (DC 17) – [thundara](#), [thunder III](#)

4th (DC 18) – [shock spikes](#)

5th (DC 19) – [shock](#), [thundaga](#)

6th (DC 20) – [shock spikes II](#)

Non-elemental Version

1st (DC 15) – [ruin](#)

2nd (DC 16) – [poison](#)

3rd (DC 17) – [bio](#)

4th (DC 18) – [poisonga](#), [ruinra](#)

5th (DC 19) – [biora](#), [poisonja](#)

6th (DC 20) – [ruinga](#)

Shadow Version

1st (DC 15) – [dark](#)

2nd (DC 16) – [dark II](#)

3rd (DC 17) – [darkra](#), [dark III](#)

4th (DC 18) – [umbral spikes](#)

5th (DC 19) – [darkga](#), [gloom](#)

6th (DC 20) – [umbral spikes II](#)

Water Version

1st (DC 15) – [water](#)

2nd (DC 16) – [water II](#)

3rd (DC 17) – [watera](#), [water III](#)

4th (DC 18) – [torrent spikes](#)

5th (DC 19) – [drown](#), [waterga](#)

6th (DC 20) – [torrent spikes II](#)

Wind Version

1st (DC 15) – [aero](#)

2nd (DC 16) – [aero II](#)

3rd (DC 17) – [aera](#), [aero III](#)

4th (DC 18) – [gale spikes](#)

5th (DC 19) – [aeroga](#), [slice](#)

6th (DC 20) – [gale spikes II](#)

STATISTICS

Str 20, Dex 22, Con 20, Int 3, Wis 12, Cha 18

Base Atk +16; CMB +22; CMD 38

Feats [Dodge](#), [Improved Initiative](#), [Improved Natural Attack](#) (Bite), [Juke](#), [Mobility](#), [Sidestep](#), [Spring Attack](#), [Toughness](#)

Skills Fly +23, Perception +20, Survival +20

Language Infernal, Abyssal

SQ Float, Self-Destruct

SPECIAL ABILITIES

Float (Su)

A king bomb has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Self-Destruct (Ex)

After the king bomb reaches 0 hit points or lower, it explodes as an immediate action, destroying itself and dealing 16d6 points of elemental type and physical (half & half) damage to everything within a 30-ft.-radius (Reflex save DC 23 for half dmg). After its own destruction it creates 1d6+1 T1 bombs in its place. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

MOAB – Overlord Bomb (CR 20)

This is it, the epitome of the Bomb families, this colossal monstrosity has a malicious smile and cascading color to its skin. Like the King Bomb, it does not self-destruct until death, releasing multiple King Bombs then. Having intelligence as well as speech, this bomb is actually able to be reasoned with, even if that reason is to not blow up. Due to the maelstrom of energies as well as powerful abilities, this MOAB possesses summoning abilities, if not in the normal sense. It is also capable of eating other bombs to increase longevity. Proceed with caution...lots and lots of caution..did I mention use caution? – Thorne

XP 307,200

N Colossal Outsider ([Bomb](#), [Elemental](#), [Extraplanar](#)) (Can be any neutral alignment)

Init +14; **Senses** Darkvision 60 ft., low-light vision; Perception +35

DEFENSE

AC 32, touch 12; flat-footed 22 (+10 Dex, +20 natural, -8 size)

hp 405 (30d10+180)

mp 266

Fort +27, **Ref** +32, **Will** +22

Immune Outsider traits, Special

Weakness Special

Special: Random Elemental Properties, roll 1d10 to decide the current element.

(1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water, 7 = holy, 8 = shadow, 9 = non-elemental, 10 = DM Choice or reroll for multiple) [Template Chart](#)

OFFENSE

Speed Fly 50 ft. (perfect)

Melee Bite +37 (12d6+22 plus grab)

Spells Known (FC CL 20th; Concentration +30)

[Spell List](#)

STATISTICS

Str 40, **Dex** 30, **Con** 20, **Int** 30, **Wis** 20, **Cha** 20

Base Atk +30; **CMB** +53; **CMD** 73

Feats Awesome Blow, Awesome Charge, Cleave, Consume Essence, Demonic Momentum, Demonic Slaughter, Demonic Style, Great Cleave, Improved Awesome Blow, [Improved Initiative](#), [Improved Natural Attack](#) (Bite), Painful Collision, Powerful Maneuvers, Snatch, [Toughness](#)

Skills Appraise +40, Bluff +35, Diplomacy +35, Fly +40, Intimidate +35, Knowledge: Arcana +40, Knowledge: Dungeoneering +40, Knowledge: History +40, Knowledge: Nature +40, Knowledge: Planes +40, Knowledge: Religion +40, Linguistics +40, Perception +35, Sense Motive +35, Spellcraft +40, Survival +35

Language Telepathy, Polyglot (As though had permanent Tongues in effect)

SQ Cannibalism, Fast Swallow, Float, Grab, Merge, Jack of all Trades, Leftover Summons, Oversized Maw, Powerful Charge, Prismatic, Self-Destruct, Swallow Whole

SPECIAL ABILITIES

Cannibalism (Ex)

If a bomb is adjacent to the MOAB, the MOAB can cannibalize said bomb. Gaining MP equal to the HD of the bomb. Otherwise the MOAB can choose to gain HP equal to ½ HD. This can only occur every 1d6 rounds, unless Bomb matches MOAB's current elemental state. Bombs will not willingly advance to the MOAB to be cannibalized, but will not fight if chosen to be eaten. Alternatively, instead of eating an adjacent bomb, the MOAB can force the bomb to activate self-destruct. This can only be activated every 1d6 rounds and only if the bomb in question is strong against the current MOAB's state.

Fast Swallow (Ex)

The creature can swallow whole as a free action at any time during its turn, not just at the start of its turn.

Float (Su)

A MOAB has the Float (always floating 5 feet into the air) status effect continuously unless unconscious or dead. This effect cannot be dispelled.

Merge (Su)

When a king bomb of each element converges on the same area (i.e. adjacent to at least one other King Bomb), there is a chance (25% + 5% for each bomb concentrating [No other action taken]) to have them merge into a new MOAB. This can even happen with the kings created after a MOAB has self-destructed. Upon merging, deal 30d6 points of Prismatic and physical (half & half) damage to everything within a 60 ft.-radius (Reflex save DC 30 for half dmg). Failure to merge results in a 15ft-radius blast dealing 5d6 points of Prismatic and physical (half & half) damage. After failure, there is a 1d6 round cooldown before the chance can recur. There can be more than one MOAB in a general vicinity.

Jack-of-All-Trades (Ex)

The MOAB can use any skill, even if the skill normally requires him to be trained, considers all skills to be class skills and can take 10 on any skill check, even if it is not normally allowed. This is intrinsically due to the reasoning and knowledge gained through its lifetime.

Leftover Summons (Sp)

Everytime a MOAB uses an elemental, dark, or light spell, there is a chance to summon a bomb from the leftover energy. Depending on the level of spell, determines the tier of bomb summoned.

Summon List

Oversized Maw (Ex)

The collection of membranous skin surrounding the jaw of this creature has led many to underestimate the powerful bite that certain creatures can deliver. If forced into melee combat battle or cornered, the creature will make use of its bite attack. The creature's maw is immensely large, and this ability increases the damage dice of its bite attack as if it is two size categories larger.

Powerful Charge (Ex) (Variant)

When the MOAB uses the Awesome Charge attack, it can affect all creatures adjacent to it. This also allows the MOAB to apply any bonuses and penalties associated with bullrush to the Awesome Blow, including feats.

Prismatics (Sp)

The MOAB is able to channel the cascading cacophony of energy trapped within its body. These abilities cannot summon and will shut down Summons as well as the damage from Self-Destruct for 1d6 rounds. Each usable 3/day: Prismatic Spikes, Choco Omnishot. The MOAB can also grant blanket elemental, dark and light absorption in a 60ft radius to itself and all allies for 1d6 rounds.

Self-Destruct (Ex)

After the boss bomb reaches 0 hit points or lower, it explodes as an immediate action, destroying itself and dealing 30d6 points of Prismatic and physical (half & half) damage to everything within a 60 ft.-radius (Reflex save DC 30 for half dmg). After its own destruction it creates 8 King Bombs (one of each element) in its place.

Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent grappled in its mouth it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent must be at least one size category smaller than the swallowing creature. Being swallowed causes a creature to take 4d8 (4d6 non) element 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 by dealing 40 damage, or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is 20. If a swallowed creature cuts its way out, the MOAB heals the damage within 1d4 rounds. If the swallowed creature escapes the grapple, it ends up back in the attacker's mouth, where it may be bitten or swallowed again.

ECOLOGY

Environment: Any
Organization: Unique
Treasure: Special

The MOAB, a destructive engine and while some would think it is the genesis of the Bombs, it is actually the Omega of the line. No one quite knows what created the first MOAB, but the cosmos is happy only one exists.

Cie'th Family

Shambling Cie'th

Cie'th, Ghoul (CR 2)

Shambling towards you is a deceptively humanoid figure, at first appearing to be a man with long arms and legs, but the black crust of crystal and skin reveals its true nature.— Manly Man
XP 600

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +5; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 dex, +5 natural)

hp 29 (3d10+12)

Fort +6, Ref +4, Will +1

DR 5/adamantine or crystal; Immune mind-affecting; SR 13

OFFENSE

Speed 30 ft.

Melee Slam +5 (1d4+2)

STATISTICS

Str 14, Dex 12, Con 16, Int 2, Wis 12, Cha 11

Base Atk +3; CMB +5; CMD 15

Feats [Improved Initiative](#), Toughness

Skills Acrobatics +7, Perception +7

Languages Common (cannot speak)

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5), crowd (6-12), mob (13+)

Treasure Cie'th tear

Amongst the weakest of their kind, ghouls are Cie'th whose abilities as l'Cie were given little time to develop before they eventually failed to complete their Focus. Though not the most wretched of their ilk, these are otherwise unremarkable Cie'th who hold few advantages aside from sheer numbers.

Despite their name, these Cie'th- as well as many others- are not truly undead, though they are just as fearsome, if not even more so.

Ghouls are 7 feet tall and weigh about 350 pounds.

Cie'th, Ghast (CR 5)

A hulking humanoid creature approaches, covered in blue crystals. One arm, though far larger than the other, hangs at the creature's side while it raises the other, moaning as its digits are coated in arcane fire.— Manly Man

XP 1,600

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +7; Senses Darkvision 90 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 dex, +8 natural)

hp 81 (7d10+42)

mp 15

Fort +10, Ref +8, Will +5

DR 5/adamantine or crystal; Immune mind-affecting; Resist fire 5; SR 16

OFFENSE

Speed 30 ft.

Melee Slam +11 (1d8+4)

Spells Known (SC CL 7th, Concentration +10)

1st (DC 14) – *fire*

2nd (DC 15) – *fire II*

3rd (DC 16) – *fire III*

STATISTICS

Str 19, Dex 16, Con 21, Int 2, Wis 16, Cha 12

Base Atk +7; CMB +10; CMD 24

Feats [Improved Initiative](#), Power Attack, Toughness, Weapon Focus (Slam)

Skills Acrobatics +10, Perception +13, Stealth +9

Languages Common (cannot speak)

SQ Great Claw

SPECIAL ABILITIES

Great Claw (Ex)

The jagged crystals and heavy plates that make up the oversized claw of a ghast let them make slam attacks as a creature two size categories larger.

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5), crowd (6-12)

Treasure Cie'th tear

A step above some of the weaker Cie'th are ghastrs, who were noteworthy spellcasters during their time as a l'Cie, and they retain some of that prowess in their status as a Cie'th. They make generous use of their magic, likely to kill their enemies through fire before getting close enough to attack with their claws, though they are unafraid to lay some strikes down when within range.

Ghastrs are 7 ½ feet tall and weigh 1200 pounds.

Cie'th, Strigoi (CR 8)

Hunched over like a disproportionate ape, this creature, covered in gray and azure crystal, turns in your direction and gives a hollow and tinny braying noise before charging at you.– Manly Man
XP 4,800

NE Large Outsider ([Cie'th](#), [Native](#))

Init +7; Senses Darkvision 90 ft.; Perception +17

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 dex, +12 natural, -1 size)

hp 155 (10d10+100)

Fort +15, Ref +10, Will +7

DR 10/adamantine or crystal; Immune daze, death effects, mind-affecting, stun; Resist all 5 except holy/shadow; SR 19

OFFENSE

Speed 40 ft.

Melee 2 Slams +18 (2d6+7)

Special Attacks Wail

Spells Known (CL 10th, Concentration +14)

At will – Quickened Ruin

STATISTICS

Str 24, Dex 16, Con 27, Int 2, Wis 18, Cha 14

Base Atk +10; CMB +19; CMD 30

Feats Ability Focus (Wail), [Improved Initiative](#), Power Attack, Toughness, Weapon Focus (Slam)

Skills Acrobatics +10, Perception +17, Stealth +8

Languages Common (cannot speak)

SQ Great Claw, Sharp Claw

SPECIAL ABILITIES

Great Claw (Ex)

The jagged crystals and heavy plates that make up the oversized claw of a strigoi let them make slam attacks as a creature two size categories larger.

Sharp Claw (Ex)

The points, edges, and grooves on a strigoi's arm are able to easily rend flesh, letting them do either bludgeoning and piercing or bludgeoning and slashing damage with their slam attack.

Wail (Su)

A guttural cry echoes from the strigoi's throat as a standard action, shattering the nerves of all who draw near. All enemies who are within a 30 ft. radius must make a Fortitude save (DC 21) or be stunned for 1 round and then staggered for 1d4 rounds afterward. Those who make the save are instead staggered for 1 round. A creature under the effects of this ability cannot be affected again by it until the effects of the first usage and one additional round have passed, even if they are under the effects from another creature's use of the ability. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5)

Treasure Cie'th tear Though all Cie'th are dangerous to some degree, strigoi are universally regarded as the first true threat amongst the shambling Cie'th to a party of experienced adventurers. If they aren't close enough to affect enemies with their wail ability at the start of battle, they begin by hurling ruin at their targets until the gap is closed. When in melee, strigoi favor casting ruin as they attack, with no need to fear attacks of opportunity due to the ability being quickened, making liberal use of wailing to keep their victims from fighting back.

Strigoi are 8 ½ feet tall and weigh 2,100 pounds.

Cie'th, Taxim (CR 11)

The blue-black crystals layered over this Cie'th's leathery skin seem to radiate cold hunger. With a wave of its hand, ice erupts from the earth around one enemy, and with another flick of the wrist, the flesh of a second enemy ruptures like a boiled sausage, blood spraying from the fresh wounds.—

Manly Man

XP 12,800

NE Large Outsider ([Cie'th](#), [Native](#))

Init +8; Senses Darkvision 120 ft.; Perception +21

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 dex, +15 natural, -1 size)

hp 215 (13d10+143)

mp 64

Fort +18, Ref +12, Will +9

DR 10/adamantine and magic or crystal and magic; Immune bleed, curse, daze, death effects, mind-affecting, stun; Resist fire/lightning/wind/earth/water 10, ice 15; SR 22

OFFENSE

Speed 40 ft.

Melee 2 Slams +23 (2d6+9)

Space 10 ft.; Reach 10 ft.

Special Attacks Wail

Spells Known (FC CL 13th, Concentration +18)

1st (DC 16) – blizzard

2nd (DC 17) – blizzard II, *elemental touch (ice)*, *wound*

3rd (DC 18) – blizzara, blizzard III

4th (DC 19) – blizzard IV, ice spike, woundra

5th (DC 20) – blizzaga, freeze

STATISTICS

Str 28, Dex 18, Con 31, Int 2, Wis 20, Cha 15

Base Atk +13; CMB +25; CMD 36

Feats Ability Focus (Wail), Bleeding Critical, Critical Focus, Improved Critical (Slam), [Improved](#)

[Initiative](#), Toughness, Weapon Focus (Slam)

Skills Acrobatics +13, Perception +21, Stealth +12

Languages Common (cannot speak)

SQ Great Claw, Sharp Claw

SPECIAL ABILITIES

Great Claw (Ex)

The jagged crystals and heavy plates that make up the oversized claw of a taxim let them make slam attacks as a creature two size categories larger.

Sharp Claw (Ex)

The points, edges, and grooves on a taxim's arm are able to easily rend flesh, letting them do either bludgeoning and piercing or bludgeoning and slashing damage with their slam attack.

Wail (Su)

A guttural cry echoes from the taxim's throat as a standard action, shattering the nerves of all who draw near. All enemies who are within a 30 ft. radius must make a Fortitude save (DC 22) or be stunned for 1 round and then staggered for 1d4 rounds afterward. Those who make the save are instead staggered for 1 round. A creature under the effects of this ability cannot be affected again by it until the effects of the first usage and one additional round have passed, even if they are under the effects from another creature's use of the ability. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5)

Treasure Cie'th tear

Taxims, like ghosts, are Cie'th who were skilled in magic during their time as l'Cie. They have much greater power than their lessers, however, and hold even deeper malice, which they channel into their spells for a truly vicious assault. In melee, they prefer to focus on one enemy at a time, beating them to death with full attacks whenever possible.

Taxims are about 9 feet tall and weigh 2,800 pounds.

Cie'th, Vampire (CR 13)

The Cie'th marching towards you makes a loud, sad groan as it approaches. Its normally gray and green crystal plating is sticky, red and purple gore dripping from its huge pincer and running along the limb's grooves.— Manly Man

XP 25,600

NE Large Outsider ([Cie'th](#), [Native](#))

Init +9; Senses Darkvision 120 ft.; Perception +25

DEFENSE

AC 31, touch 14, flat-footed 26 (+5 dex, +17 natural, -1 size)

hp 269 (15d10+176)

mp 87

Fort +20, Ref +14, Will +11

DR 10/adamantine and magic or crystal and magic; Immune bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, stun; Resist all 10 except holy/shadow; SR 24

OFFENSE

Speed 40 ft.

Melee Pincer +27 (2d6+11 plus grab), Slam +26 (2d6+11)

Space 10 ft.; Reach 10 ft.
Special Attacks Flail, Grind, Wail
Spells Known (FC CL 15th, Concentration +21)
2nd (DC 18) – wound
4th (DC 20) – *woundra*
6th (DC 22) – *woundga*

STATISTICS

Str 32, Dex 20, Con 33, Int 2, Wis 22, Cha 17
Base Atk +15; CMB +28 (+30 when grappling); CMD 44 (46 vs. grapple)
Feats Ability Focus (Wail), Body Shield, Dirty Fighting, Greater Grapple, Improved Grapple, [Improved Initiative](#), Toughness, Weapon Focus (Pincer)
Skills Acrobatics +13, Perception +25, Stealth +14
Languages Common (cannot speak)
SQ Great Claw, Sharp Claw

SPECIAL ABILITIES

Flail (Ex)

While an opponent is grappled by its pincer, a vampire can make a single slam attack upon one creature within reach. If the attack is successful, then both the target and the creature in the vampire's pincers take the damage of the slam attack.

Great Claw (Ex)

The jagged crystals and heavy plates that make up the oversized claw of a vampire let them make slam attacks as a creature two size categories larger.

Grind (Ex)

After a successful grapple with its pincer attack, a vampire deals 1d6 rending damage to the creature held. Every round after, so long as the vampire maintains a successful hold, the victim continues to take the damage of the pincer attack and an additional 1d6 rending damage.

Impeder's Opal (Ex)

About one in twenty vampires have, instead of a normal Cie'th tear, a white gem called an impeder's opal. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Enfeebling spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase their save DCs by 2. Up to three times per day, the opal can also be used to apply the effects of the Extend Spell or Persistent Spell metamagic feat to any Enfeebling spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Sharp Claw (Ex)

The points, edges, and grooves on a vampire's arm are able to easily rend flesh, letting them do either bludgeoning and piercing or bludgeoning and slashing damage with their slam attack.

Wail (Su)

A guttural cry echoes from the vampire's throat as a standard action, shattering the nerves of all who draw near. All enemies who are within a 30 ft. radius must make a Fortitude save (DC 23) or be

stunned for 1 round and then staggered for 1d4 rounds afterward. Those who make the save are instead staggered for 1 round. A creature under the effects of this ability cannot be affected again by it until the effects of the first usage and one additional round have passed, even if they are under the effects from another creature's use of the ability. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

ECOLOGY

Environment any

Organization solitary, pair, trio

Treasure Cie'th tear, impeder's opal

Like many Cie'th, the vampire shares its name with an undead creature. Unlike most Cie'th, it bears a terrific resemblance to its namesake in its lust for bloodshed, though it drains the blood of its foes by tearing them asunder, rather than drinking it. They usually begin battle by using their wound spells, using different strengths of it based on the number and power of their opponents, or they start with their wail ability if they are within range. Once their enemies have been softened up, they typically grapple opponents with their pincers and crush them to death. Especially dangerous in groups, they have an uncanny knack for working in concert, making efficient use of their time in combat by dedicating themselves to a particular role so far as circumstances will allow. About one in twenty vampires have, instead of a normal Cie'th tear, a white gem called an impeder's opal. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Enfeebling spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase their save DCs by 2. Up to three times per day, the opal can also be used to apply the effects of the Extend Spell or Persistent Spell metamagic feat to any Enfeebling spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Vampires are about 10 feet tall and weigh 3,500 lbs.

Cie'th, Sacrifice (CR 15)

Standing against the blackness of the nightscape is a broad, vaguely humanoid figure, topheavy and coated in smooth, glassy crystal as pale as moonlight. It creeps forward with a steady, graceful step unlike that of others of its kind, silent as death and intent on delivering it.– Manly Man

XP 51,200

NE Large Outsider ([Cie'th](#), [Native](#))

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

DEFENSE

AC 34, touch 22, flat-footed 29 (+5 dex, +12 natural, -1 size, +8 deflect)

hp 298 (17d10+204)

mp 104

Fort +21, Ref +15, Will +12

DR 15/adamantine and magic or crystal and magic; Immune bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, stun; Resist fire/ice/earth/lightning/water 15, wind 20, holy/shadow 5; SR 26

OFFENSE

Speed 40 ft.

Melee 2 Slams +32 (2d6+12)

Space 10 ft.; Reach 10 ft.

Special Attacks Anathema

Spells Known (FC CL 17th, Concentration +23)

1st (DC 20) – aero

2nd (DC 21) – aero

3rd (DC 22) – aera, aero III

4th (DC 23) – aero IV

5th (DC 24) – aeroga

9th (DC 26) – death

STATISTICS

Str 34, Dex 20, Con 33, Int 2, Wis 24, Cha 19

Base Atk +17; CMB +31; CMD 46

Feats Bouncing Spell, Elemental Focus (Wind), Furious Focus, Greater Elemental Focus

(Wind), [Improved Initiative](#), Power Attack, Sickening Spell, Toughness, Weapon Focus (Slam)

Skills Acrobatics +14, Perception +28, Stealth +15

Languages Common (cannot speak)

SQ Great Claw, Mirrorskin, Sharp Claw

SPECIAL ABILITIES

Anathema (Su)

The sacrifice, as a standard action, releases a stream of black, vile mist that homes in and engulfs a single target within 60 ft., using debilitating and antimagic energies to cripple a foe. The target is subjected to a targeted greater dispel effect (CL 17 in this case), and given a menagerie of status effects. The target has to make a DC 26 saving throw each to avoid the Sap (Fort), Slow (Will) and Imperil (Will) status. Another DC 26 Will save must be made or imposes a -4 penalty on all saving throws against spells and spell-like abilities. In addition, it also forces the target to treat their caster level as four levels lower for determining the effects of any and all spells and spell-like abilities they use. These effects all last for 1d6 rounds. The sacrifice must wait 1d4 rounds before using this ability again. Blue mages may learn this ability as a 9th-level spell (Knowledge: Local DC 33).

Great Claw (Ex)

The jagged crystals and heavy plates that make up the oversized claw of a sacrifice let them make slam attacks as a creature two size categories larger.

Mirrorskin (Ex)

All hostile spells and spell-like abilities that affect a sacrifice of 3rd-level or lower are automatically reflected back at the caster as though countered by an unbeatable Reflect effect. Any other hostile spells or spell-like abilities that fail to penetrate the sacrifice's spell resistance have a 50% chance of reflecting back at the caster; those that are not reflected are simply nullified.

Lunar Musk (Ex)

Another trait that separates the sacrifice from other Cie'th is their lack of a Cie'th tear. The clear fluid inside the cores of other Cie'th is instead a transparent, electric blue liquid that has an alien, yet pleasant scent. Known as lunar musk, this essence is used as an incredibly rare perfume that can be fantastically expensive, fetching 12,500 gil per 1 ounce bottle. The smell of it can be quite potent; applying a whole ounce of lunar musk to a creature or object releases an odor that can be detected up to a quarter of a mile away by creatures with the scent ability, and all creatures who come within 10 ft. and inhale the scent emanating from the doused object or creature are sickened for 1d4 minutes and lose their sense of smell for an hour on a failed Fortitude save (DC 25). Those with the

scent ability who inhale within 10 ft. are instead nauseated for 1d4 minutes and blinded for an hour, on top of losing their sense of smell, on a failed save. Normal usage does not incur such penalties, and instead grants a +6 alchemical bonus on all Diplomacy checks made towards creatures who can smell, lasting for up to six hours. One ounce of the perfume is enough for ten applications. A single sacrifice contains about 2d4 ounces of perfume-quality lunar musk.

Sharp Claw (Ex)

The points, edges, and grooves on a sacrifice's arm are able to easily rend flesh, letting them do either bludgeoning and piercing or bludgeoning and slashing damage with their slam attack.

ECOLOGY

Environment any

Organization solitary, pair, trio

Treasure lunar musk

The curious and enigmatic sacrifice is an unusual beast, even by Cie'th standards; many believe that they were formed by fal'Cie who make their home on the moon. Indeed, sacrifices seem to harbor a strange longing for the moon, and venture into the open only at night to bask in its pale luminescence when they are not attempting to kill something. In combat, they begin by using their anathema ability and follow up with aera and aeroga to take out groups of enemies or their repertoire of aero spells for single targets. Especially tough or troublesome enemies are targeted by death, usually only after having been engaged for three rounds or so, although they have been known to kick off the fight with death if they see an opponent who might outclass them.

Another trait that separates the sacrifice from other Cie'th is their lack of a Cie'th tear. The clear fluid inside the cores of other Cie'th is instead a transparent, electric blue liquid that has an alien, yet pleasant scent. Known as lunar musk, this essence is used as an incredibly rare perfume that can be fantastically expensive, fetching 12,500 gil per 1 ounce bottle. The smell of it can be quite potent; applying a whole ounce of lunar musk to a creature or object releases an odor that can be detected up to a quarter of a mile away by creatures with the scent ability, and all creatures who come within 10 ft. and inhale the scent emanating from the doused object or creature are sickened for 1d4 minutes and lose their sense of smell for an hour. Those with the scent ability who inhale within 10 ft. are instead nauseated for 1d4 minutes and blinded for an hour. Normal usage does not incur such penalties, and instead grants a +6 alchemical bonus on all Diplomacy checks made towards creatures who can smell, lasting for up to six hours. One ounce of the perfume is enough for ten applications. A single sacrifice contains about 2d4 ounces of perfume-quality lunar musk.

Sacrifices are about 11 feet tall and weigh 1,200 pounds.

Cie'th, Wladislaus (CR 17)

The idea that what you see is merely a tall man is quashed immediately upon taking a better look at the Cie'th ahead of you. Bedecked in white crystal with turquoise and violet accents, its one lengthy arm grips the hilt of a sword almost twice as long as the Cie'th is tall. Tendrils line the other side of its body, clenching and unclenching like fingers eager to throttle you to death.– Manly Man

XP 102,400

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +12; Senses Blindsight 120 ft.; Perception +31

DEFENSE

AC 36, touch 18, flat-footed 28 (+8 dex, +18 natural)

hp 314 (19d10+209)

Fort +21, Ref +19, Will +15

DR 15/adamantine and magic and good or crystal and magic and good; Immune bleed, curse, daze,

death effects, mind-affecting, nauseating, sickening, stagger, stun; Resist fire/ice/earth/lightning/water/wind 15, holy/shadow 5; SR 28

OFFENSE

Speed 50 ft.

Melee +3 large buster sword +39/+29/+24/+19 (3d8+27, 19-20/x2)

Special Attacks Mounting Contempt

STATISTICS

Str 38, Dex 26, Con 31, Int 2, Wis 28, Cha 19

Base Atk +19; CMB +33; CMD 51

Feats Critical Focus, Furious Focus, Improved Critical (Buster Sword), [Improved Initiative](#), Power Attack, Staggering Critical, Stunning Critical, Toughness, Vital Strike, Weapon Focus (Buster Sword)

Skills Acrobatics +21, Perception +31, Stealth +20

Languages Common (cannot speak)

SQ Concerted Effort, Strongarm

SPECIAL ABILITIES

Concerted Effort (Su)

As a swift action, a wladislaus may imbue its allies with an empowering, supernatural fervor as it slices through its enemies. For 1 minute, whenever the wladislaus makes a successful attack, any single ally apart from the wladislaus itself within 30 ft. may be granted the effects of a protect, shell, or wind runner spell for 1d6 rounds; if the ally is adjacent or the wladislaus lands a successful critical hit, they may grant an ally the effects of protect II, shell II, or haste instead. If the wladislaus lands a critical hit and the ally they grant an effect on is adjacent to them, they may offer protect II and barrier, shell II and elemental resistance (three elements of its choice), or haste and enspell II (element chosen by the wladislaus, applies to first attack made every round for the duration of the effect). Blue mages may learn this ability as a 6th-level spell (Knowledge: Local DC 27).

Mounting Centempt (Ex)

Hatred and a desire to end life is part of a Cie'th's very being, and the wladislaus can channel this into its blows to great effect. As a full-round action that provokes attacks of opportunity, the wladislaus makes a full attack on a single target. If any single one of the attacks is successful, then all of its attacks are considered successful hits, but critical hits are not applied to damage. The wladislaus must wait for 1d4 rounds before using this ability again.

Strongarm (Ex)

The single arm of a wladislaus holds strength far beyond that of mortal men, allowing it to wield weapons one size category larger than normal. All weapons it wields are considered to be wielded with two hands for the purposes of applying its Strength modifier to damage and when using the Power Attack feat.

Supporter's Amethyst (Ex)

About one in twenty wladislaus have, instead of a normal Cie'th tear, a violet gem called a supporter's amethyst. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Enhancing spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase their effective CL by 2. Up to three times per day, the amethyst can also be used to apply the effects of the Enlarge Spell or Extend Spell Spell metamagic feat to any Enhancing spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as

a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

ECOLOGY

Environment any

Organization solitary, pair, trio

Treasure Cie'th tear, supporter's amethyst

Though many Cie'th are known and feared, the wladislaus is easily the most dreaded that has been seen in recent memory. Already a frightening opponent on its own, they are at their deadliest when working in groups. Entire cities have been vacated in the wake of a report of three of these fiends being sighted, and for good reason; those who survive a fight with a wladislaus are few and far between, and fewer still are those who have defeated one. The name of the last to have slain a wladislaus has already been lost to history, and the small number who have encountered one and lived to tell the tale are wracked with nightmares about the bloody trail of devastation that the Cie'th left behind. They have a tendency to be almost foolishly aggressive when solitary, but when they have allies, they fight far more carefully and make sure to use their enhancing powers to the best of their ability, causing even more mayhem for as long as possible before either the wladislaus or all of its victims are dead.

About one in twenty wladislaus have, instead of a normal Cie'th tear, a violet gem called a supporter's amethyst. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Enhancing spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase their effective CL by 2. Up to three times per day, the amethyst can also be used to apply the effects of the Enlarge Spell or Extend Spell Spell metamagic feat to any Enhancing spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Wladislaus are 7 ½ feet tall and weigh 600 pounds.

Cie'th, Fomoire (CR 18)

Looming over you is a massive bipedal creature of flesh and black, scarlet, and lime crystals, with an oversized arm about the size of two ogres standing on each other's shoulders. It looks down at you with a passive glance, as though it were a man pondering on whether to crush an insect underfoot.— Manly Man

XP 153,600

NE Huge Outsider ([Cie'th](#), [Native](#))

Init +5; Senses Blindsight 120 ft.; Perception +33

DEFENSE

AC 39, touch 9, flat-footed 38 (+1 dex, +40 natural, -2 size)

hp 452 (21d10+336)

Fort +21, Ref +15, Will +13

DR 20/adamantine and good and magic or crystal and good and magic; Immune bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, stun; Resist fire/ice/wind/earth/lightning/water 20, holy/shadow 10; SR 29

OFFENSE

Speed 40 ft.

Melee Slam +42 (2d8+54)

Space 15 ft.; Reach 15 ft.

Special Attacks Dominating Fist

STATISTICS

Str 45, Dex 12, Con 41, Int 2, Wis 28, Cha 19

Base Atk +21; CMB +42 (+44 when using awesome blow); CMD 46 (48 vs. awesome blow)

Feats Awesome Blow, Furious Focus, Greater Awesome Blow, Greater Grapple, Improved Bull Rush, Improved Grapple, [Improved Initiative](#), Mighty Blow, Power Attack, Toughness, Vital Strike, Weapon Focus (Slam)

Skills Acrobatics +3, Perception +25, Stealth +33

Languages Common (cannot speak)

SQ Gigantic fist, Murderous Might

SPECIAL ABILITIES

Defender's Topaz (Ex)

About one in twenty fomoires have, instead of a normal Cie'th tear, a golden yellow gem called a defender's topaz. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's defensive abilities. When wearing this stone in the neck slot as a pendant, you are given DR 10/adamantine and magic. Up to three times per day, the topaz can also be activated as an immediate action to negate all damage dealt to you until the beginning of your next turn, but inflicting you with the Immobilized condition until the end of your next turn. This does not affect the source of the damage, e.g. using this power while standing in a fire does not extinguish the fire, nor would it cure you of the Poison status if you were taking damage from it. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Dominating Fist (Ex)

As a full-round action that does not provoke attacks of opportunity, the fomoire can strike any single point on the ground within its reach. All creatures within 20 ft., save the fomoire itself, take the damage of its slam attack and must make a DC 32 Reflex save or be knocked prone.

Gigantic Fist (Ex)

The great size of a fomoire's arm lets it apply immense amounts of force into each and every attack. It treats its slam attack as though it was made by a creature two size categories larger, applies double its Strength bonus, and doubles the damage granted by Power Attack. However, its limb is very cumbersome, allowing the fomoire to make one attack per round, including attacks of opportunity. The effects of this ability, including use of the Power Attack feat, are included in the statistics above.

Murderous Might (Su)

With a great bellow, the crystals covering the fomoire's body begin to glow. As a standard action, the fomoire grants its slam attack a +5 enhancement bonus, increases the crit range by 1, and it now bypasses any and all damage reduction. Its damage reduction is replaced with DR 15/-, and its spell resistance increases by 5. These effects last for 2d6 rounds. Blue mages can learn this as an 8th-level spell (DC 31), applying the effects to all of their natural attacks and giving them spell resistance 26 if they do not already have spell resistance from another source.

ECOLOGY

Environment any

Organization solitary

Treasure Cie'th tear, defender's topaz

Obscenely large and just as mean, fomoires are almost never seen nowadays. On the off chance that one is to be encountered, they typically stare for a moment before making a decision on how to attack. Normally, it simply charges forth, but if faced with a foe of Large size or greater, or one that does not die after the first hit or two, it uses its murderous might ability before continuing. They are utterly fearless, and fight to the death.

About one in twenty fomoires have, instead of a normal Cie'th tear, a golden yellow gem called a defender's topaz. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's defensive abilities. When wearing this stone in the neck slot as a pendant, you are given DR 10/adamantine and magic. Up to three times per day, the topaz can also be activated as an immediate action to negate all damage dealt to you until the beginning of your next turn, but inflicting you with the Immobilized condition until the end of your next turn. This does not affect the source of the damage, e.g. using this power while standing in a fire does not extinguish the fire, nor would it cure you of the Poison status if you were taking damage from it. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Fomoires are about 21 feet tall and weigh close to 25 tons.

Cie'th, Malebranche (CR 20)

You once thought them naught but mere legend, but before you stands the most fearsome Cie'th this side of the Undying themselves, perched atop the corpse of a behemoth it had slain with a single stroke. Covered in white, gold, and aquamarine crystal, it resembles a wladislaus, but you know better; such fierce animosity could come from none other than the malebranche, and horrifyingly, it turns its attention to you. - Manly Man

XP 307,200

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +16; Senses Blindsight 120 ft.; Perception +37

DEFENSE

AC 45, touch 30, flat-footed 33 (+12 dex, +15 natural, +8 deflect)

hp 449 (23d10+322)

Fort +26, Ref +25, Will +18

DR 20/adamantine and epic and good or crystal and epic and good; Immune bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, stagger, stun; Resist fire/ice/earth/lightning/water/wind 20, holy/shadow 10; SR 31

OFFENSE

Speed 50 ft.

Melee +5 large keen buster sword +45/+35/+30/+25 (3d8+46, 19-20/x2), Unrelenting Blade

+45/+35/+30/+25 (3d8+2d6+46, 19-20/x2), Peerless Blade +46/+41/+36/+31/+26 (4d8+2d6+47, 19-20/x2)

Special Attacks Concentrate, Deadly Charge, Meditate

STATISTICS

Str 44, Dex 34, Con 37, Int 2, Wis 32, Cha 21

Base Atk +23; CMB +40; CMD 60

Feats Bleeding Critical, Critical Focus, Crippling Critical, Critical Mastery, Furious Focus, Improved Critical (Buster Sword), Greater Vital Strike, [Improved Initiative](#), Lunge, Power Attack, Staggering Critical, Stunning Critical, Toughness, Vital Strike, Weapon Focus (Buster Sword)

Skills Acrobatics +25, Perception +37, Stealth +24

Languages Common (cannot speak)

SQ Peerless Blade, Perfect Combatant, Strength Personified, Unrelenting Blade

SPECIAL ABILITIES

Berserker's Ruby (Ex)

About one in twenty malebranches have, instead of a normal Cie'th tear, a crimson gem called a berserker's ruby. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's combat abilities. When wearing this stone in the neck slot as a pendant, you are given a +2 competence bonus on either attack rolls or damage rolls, determined after having worn the ruby for an hour; to change this, you must take it off, put it back on, and wait for another hour to reattune yourself. Up to three times per day, the ruby can also be activated as a swift action to make all damage dice dealt by your next attack be considered to have rolled their maximum. If your next attack is a miss, the effect is wasted. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Concentrate (Ex)

When making a full attack, the malebranche may apply its Vital Strike feats' effects to the first attack made, and make the rest of their attacks as with a normal full attack.

Deadly Charge (Ex)

A malebranche may use its Vital Strike feats when making a charge.

Meditate (Su)

The malebranche thrives on abhorrence and a desire to slay all that live. When this hatred is at its peak, its Peerless Blade in hand, the malebranche can condense it all into a single, infinitely sharp edge before releasing it in all its death-dealing glory. As a full-round action that provokes attacks of opportunity, the malebranche may select a single target within 50 ft. and make a full attack upon them. All of the attacks automatically hit, although none are critical hits, and all damage dealt is converted into non-elemental damage. This ability can only be used while the malebranche is wielding its Peerless Blade.

Peerless Blade (Su)

When at 50% health or lower, the malebranche casts aside its Unrelenting Blade, which crumbles into white ashes immediately, and draws its ultimate weapon from its glowing core as a move action. Known as the Peerless Blade, this is a Huge +6 keen vicious adamantite buster sword of speed, and once drawn, the malebranche uses it until the end of the encounter, even if its health is brought above 50% again. Upon the death of the malebranche, the Peerless Blade dissipates into black mist.

Perfect Combatant (Ex)

The malebranche's skill in swordplay is unmatched; it is treated as a 20th-level fighter when qualifying for combat feats.

Strength Personified (Ex)

The single arm of a malebranche holds strength nearly without equal, allowing it to wield weapons up to two size categories larger than normal without penalty. All weapons it wields are considered to be wielded with two hands for the purposes of applying its Strength modifier to damage and when using the Power Attack feat.

Unrelenting Blade (Su)

When at 75% health or lower, the malebranche drops its initial sword, which disappears into smoke. It then draws forth from its core a more powerful sword, known as the Unrelenting Blade, as a move action. This is a Large +5 keen vicious mithral buster sword, and once drawn, the malebranche uses it until the end of the encounter or until it reaches 50% health or lower, even if brought above 75% health again.

ECOLOGY

Environment any

Organization solitary

Treasure Cie'th tear, berserker's ruby

Even in times of old, when Cie'th were far more numerous, the malebranche had a shroud of skepticism towards its very existence. Unfortunately for everyone and everything, it is indeed real, and second only to the Undying in the threat it poses and the amount of burning, seething hatred it holds within its raging core. It is, thankfully, the rarest of all Cie'th, having gone without one reported sighting for three lifetimes, though there are a few who believe they have spotted one; these are usually regarded as little more than delusions of hallucinating, mistaken madmen. Tales exist of them either charging deep into the enemy's ranks and slaughtering everything within reach, or baiting enemies to approach it and impaling them on its immense sword as soon as they are within range before the enemy can even attack. Their fearsome meditate ability is hardly ever seen, considering that most who encounter a malebranche have not managed to make the Cie'th deem them worthy of tasting its Peerless Blade, but they do not hesitate to use it if they are so challenged. The malebranche is undebatable in its status as a supreme killer, and most terrifyingly, there are rumors of seeing more than one together. Of course, such a tall tale could not possibly be true. ... Could it?

About one in twenty malebranches have, instead of a normal Cie'th tear, a crimson gem called a berserker's ruby. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's combat abilities. When wearing this stone in the neck slot as a pendant, you are given a +2 competence bonus on either attack rolls or damage rolls, determined after having worn the ruby for an hour; to change this, you must take it off, put it back on, and wait for another hour to reattune yourself. Up to three times per day, the ruby can also be activated as a swift action to make all damage dice dealt by your next attack be considered to have rolled their maximum. If your next attack is a miss, the effect is wasted. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is. Malebranches are 7 ½ feet tall and weigh 750 pounds.

Unusual Cie'th

Cie'th, Seeker (CR 1)

What can be best called a 'thing' lurches towards you, crawling over the ground like a wounded animal. Little more than a face with an arm attached, the scraping noise of its crystal encasing over the stone floor is almost drowned out by its breathy moaning.— Manly Man

XP 300

NE Small Outsider ([Cie'th](#), [Native](#))

Init +0; Senses Darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)
hp 18 (2d10+7)
Fort +5, Ref +3, Will +0
DR 5/adamantine or crystal; Immune mind-affecting; SR 12

OFFENSE

Speed 20 ft.
Melee Slam +3 (1d3+1)

STATISTICS

Str 12, Dex 10, Con 14, Int 2, Wis 10, Cha 6
Base Atk +2; CMB +2; CMD 11
Feats Toughness
Skills Acrobatics +5, Perception +5
Languages Common (cannot speak)

ECOLOGY

Environment any
Organization gang (3-5), crowd (6-12), mob (13+)
Treasure Cie'th tear
Pitiful seekers are the lowest of the low of the Cie'th, most of whom were l'Cie who were branded without a Focus. Even the ghouls are not as reliant on numbers as these poor souls, who are never found numbering less than three at any given time. They have no sense of strategy, able to comprehend rushing their enemies and attacking, but little else.
Seekers are 4 feet long and weigh about 50 pounds.

Cie'th, Vetala (CR 8)

A monstrous abomination lazily hovers in the air before you, looking to be two ghastr Cie'th stuck together; indeed, it possesses two faces and two energy cores, and though the heads do not scream in concert, it looses magical attacks as though they are one.— Manly Man
XP 4,800
NE Large Outsider ([Cie'th](#), [Native](#))
Init +10; Senses Darkvision 90 ft.; Perception +19

DEFENSE

AC 25, touch 15, flat-footed 19 (+6 dex, +10 natural, -1 size)
hp 125 (10d10+70)
Fort +13, Ref +13, Will +9
DR 5/adamantine or crystal; Immune daze, death effects, mind-affecting, stun; Resist fire/ice/wind/earth/lightning/water 5; SR 19

OFFENSE

Speed 30 ft.
Melee Slam +15 (1d6+7)
Space 10 ft.; Reach 10 ft.
Special Attacks Inertial Barrier I, Multicast I

STATISTICS

Str 20, Dex 22, Con 23, Int 2, Wis 22, Cha 14

Base Atk +10; CMB +16; CMD 32

Feats Furious Focus, [Improved Initiative](#), Power Attack, Toughness, Weapon Focus (Slam)

Skills Acrobatics +13, Perception +19, Stealth +12

Languages Common (cannot speak)

SQ Polar Buoyancy

SPECIAL ABILITIES

Inertial Barrier (Su)

Up to three times per day, as a standard action, a vetala can manifest a shield of hexagonal plates of energy that completely surrounds it. The shield grants the vetala damage reduction 10/- and negates up to 30 points of elemental damage, applying the vetala's elemental resistances to the damage dealt to the shield, before dispersing. While this shield is in effect, the vetala cannot take full-round actions, nor can it take both a standard and a move action in the same round. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

Multicast (Su)

As a standard action, a vetala can release a burst of magic formed by the chaotic energies that hold it together. A series of 1d6 missiles are launched upon any enemies within 60 ft. of the vetala's choice, each one dealing 3d6 damage of a random element, determined by rolling a d6: 1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water; a roll is required for each attack made. No more than three missiles can be made upon a single target. The missiles strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the ability. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

Polar Buoyancy (Ex)

Vetalas are held aloft by two large chunks of crystal that hover just above and just below it. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled.

ECOLOGY

Environment any

Organization solitary, pair, trio

Treasure Cie'th tear

Truly strange examples of Cie'thkind, the vetala is the result of two l'Cie who shared a Focus and were unable to complete it, falling into Cie'thdom at the same time while too close. Partially fused together, the pair of Cie'th are inextricably bound, but the weird magics that entwine them also grant them great, unpredictable powers. Vetalas, though far from weak, are the least powerful of the three kinds of Cie'th who suffer such a fate, the others being the ispusteke and raktavija. They will usually erect their inertial barrier before repeatedly using multicast, and take the time to reactivate the barrier if it fails.

Vetalas are 7 ½ feet tall and weigh 1,800 pounds.

Cie'th, Ispusteke (CR 13)

At first looking to be little more than a freakish pair of Cie'th whose misfortune has become twofold, it is readily apparent that they are a perfect demonstration of how two and two can equal five.

Unfortunately for you, the roiling elemental energy it sheds from its red and fuchsia crystals speaks of more than five ways you can wind up dead.– Manly Man

XP 25,600

NE Large Outsider ([Cie'th](#), [Native](#))

Init +12; Senses Darkvision 120 ft.; Perception +26

DEFENSE

AC 31, touch 17, flat-footed 23 (+8 dex, +14 natural, -1 size)

hp 218 (15d10+135), fast healing 5

mp 54

Fort +17, Ref +17, Will +13

DR 10/adamantine and magic or crystal and magic; Immune bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, stun; Resist fire/ice/wind/earth/lightning/water 10; SR 24

OFFENSE

Speed 30 ft.

Melee Slam +22 (1d6+10)

Space 10 ft.; Reach 10 ft.

Special Attacks Inertial Barrier II, Multicast II

Spell Known (SC CL 15th; concentration +23)

2nd (DC 20) – Imperil

4th (DC 22) – Imperilra

STATISTICS

Str 24, Dex 26, Con 27, Int 2, Wis 26, Cha 17

Base Atk +15; CMB +23; CMD 40

Feats Furious Focus, [Improved Initiative](#), Persistent Spell, Precise Shot, Point-Blank Shot, Power Attack, Toughness, Weapon Focus (Slam)

Skills Acrobatics +18, Perception +26, Stealth +17

Languages Common (cannot speak)

SQ Polar Buoyancy

SPECIAL ABILITIES

Blaster's Sapphire

About one in twenty ispustekes have, instead of a normal Cie'th tear, an azure gem called a blaster's sapphire. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Elemental and Non-Elemental spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase the damage dealt by 1 point for every die rolled, e.g. a fire II spell would deal another 3 points of fire damage, on top of whatever other bonuses may come with the spell. As well, the wearer's spells and spell-like abilities of the Elemental and Non-Elemental schools are treated as though their caster level is two levels higher for the purposes of overcoming spell resistance. Up to three times per day, the sapphire can also be used to apply the effects of the Empower Spell or Maximize Spell metamagic feat to any Elemental or Non-Elemental spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Inertial Barrier II (Su)

Up to three times per day, as a standard action, an ispusteke can manifest a shield of hexagonal plates of energy that completely surrounds it. The shield grants the ispusteke damage reduction 15/- and negates up to 60 points of elemental damage, applying the ispusteke's elemental resistances to the damage dealt to the shield, before dispersing. While this shield is in effect, the ispusteke cannot take full-round actions, nor can it take both a standard and a move action in the same round. Blue mages may learn this ability as a 7th-level spell (Knowledge: Local DC 29).

Multicast II (Su)

As a standard action, an ispusteke can release a burst of magic formed by the chaotic energies that hold it together. A series of 2d4 missiles are launched upon any enemies within 60 ft. of the ispusteke's choice, each one dealing 4d6 damage of a random element, determined by rolling a d8: 1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water, 7 = holy, 8 = shadow. No more than four missiles can be made upon a single target. The missiles strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the ability. Blue mages may learn this ability as a 7th-level spell (Knowledge: Local DC 29).

Polar Buoyancy (Ex)

Ispustekes are held aloft by two large chunks of crystal that hover just above and just below it. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled.

ECOLOGY

Environment any

Organization solitary, pair, trio

Treasure Cie'th tear, blaster's sapphire

Second of the three sorts of conjoined Cie'th, the ispusteke is a genuinely terrifying threat. Not so easily satisfied with elemental destruction as the lesser vetala, these vicious creatures prefer to pelt their enemies with their spells until a large number, usually around half, are suffering from the Imperil status before laying out round after round of devastation with their multicast ability.

About one in fifty ispustekes have, instead of a normal Cie'th tear, an azure gem called a blaster's sapphire. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Elemental and Non-Elemental spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase the damage dealt by 1 point for every die rolled, e.g. a fire II spell would deal another 3 points of fire damage, on top of whatever other bonuses may come with the spell. As well, the wearer's spells and spell-like abilities of the Elemental and Non-Elemental schools are treated as though their caster level is two levels higher for the purposes of overcoming spell resistance. Up to three times per day, the sapphire can also be used to apply the effects of the Empower Spell or Maximize Spell metamagic feat to any Elemental or Non-Elemental spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Ispustekes are 8 ½ feet tall and weigh 3,000 pounds.

Cie'th, Raktavija (CR 18)

Lavender and sky blue pulses of color highlight the ridges of black crystal that envelope the two half-fused Cie'th. A honeycomb of golden energy surrounds it; while it fends off your own attempts to hurt it, the field most certainly does not stop the torrent of elemental magic it flings in your direction.— Manly Man

XP 153,600

NE Large Outsider ([Cie'th](#), [Native](#))

Init +14; Senses Blindsight 120 ft.; Perception +33

DEFENSE

AC 37, touch 19, flat-footed 28 (+10 dex, +18 natural, -1 size)

hp 330 (20d10+220), fast healing 10

mp 89

Fort +22, Ref +22, Will +16

DR 20/adamantine and magic or crystal and magic; Immune bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, stun; Resist fire/ice/wind/earth/lightning/water 20, shadow/holy 10; SR 29

OFFENSE

Speed 30 ft.

Melee Slam +28 (1d6+12)

Space 10 ft.; Reach 10 ft.

Special Attacks Inertial Barrier III, Multicast III

Spell Known (SC CL 20th; concentration +30)

2nd (DC 22) – Imperil

4th (DC 24) – Imperilra

5th (DC 26) – Imperilga

STATISTICS

Str 26, Dex 30, Con 30, Int 2, Wis 30, Cha 19

Base Atk +20; CMB +30; CMD 50

Feats Furious Focus, [Improved Initiative](#), Persistent Spell, Precise Shot, Point-Blank Shot, Power Attack, Toughness, Quicken Spell, Weapon Focus (Slam), Widen Spell

Skills Acrobatics +22, Perception +33, Stealth +22

Languages Common (cannot speak)

SQ Polar Buoyancy

SPECIAL ABILITIES

Inertial Barrier III (Su)

Up to three times per day, as a standard action, a raktavija can manifest a shield of hexagonal plates of energy that completely surrounds it. The shield grants the raktavija damage reduction 20/- and negates up to 100 points of elemental damage, applying the raktavija's elemental resistances to the damage dealt to the shield, before dispersing. While this shield is in effect, the raktavija cannot take full-round actions, nor can it take both a standard and a move action in the same round. Blue mages may learn this ability as a 9th-level spell (Knowledge: Local DC 33).

Multicast III (Su)

As a standard action, a raktavija can release a burst of magic formed by the chaotic energies that hold it together. A series of 3d4 missiles are launched upon any enemies within 60 ft. of the raktavija's choice, each one dealing 5d6 damage of a random element, determined by rolling a d10: 1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water, 7 = holy, 8 = shadow, 9-10: non-elemental.. No more than five missiles can be made upon a single target. The missiles strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total

concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the ability. Blue mages may learn this ability as a 9th-level spell (Knowledge: Local DC 33).

Polar Buoyancy (Ex)

Raktavijas are held aloft by two large chunks of crystal that hover just above and just below it. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled.

ECOLOGY

Environment any

Organization solitary, pair

Treasure Cie'th tear

Ever ready for creatures to slay, raktavijas are always to be found with their inertial barrier erected. They begin by tossing around their spells, making use of all the metamagic they can while doing so, and then start to barrage any of their enemies who suffer from the Imperil status. All tactics are abandoned in favor of renewing their inertial barrier if it falls, even if it costs them an opportunity to kill.

Raktavijas are 9 feet tall and weigh 5,230 pounds.

Winged Cie'th

Cie'th, Wight (CR 2)

Black and gray crystal covers the winged biped who soars around you. With a few flaps to at first steady itself, it makes a dive in your direction.— Manly Man

XP 600

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +3; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 dex, +5 natural, +1 dodge)

hp 26 (3d10+9)

Fort +5, Ref +6, Will +1

DR 5/adamantine or crystal; Immune mind-affecting; SR 13

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee Slam +4 (1d4+1), 2 wings -1 (1d4+1)

STATISTICS

Str 12, Dex 16, Con 14, Int 2, Wis 12, Cha 11

Base Atk +3; CMB +5; CMD 15

Feats Dodge, Toughness

Skills Fly +13, Perception +7

Languages Common (cannot speak)

SQ Uncanny Dodge

SPECIAL ABILITIES

Uncanny Dodge (Ex)

A wight can react to danger before its sense would normally allow it to do so. It cannot be caught flat-footed, nor does it lose its Dexterity bonus to AC if the attacker is invisible. It still loses its Dexterity bonus to AC if immobilized. A wight can still lose its Dexterity bonus to AC if an opponent successfully uses the feint action against it.

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5), flock (6-12), unkindness (13+)

Treasure Cie'th tear

Light and nimble, wights present themselves as rather annoying foes, for despite their lack of strength, they have a certain notoriety for being hard to hit, even with spells. Only on occasion are they found in numbers less than three, although such a thing is not unheard of. They prefer to stay out of reach until an opportunity to attack arises, usually having many bum-rush a single target.

Wights are 5 ½ feet tall and weigh about 95 pounds.

Cie'th, Chonchon (CR 3)

Covered in rough, white and gray crystal, the Cie'th before you looks to be naught but a head with a pair of triangular wings, flapping through the air like an overly large sparrow. Several of them swarm around the area at once.– Manly Man

XP 800

NE Tiny Outsider ([Cie'th](#), [Native](#))

Init +3; Senses Darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 14 (+3 dex, +4 natural, +1 dodge, +2 size)

hp 34 (4d10+12)

mp 8

Fort +5, Ref +7, Will +3

DR 5/adamantine or crystal; Immune mind-affecting; SR 14

OFFENSE

Speed fly 40 ft. (good)

Melee Slam +5 (1d2-1)

Special Attacks Life Sounding

Spells Known (FC CL 4th, Concentration +6)

1st (DC 13) – Aero

2nd (DC 14) – Poison

STATISTICS

Str 8, Dex 16, Con 12, Int 2, Wis 14, Cha 11

Base Atk +4; CMB +5; CMD 15

Feats Dodge, Toughness

Skills Fly +15, Perception +9

Languages Common (cannot speak)

SQ Uncanny Dodge

SPECIAL ABILITIES

Life Sounding (Su)

As a standard action, a chonchon may emit a refreshing hum that closes the wounds of its fellows. All allies within a 30 ft. radius are healed for 3d6 points of damage, are cured of the Poison status effect, and no longer suffer fatigue. Exhausted allies within the radius are instead fatigued. Blue mages may learn this ability as a 3rd-level spell (Knowledge: Local DC 21).

Uncanny Dodge (Ex)

A chonchon can react to danger before its sense would normally allow it to do so. It cannot be caught flat-footed, nor does it lose its Dexterity bonus to AC if the attacker is invisible. It still loses its Dexterity bonus to AC if immobilized. A chonchon can still lose its Dexterity bonus to AC if an opponent successfully uses the feint action against it.

ECOLOGY

Environment any

Organization gang (3-5), flock (6-12), unkindness (13+)

Treasure Cie'th tear

Curiously formed Cie'th, chonchons have a surprising knack for healing and wind magic that one would not normally expect from something of its size. Never appearing in groups of less than three, these strange creatures wildly skitter through the air, firing off aero spells with little to no stratagem in mind, healing all those within reach of their life sounding ability if they drop below half health. Chonchons have a four-foot wingspan and weigh about 15 pounds.

Cie'th, Nelapsi (CR 4)

Plates of amber, honey brown, and burgundy crystal are layered over this flying creature, around whom swirls a light breeze. With a few strong flaps of its wings, it turns the gentle winds into a localized, deadly vortex.– Manly Man

XP 1,200

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +4; Senses Darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 dex, +5 natural, +1 dodge)

hp 57 (6d10+24)

Fort +8, Ref +9, Will +1

DR 5/adamantine or crystal; Immune mind-affecting; Resist Wind 5; SR 15

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee Slam +10 (1d4+2), 2 Wings +5 (1d4+1)

Special Attacks Wind Slash

STATISTICS

Str 14, Dex 18, Con 16, Int 2, Wis 14, Cha 12

Base Atk +6; CMB +8; CMD 23

Feats Dodge, Toughness, Weapon Finesse

Skills Fly +13, Perception +11

Languages Common (cannot speak)
SQ Uncanny Dodge

SPECIAL ABILITIES

Uncanny Dodge (Ex)

A nelapsi can react to danger before its sense would normally allow it to do so. It cannot be caught flat-footed, nor does it lose its Dexterity bonus to AC if the attacker is invisible. It still loses its Dexterity bonus to AC if immobilized. A nelapsi can still lose its Dexterity bonus to AC if an opponent successfully uses the feint action against it.

Wind Slasher (Su)

With a few great flaps from its wings, the nelapsi unleashes a swirling blast of wind that seems to cut through the air like blades. As a standard action, the nelapsi can deal 3d6 slashing damage and 3d6 wind damage to all enemies within a 30 ft. cone, three times per day. A successful Reflex save (DC 15) halves both sources of damage.

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5), flock (6-12), unkindness (13+), squadron (2-5 nelapsi and 1-2 taxim)

Treasure Cie'th tear

Something of a trend between the winged Cie'th is their notoriety for being encountered with numbers on their side. Though they do not usually appear in groups as large as those of wights or chonchons, the nelapsi do indeed flock together, and can be especially dangerous when doing so; when facing large, tough, or otherwise troublesome enemies, they tend to have many use their wind slash ability on their target or targets at once, in the hopes that they can slay their foe quickly.

Nelapsi are 6 feet tall and weigh about 110 pounds.

Cie'th, Varcolaci (CR 7)

The airborne Cie'th before you glitters with blue-white and gray-black crystals, large protrusions coming from the base of the creature's wings are. Purplish black mist escapes its jowls in faint wisps.— Manly Man

XP 3,200

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +3; Senses Darkvision 90 ft.; Perception +15

DEFENSE

AC 22, touch 17, flat-footed 15 (+6 dex, +5 natural, +1 dodge)

hp 95 (9d10+45)

Fort +10, Ref +12, Will +6

DR 5/adamantine or crystal; Immune daze, death effects, imperil, mind-affecting, poison, stun; Resist Fire/Ice/Wind/Earth/Lightning/Water 5; SR 18

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee Slam +15 (1d4+3), 2 Wings +10 (1d4+3)

Special Attacks Miasma, Wind Slash

STATISTICS

Str 16, Dex 22, Con 18, Int 2, Wis 16, Cha 13

Base Atk +9; CMB +12; CMD 30

Feats Ability Focus (Miasma), Dodge, Flyby Attack, Toughness, Weapon Finesse

Skills Fly +22, Perception +15

Languages Common (cannot speak)

SQ Improved Uncanny Dodge

SPECIAL ABILITIES

Healer's Emerald

About one in twenty varcolaci have, instead of a normal Cie'th tear, a green gem called a healer's emerald. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Healing spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase the hit points healed by 1 point for every die rolled, e.g. a cure II spell would restore another 3 hit points. As well, the wearer's spells and spell-like abilities that heal ability damage restore 2 more points, spells and spell-like abilities that heal ability drain restore 1 more point, and all forms of the esuna spell or spell-like ability can remove magical status effects one spell level higher than normal. Up to three times per day, the emerald can also be used to apply the effects of the Empower Spell or Maximize Spell metamagic feat to any Healing spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is.

Improved Uncanny Dodge (Ex)

Along with the benefits of the uncanny dodge ability, a varcolaci can no longer be flanked. This defense denies a thief the ability to sneak attack the varcolaci by flanking it, unless the attacker has at least four more thief levels than the varcolaci's HD.

Miasma (Su)

With a great, heaving breath does the varcolaci belch forth a cloud of noxious mist. As a standard action, the varcolaci deals 5d6 non-elemental damage to all enemies in a 30 ft. cone; a successful Reflex save (DC 20) halves this damage. All enemies within the area of effect who failed the Reflex save must make a series of saves (DC 20) to avoid each of the following effects: Disease (Fort), Silence (Will), Sap (Fort), and Slow (Will), all of which last for 1d8 rounds. The varcolaci must wait for 1d4 rounds before using this ability again. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

Wind Slasher (Su)

With a few great flaps from its wings, the varcolaci unleashes a swirling blast of wind that seems to cut through the air like blades. As a standard action, the varcolaci can deal 3d6 slashing damage and 3d6 wind damage to all enemies within a 30 ft. cone, five times per day. A successful Reflex save (DC 16) halves both sources of damage.

ECOLOGY

Environment any

Organization solitary, pair, gang (3-5), flock (6-12)

Treasure Cie'th tear, healer's emerald

As the strigoi is to the shambling Cie'th, so is the varcolaci to the winged Cie'th when adventurers regard the dangers of encountering them. Encounters with more than three or four at once are rather uncommon, but not unheard of; their favorite tactic is to repeatedly use their miasma ability on their foes, debilitating them immensely, before tearing them to shreds with their wind slash ability. About one in twenty varcolaci have, instead of a normal Cie'th tear, a green gem called a healer's emerald. This stone is a 1-inch sphere and perfectly smooth, and bolsters its user's magical abilities. All Healing spells and spell-like abilities used when wearing this stone (in the neck slot as a pendant) increase the hit points healed by 1 point for every die rolled, e.g. a cure II spell would restore another 3 hit points. As well, the wearer's spells and spell-like abilities that heal ability damage restore 2 more points, spells and spell-like abilities that heal ability drain restore 1 more point, and all forms of the esuna spell or spell-like ability treat their caster level as two levels higher. Up to three times per day, the emerald can also be used to apply the effects of the Empower Spell or Maximize Spell metamagic feat to any Healing spell you cast, as though it was a greater metamagic rod. Alternately, it may be used as a double-strength Cie'th tear. These stones can be sold for up to 50,000 gil on the open market, should the buyer know it for what it is. Varcolaci are 6 feet tall and weigh about 125 pounds.

Cie'th, Edimmu (CR 10)

Beige and gray-yellow crystal that has a wicked jaggedness to its shape shines dully in the shadowy light of the forested basin that the Cie'th dwells in. Its perpetual sadness is expressed in alien crying that sounds almost like that of a mother having lost a child.— Manly Man

XP 9,600

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +8; Senses Darkvision 90 ft.; Perception +15

DEFENSE

AC 29, touch 23, flat-footed 16 (+8 dex, +6 natural, +5 dodge)

hp 150 (12d10+84)

Fort +14, Ref +16, Will +8

DR 5/adamantine and magic or crystal and magic; Immune daze, death effects, imperil, mind-affecting, poison, stun; Resist Fire/Ice/Wind/Earth/Lightning/Water 10; SR 21

OFFENSE

Speed 30 ft., fly 80 ft. (good)

Melee Slam +20 (1d4+5), 2 Wings +18 (1d4+5)

Special Attacks Miasma, Tears of Remorse, Tears of Woe, Wind Slash

STATISTICS

Str 20, Dex 26, Con 22, Int 2, Wis 18, Cha 14

Base Atk +12; CMB +17; CMD 28

Feats Ability Focus (Miasma), Dodge, Flyby Attack, Toughness, Weapon Finesse

Skills Fly +22, Perception +15

Languages Common (cannot speak)

SQ Confounding Grace, Improved Uncanny Dodge

SPECIAL ABILITIES

Confounding Grace (Ex)

The edimmu can, while in flight, use the total defense action as a swift action. This is included in the stat block above.

Improved Uncanny Dodge (Ex)

Along with the benefits of the uncanny dodge ability, an edimmu can no longer be flanked. This defense denies a thief the ability to sneak attack the edimmu by flanking it, unless the attacker has at least four more thief levels than the edimmu's HD.

Miasma (Su)

With a great, heaving breath does the edimmu belch forth a cloud of noxious mist. As a standard action, the edimmu deals 5d6 non-elemental damage to all enemies in a 30 ft. cone; a successful Reflex save (DC 21) halves this damage. All enemies within the area of effect who failed the Reflex save must make a series of saves (DC 21) to avoid each of the following effects: Disease (Fort), Silence (Will), Sap (Fort), and Slow (Will), all of which last for 1d8 rounds. The edimmu must wait 1d4 rounds before using this ability again. Blue mages can learn this ability as a 5th-level spell (Knowledge: Local DC 25).

Tears of Remorse (Su)

After having inflicted at least one status effect on an enemy, an edimmu can softly weep black, inky tears that stream down its face in torrents as a standard action. All enemies within a 45 ft. radius who can see or hear the edimmu must make a Will save (DC 20) or have any status effects inflicted upon them by the edimmu extend their duration by 1 round.

Tears of Woe (Su)

After the edimmu or its allies have sustained damage, the edimmu may bawl and wail as blue tears run from its eyes as a standard action. This grants the edimmu and any allies within a 30 ft. radius fast healing 5 for as long as the sobbing is maintained every round, and for one round after.

Wind Slasher (Su)

With a few great flaps from its wings, the edimmu unleashes a swirling blast of wind that seems to cut through the air like blades. As a standard action, the edimmu can deal 3d6 slashing damage and 3d6 wind damage to all enemies within a 30 ft. cone, at will. A successful Reflex save (DC 16) halves both sources of damage.

ECOLOGY

Environment any

Organization solitary, pair, nest (1-2 edimmu, 2-5 nelapsi), hive (2 edimmu, 2-8 nelapsi, 3-10 chonchon)

Treasure Cie'th tear

Legend has it that edimmu are formed from l'Cie who held someone very dear to them, and so had taken place of their beloved when the fal'Cie was to brand them. Their sense of love and devotion is corrupted into self-loathing and shame, having not only failed their Focus, but failed to return to those they cherished. This may be the reason why many edimmu are still around; those who either tasked themselves or were given the quest by the fal'Cie to slay them would not dare to raise a blade to their loved ones, even if their minds were no longer their own.

Typically, the edimmu starts battle by moving into a favorable position to target as many enemies as possible with its miasma ability, and then continuously uses tears of remorse to extend their enemies' suffering, and let any allies move in to kill the debilitated foes. If it or its allies are harmed, it will fly well out of melee range to continually use tears of woe to heal until they are at a suitable level of health.

Edimmu are 7 feet tall and weigh about 150 pounds.

Cie'th, Penanggalan (CR 12)

What at first resembles a mere chonchon is soon revealed to be something much more. The first hint is the azure and sky blue crystal in which the flying head is encased. The other hint is the truly fierce wind and poison magics it flings in your direction, far exceeding the power of its lessers.–

Manly Man

XP 19,200

NE Tiny Outsider ([Cie'th](#), [Native](#))

Init +9; Senses Darkvision 90 ft.; Perception +22

DEFENSE

AC 29, touch 22, flat-footed 18 (+9 dex, +6 natural, +1 dodge, +2 size)

hp 161 (14d10+84)

mp 71

Fort +14, Ref +18, Will +9

DR 10/adamantine and magic or crystal and magic; Immune daze, death effects, imperil, mind-affecting, poison, stun; Resist Fire/Ice/Wind/Earth/Lightning/Water 10; SR 23

OFFENSE

Speed fly 60 ft. (good)

Melee Slam +25 (1d2+1)

Special Attacks Life Sounding

Spells Known (FC CL 14th, Concentration +19)

1st (DC 16) – Aero (DC 18)

2nd (DC 17) – Aero II (DC 19), Poison

3rd (DC 18) – Aero (DC 20), Aero III (DC 20)

4th (DC 19) – Aero IV (DC 21), Poisonga

5th (DC 20) – Aeroga (DC 22)

STATISTICS

Str 12, Dex 28, Con 20, Int 2, Wis 20, Cha 14

Base Atk +14; CMB +21; CMD 32

Feats Ally Shield, Dodge, Elemental Focus (Wind), Flyby Attack, Greater Elemental Focus (Wind),

Outflank, Toughness, Weapon Finesse

Skills Fly +30, Perception +22

Languages Common (cannot speak)

SQ Confounding Grace, Improved Uncanny Dodge

SPECIAL ABILITIES

Improved Uncanny Dodge (Ex)

Along with the benefits of the uncanny dodge ability, a penanggalan can no longer be flanked. This defense denies a thief the ability to sneak attack the penanggalan by flanking it, unless the attacker has at least four more thief levels than the penanggalan's HD.

Life Sounding (Su)

As a standard action, a penanggalan may emit a refreshing hum that closes the wounds of its fellows. All allies within a 30 ft. radius are healed for 3d6 points of damage, are cured of the Poison status effect, and no longer suffer fatigue. Exhausted allies within the radius are instead fatigued. Blue mages can learn this ability as a 3rd-level spell (Knowledge: Local DC 21).

Spiteful Coordination (Ex)

The penanggalan treats all allies within 30 ft. as though they have the corresponding teamwork feats necessary for the penanggalan to gain the benefit of their teamwork feats. The penanggalan's allies do not gain such benefits.

ECOLOGY

Environment any

Organization swarm (1 penanggalan, 4-16 chonchon)

Treasure Cie'th tear

At no point is a penanggalan seen without a crowd of chonchons, unless the penanggalan is simply the only one left of its group that has yet to be slain. Though still unintelligent, these flying monsters possess a strange knack for working with the many chonchons and taking advantage of the sheer number of allies they have. They will usually try to stay adjacent to any allies they have to make generous use of teamwork feats and keep themselves out of harm's way while attacking foes with spells, and using life sounding when some are injured; if the penanggalan es life sounding, a number of any surviving chonchons will as well, so as to restore everyone as much as they can. Penanggalans have a five-foot wingspan and weigh about 20 pounds.

Cie'th, Pijavica (CR 14)

Wings of white and pale blue crystal, the scaly layers looking more like crooked knives than anything else, carry aloft a Cie'th that circles above you like a raptor, ready to tear into you like the helpless rat you are.– Manly Man

XP 38,400

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +10; Senses Darkvision 90 ft.; Perception +24

DEFENSE

AC 33, touch 25, flat-footed 18 (+10 dex, +8 natural, +5 dodge)

hp 190 (16d10+134)

Fort +17, Ref +19, Will +11

DR 15/adamantine and magic or crystal and magic; Immune bleed, curse, daze, death effects, imperil, mind-affecting, poison, sap, stun; Resist Fire/Ice/Wind/Earth/Lightning/Water 15, holy/shadow 5; SR 21

OFFENSE

Speed 30 ft., fly 80 ft. (good)
Melee Slam +26 (1d4+6, 19-20/x2), 2 Wings +21 (1d4+6, 19-20/x2)
Special Attacks Miasma, Tears of Frustration, Tears of Woe

STATISTICS

Str 22, Dex 30, Con 26, Int 2, Wis 22, Cha 16
Base Atk +16; CMB +22; CMD 36
Feats Ability Focus (Miasma), Ability Focus (Tears of Frustration), Blinding Critical, Critical Focus, Dodge, Flyby Attack, Toughness, Weapon Finesse
Skills Fly +33, Perception +24
Languages Common (cannot speak)
SQ Confounding Grace, Improved Uncanny Dodge, Razor Wings

SPECIAL ABILITIES

Confounding Grace (Ex)

The pijavica can, while in flight, use the total defense action as a swift action. This is included in the stat block above.

Improved Uncanny Dodge (Ex)

Along with the benefits of the uncanny dodge ability, a pijavica can no longer be flanked. This defense denies a thief the ability to sneak attack the pijavica by flanking it, unless the attacker has at least four more thief levels than the pijavica's HD.

Miasma (Su)

With a great, heaving breath does the pijavica belch forth a cloud of noxious mist. As a standard action, the pijavica deals 5d6 non-elemental damage to all enemies in a 30 ft. cone; a successful Reflex save (DC 23) halves this damage. All enemies within the area of effect who failed the Reflex save must make a series of saves (DC 23) to avoid each of the following effects: Disease (Fort), Silence (Will), Sap (Fort), and Slow (Will), all of which last for 1d8 rounds. The pijavica must wait 1d4 rounds before using this ability again. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

Razor Wings (Ex)

The layers of crystal that line a pijavica's wings like deadly feathers have a fine edge to them, allowing the pijavica's natural attacks to deal both bludgeoning and slashing damage, and also increasing their critical threat range to 19-20.

Tears of Frustration (Su)

After having sustained damage, as a standard action, the pijavica can unleash a shrieking cry of despair, milky white liquid dripping from its sealed eyelids. All enemies within a 30 ft. radius take 9d6 points of non-elemental damage, halving the damage on a successful DC 25 Will save. Blue mages may learn this ability as a 7th-level spell (Knowledge: Local DC 29).

Tears of Woe (Su)

After the pijavica or its allies have sustained damage, the pijavica may bawl and wail as blue tears run from its eyes as a standard action. This grants the pijavica and any allies within a 30 ft. radius fast healing 5 for as long as the sobbing is maintained every round, and for one round after.

ECOLOGY

Environment any

Organization solitary, pair, trio

Treasure Cie'th tear

Even by the high standards set by other Cie'th, the aerial fiends known as pijavica are quite aggressive. They typically attack on sight, refraining only if they haven't got a clear shot with their miasma ability, typically followed up by egregious use of tears of frustration until they find their enemies satisfactorily debilitated before repeatedly dashing their surviving enemies to pieces with their wings.

Pijavicas are 7 feet tall and weigh about 165 pounds.

Cie'th, Cocytus (CR 16)

A creature made of what looks like snowy white, azure, and bright, acid green crystals, held aloft by six wings, hovers before you. It gives a short yell before its skin begins to crackle with electricity.–

Manly Man

XP 76,800

NE Medium Outsider ([Cie'th](#), [Native](#))

Init +12; Senses Darkvision 90 ft.; Perception +28

DEFENSE

AC 37, touch 27, flat-footed 20 (+12 dex, +10 natural, +5 dodge)

hp 279 (18d10+180)

Fort +20, Ref +23, Will +13

DR 15/adamantine and good and magic or crystal and good and magic; Immune bleed, curse, daze, death effects, imperil, lightning, mind-affecting, poison, sap, stun, wind; Resist Fire/Ice/Earth/Water 15, holy/shadow 5; SR 27

OFFENSE

Speed 30 ft., fly 80 ft. (good)

Melee Slam +30 (1d4+7, 19-20/x2), 2 Wings +27 (1d4+7, 19-20/x2)

Special Attacks Miasma, Levinbolt

STATISTICS

Str 24, Dex 34, Con 28, Int 2, Wis 24, Cha 17

Base Atk +18; CMB +25; CMD 47

Feats Ability Focus (Miasma), Ability Focus (Levinbolt), Blinding Critical, Critical Focus, Dodge, Flyby Attack, Multiattack, Staggering Critical, Toughness, Weapon Finesse

Skills Fly +37, Perception +28

Languages Common (cannot speak)

SQ Confounding Grace, Improved Uncanny Dodge, Razor Wings

SPECIAL ABILITIES

Confounding Grace (Ex)

The cocytus can, while in flight, use the total defense action as a swift action. This is included in the statblock above.

Improved Uncanny Dodge (Ex)

Along with the benefits of the uncanny dodge ability, a cocytus can no longer be flanked. This defense denies a thief the ability to sneak attack the cocytus by flanking it, unless the attacker has at least four more thief levels than the cocytus' HD.

Levinbolt (Su)

The chlorinous smell of ozone fills the air as the cocytus writhes a bit before unleashing several blasts of electricity. As a standard action, three times per day, a cocytus can make a series of four ranged touch attacks within 100 ft., each one doing 5d8 points of lightning damage and inflicting the Dazzled and Static conditions for 2d4 rounds, a successful Fortitude save (DC 27) negates the status effects. Upon a failed Fortitude save, those struck are also stunned for 1 round. Blue mages may learn this ability as an 8th-level spell (Knowledge: Local DC 31).

Miasma (Su)

With a great, heaving breath does the cocytus belch forth a cloud of noxious mist. As a standard action, the cocytus deals 5d6 non-elemental damage to all enemies in a 30 ft. cone; a successful Reflex save (DC 24) halves this damage. All enemies within the area of effect that failed the Reflex save must make a series of saves (DC 24) to avoid each of the following effects: Disease (Fort), Silence (Will), Sap (Fort), and Slow (Will), all of which last for 1d8 rounds. The cocytus must wait 1d4 rounds before using this ability again. Blue mages may learn this ability as a 5th-level spell (Knowledge: Local DC 25).

Razor Wings (Ex)

The layers of crystal that line a cocytus' wings like deadly feathers have a fine edge to them, allowing the cocytus' natural attacks to deal both bludgeoning and slashing damage, and also increasing their critical threat range to 19-20.

ECOLOGY

Environment any

Organization solitary, murder (1 cocytus, 2-5 varcolaci or 5-20 nelapsi)

Treasure Cie'th tear

Though they have been found solitary, the cocytus prefers being in the midst of other, weaker Cie'th so as to stay out of the crosshairs of its enemies. Its tactics largely begin with use of its miasma ability, and then focusing all of its attacks upon whichever enemy suffers the most status effects, choosing the closest if multiple enemies suffer the same number of status effects, who will be relentlessly targeted by its levinbolt ability.

Cocytus are 7 ½ feet tall and weigh about 185 pounds.

Cie'th, Yomi (CR 19)

At first, the creature's indigo and aquamarine crystals make it somewhat difficult to see in the background of the stormy, blue-gray sky, but a flash of lightning reveals him in all his glory. Before

you flies the great and terrible Yomi, and he gives a shrieking, tormented scream. Prepare yourself, for death is sure to follow.– Manly Man

XP 204,800

NE Large Outsider ([Cie'th](#), [Native](#))

Init +15; Senses Darkvision 120 ft.; Perception +33

DEFENSE

AC 48, touch 30, flat-footed 27 (+16 dex, +18 natural, +5 dodge, -1 size)

hp 385 (22d10+264)

Fort +24, Ref +29, Will +14

DR 20/adamantine and good and magic or crystal and good and magic; Immune bleed, daze, death effects, imperil, mind-affecting, stun; Resist Fire/Ice/Lighting/Wind/Earth/Water 20, holy/shadow 10; SR 30

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee Slam +36 (1d6+9, 17-20/x2), 2 Wings +33 (1d6+9, 17-20/x2)

Special Attacks Impenetrable Aura, Putrescence, Wicked Whirl, Wind Shear

STATISTICS

Str 28, Dex 42, Con 32, Int 2, Wis 26, Cha 18

Base Atk +21; CMB +30; CMD 47

Feats Ability Focus (Putrescence), Ability Focus (Wicked Whirl), Critical Focus, Dodge, Flyby Attack, Multiattack, Improved Critical (Slam, Wing), Staggering Critical, Toughness, Weapon Finesse

Skills Fly +46, Perception +33

Languages Common (cannot speak)

SQ Confounding Grace, Improved Uncanny Dodge, Razor Wings, Spry

SPECIAL ABILITIES

Confounding Grace (Ex)

Yomi can, while in flight, use the total defense action as a swift action. This is included in the statblock above.

Impenetrable Aura (Su)

As a full-round action, Yomi can surround himself in a shield of replenishing light. Any negative status effects are removed, and for 3 rounds, he is rendered completely invincible and is unaffected by any other spells or abilities, while recovering 10d6 hit points per round. However, while the shield is erect, he can take no actions at all, and must wait at least one round before using it again.

Improved Uncanny Dodge (Ex)

Along with the benefits of the uncanny dodge ability, Yomi can no longer be flanked. This defense denies a thief the ability to sneak attack Yomi by flanking him, unless the attacker has at least four more thief levels than the Yomi's HD.

Putrescence (Su)

From the glowing red core in Yomi's chest pours a cloud of black and magenta mist, robbing enemies of their strength. All enemies in a 45 ft. cone take 12d8 points of non-elemental damage (DC 28 Reflex save for half damage) and are subjected to a targeted greater dispel effect, using

Yomi's HD in place of a caster level. Enemies that failed the Reflex save must also make a Fortitude save (DC 28) or be afflicted with the Disease status effect until cured, and suffer the Sap status effect for 1d6 minutes. Success results in being Poisoned for 1d6 rounds instead. Blue mages may learn this ability as a 8th-level spell (Knowledge: Local DC 31).

Wicked Whirl (Su)

As a full-round action, Yomi can tear into his enemies with devastating force. Up to three times per day, he can make a full attack that applies the rolls made for a single full attack to all enemies within a 30 ft. radius of him, dealing his normal attack damage (multiplying criticals as appropriate), and adding another 6d6 wind damage to each attack, (DC 30 Reflex save for half damage, required for each attack) and all enemies struck must make a DC 30 Fortitude save or take 2d6 bleed damage that stacks with other sources of bleed damage for 1d6 rounds afterward. Success negates the bleed damage.

Wind Shear (Su)

Gathering the very air itself into knifing blades, Yomi then hurls them in the direction of his victims. As a standard action, Yomi can make a series of four ranged touch attacks within 100 feet, all of which deal 5d8 points of wind damage and 1d6 bleed damage that stacks with other sources of bleed damage. A successful Fortitude save (DC 26) negates the bleed damage. Blue mages may learn this ability as an 8th-level spell (Knowledge: Local DC 31).

Razor Wings (Ex)

The layers of crystal that line Yomi's wings like deadly feathers have a fine edge to them, allowing his natural attacks to deal both bludgeoning and slashing damage, and also increasing their critical threat range to 19-20.

ECOLOGY

Environment any
Organization unique
Treasure Cie'th tear

Behold, for the powerful Cie'th known as Yomi is one of a kind. Once a proud and capable l'Cie, able to even fight off such great monsters as vampire Cie'th and behemoths with ease, Yomi's life, and chance to complete his Focus, were cut short by a tragic happenstance. Standing before his appointed goal, Yomi was robbed of its completion by a stray bolt of lightning from the stormclouds above him, slaying him almost instantly. The sheer hatred and righteous indignation of being so close and yet so far drove him into Cie'thdom swiftly, and although he does not hold the power of the Undying, his luminous core pulsates with negativity rivaling theirs. Now, cursing and damning his circumstances, Yomi's appearances are heralded by thunderstorms that rock the countryside, his pained cries falling on ears deafened by the skies he soars.

Yomi prefers to begin battle with his putrescence ability, hopefully shutting down much of his enemies' magical boosts, and will readily use it again if he finds that they have somehow restored them. From there, he typically makes heavy use of wind shear, usually spreading the attacks amongst multiple creatures. If he drops below half health, then he uses wicked whirl as soon as he can, and if the enemies have not perished yet, he uses his impenetrable aura ability on his next available turn.

Yomi is 9 feet tall with a 17-foot wingspan and weighs about 225 pounds.

Elemental Family

Air Elemental

Air Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Wind](#), [Elemental](#), [Extraplanar](#))

Init +3; Senses Darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 14; flat-footed 14 (+3 dex, +3 natural, +1 size)

hp 11 [20] (2d10)

mp 1

Fort +2, Ref +5, Will +0

Defensive Abilities Air Mastery; Immune Wind, elemental traits; Strong Earth

Weakness Ice

OFFENSE

Speed Fly 100 ft. (perfect)

Melee Slam +6 (1d4+1 plus 1d4 wind damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Engulfing Winds, Whirlwind (DC 11, 10-20 ft.)

Spells Known (SC CL 2nd, Concentration +2)

1st (DC 11) – [aero](#)

STATISTICS

Str 12, Dex 17, Con 10, Int 11, Wis 11, Cha 4

Base Atk +2; CMB +2; CMD 15

Feats [Flyby Attack](#)*, [Weapon Finesse](#)

* Bonus Feat

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (Planes) +2, Perception +4, Stealth +11

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Engulfing Winds (Su)

1/day, an air elemental can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squalled status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 11) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Air Elemental, Medium (CR 3)

XP 800

N Medium Outsider ([Wind](#), [Elemental](#), [Extraplanar](#))

Init +9; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 15; flat-footed 13 (+5 dex, +3 natural)
hp 30 [48] (4d10+8)
mp 5
Fort +6, Ref +9, Will +1
Defensive Abilities Air Mastery; Immune Wind, elemental traits; Strong Earth
Weakness Ice

OFFENSE

Speed Fly 100 ft. (perfect)
Melee Slam +9 (1d6+3 plus 1d6 wind damage)
Space 5 ft.; Reach 5 ft.
Special Attacks Engulfing Winds, Whirlwind (DC 14, 10-30 ft.)
Spells Known (SC CL 4th, Concentration +5)
1st (DC 12) – [aero](#)
2nd (DC 13) – [aero II](#)

STATISTICS

Str 14, Dex 21, Con 14, Int 12, Wis 11, Cha 4
Base Atk +4; CMB +6; CMD 22
Feats [Flyby Attack](#)*, [Improved Initiative](#), [Weapon Finesse](#)
* Bonus feat
Skills Acrobatics +11, Escape Artist +9, Fly +19, Knowledge (Planes) +4, Perception +7, Stealth +10
Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Engulfing Winds (Su)

Once every 1d4 rounds, an air elemental can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squall status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 13) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Air Elemental, Large (CR 5)

XP 1,600
N Large Outsider ([Wind](#), [Elemental](#), [Extraplanar](#))
Init +11; Senses Darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 17; flat-footed 13 (+7 dex, +1 dodge, +4 natural, -1 size)
hp 72 (8d10+24)
mp 14
Fort +9, Ref +13, Will +2
Defensive Abilities Air Mastery; DR 5/-; Immune Wind, elemental traits; Strong Earth
Weakness Ice

OFFENSE

Speed Fly 100 ft. (perfect)
Melee 2 Slams +14 (1d8+4 plus 1d6 wind damage)
Space 10 ft.; Reach 10 ft.
Special Attacks Whirlwind (DC 18, 10-40 ft.), Zephyr Arrow
Spells Known (SC CL 8th, Concentration +10)
1st (DC 13) – [Aero](#)
2nd (DC 14) – [Aero II](#)
3rd (DC 15) – [Aera](#) , [Aero III](#)

STATISTICS

Str 18, Dex 25, Con 16, Int 14, Wis 11, Cha 4
Base Atk +8; CMB +13; CMD 31
Feats Combat Reflexes, [Dodge](#), [Flyby Attack](#), [Improved Initiative](#), [Weapon Finesse](#)
* Bonus feat
Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (Planes) +7, Perception +11, Stealth +11
Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Zephyr Arrow (Su)

Once every 1d2 rounds, an air elemental shoots out a green arrow towards her opponent within 60 ft. The air elemental must make a ranged touch attack (+15), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 16 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Air Elemental, Huge (CR 7)

XP 3,200
N Huge Outsider ([Wind](#), [Elemental](#), [Extraplanar](#))
Init +13; Senses Darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 18; flat-footed 12 (+9 dex, +1 dodge, +4 natural, -2 size)
hp 98 (10d10+40)
mp 19
Fort +11, Ref +16, Will +5
Defensive Abilities Air Mastery; DR 5/-; Immune Wind, elemental traits; Strong Earth
Weakness Ice

OFFENSE

Speed Fly 100 ft. (perfect)
Melee 2 Slams +17 (2d6+6 plus 1d8 wind damage)
Space 15 ft.; Reach 15 ft.

Special Attacks Breath Wing, Whirlwind (DC 21, 10-50 ft.), Zephyr Arrow

Spells Known (SC CL 10th, Concentration +12)

1st (DC 13) – [Aero](#)

2nd (DC 14) – [Aero II](#)

3rd (DC 15) – [Aera](#) , [Aero III](#)

4th (DC 16) – [River of Wind](#), [Vanish](#)

STATISTICS

Str 22, Dex 29, Con 18, Int 14, Wis 11, Cha 4

Base Atk +10; CMB +18; CMD 38

Feats Combat Reflexes, [Dodge](#), [Flyby Attack](#), [Improved Initiative](#), Iron Will, [Weapon Finesse](#)

* Bonus feat

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (Planes) +10, Perception +13, Stealth +9

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Breath Wing (Su)

Once every 1d4 rounds, an air elemental can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.- cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 17) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Zephyr Arrow (Su)

An air elemental shoots out a green arrow towards her opponent within 60 ft. The air elemental must make a ranged touch attack (+19), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 17 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Air Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Wind](#), [Elemental](#), [Extraplanar](#))

Init +16; Senses Darkvision 60 ft.; Perception +16

DEFENSE

AC 27, touch 21; flat-footed 14 (+12 dex, +1 dodge, +6 natural, -2 size)

hp 127 (13d10+52)

mp 32

Fort +12, Ref +20, Will +6

Defensive Abilities Air Mastery; DR 10/-; Immune Wind, elemental traits; Strong Earth

Weakness Ice

OFFENSE

Speed Fly 100 ft. (perfect)
Melee 2 Slams +23 (2d8+7 plus 2d6 wind damage)
Space 15 ft.; Reach 15 ft.
Special Attacks Breath Wing, Whirlwind (DC 23, 10-60 ft.), Zephyr Arrow
Spells Known (SC CL 13th, Concentration +16)
1st (DC 14) – [Aero](#)
2nd (DC 15) – [Aero II](#)
3rd (DC 16) – [Aera](#), [Aero III](#)
4th (DC 17) – [River of Wind](#), [Vanish](#)
5th (DC 18) – [Aeroga](#), [Slice](#)

STATISTICS

Str 24, Dex 35, Con 18, Int 17, Wis 11, Cha 4
Base Atk +13; CMB +22; CMD 45
Feats [Blind-Fight](#), [Combat Reflexes](#), [Dodge](#), [Flyby Attack](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Weapon Finesse](#)
* Bonus feat
Skills [Acrobatics](#) +25, [Escape Artist](#) +23, [Fly](#) +27, [Knowledge \(Planes\)](#) +16, [Perception](#) +16, [Stealth](#) +15
Languages [Auran](#)

SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Breath Wing (Su)

Once every 1d4 rounds, an air elemental can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.- cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 19) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Zephyr Arrow (Su)

An air elemental shoots out a green arrow towards her opponent within 60 ft. The air elemental must make a ranged touch attack (+25), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 19 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Air Elemental, Elder (CR 11)

XP 12,800
N Huge Outsider ([Wind](#), [Elemental](#), [Extraplanar](#))
Init +16; Senses [Darkvision](#) 60 ft.; [Perception](#) +19

DEFENSE

AC 29, touch 21; flat-footed 16 (+12 dex, +1 dodge, +8 natural, -2 size)
hp 156 (16d10+64)

mp 44

Fort +14, Ref +22, Will +7

Defensive Abilities Air Mastery; DR 10/-; Immune Wind, elemental traits; Strong Earth

Weakness Ice

OFFENSE

Speed Fly 100 ft. (perfect)

Melee 2 Slams +26 (2d8+9 plus 2d6 wind damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Breath Wing, Whirlwind (DC 27, 10-60 ft.), Zephyr Arrow

Spells Known (SC CL 16th, Concentration +19)

1st (DC 14) – [Aero](#)

2nd (DC 15) – [Aero II](#)

3rd (DC 16) – [Aero](#), [Aero III](#)

4th (DC 17) – [River of Wind](#), [Vanish](#)

5th (DC 18) – [Aeroga](#), [Slice](#)

6th (DC 19) – [Greater Vanish](#), [Hastega](#), [Path of the Winds](#)

STATISTICS

Str 28, Dex 35, Con 18, Int 17, Wis 11, Cha 4

Base Atk +16; CMB +27; CMD 50

Feats [Blind-Fight](#), [Cleave](#), [Combat Reflexes](#), [Dodge](#), [Flyby Attack*](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Weapon Finesse](#)

* Bonus feat

Skills [Acrobatics](#) +25, [Escape Artist](#) +23, [Fly](#) +27, [Knowledge \(Planes\)](#) +16, [Perception](#) +16, [Stealth](#) +15

Languages [Auran](#)

SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Breath Wing (Su)

Once every 1d3 rounds, an air elemental can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.- cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 21) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Zephyr Arrow (Su)

An air elemental shoots out a green arrow towards her opponent within 60 ft. The air elemental must make a ranged touch attack (+28), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 21 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Earth Elemental

Earth Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Earth](#), [Elemental](#), [Extraplanar](#))

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

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

hp 15 [24] (2d10+4)

mp 1

Fort +5, Ref -1, Will +2

Immune Earth, elemental traits; Strong Lightning

Weakness Wind

OFFENSE

Speed 20 ft., Burrow 20 ft.

Melee Slam +6 (1d6+3 plus 1d4 earth damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Earth Mastery, Mud Gun

Spells Known (SC CL 2nd, Concentration +2)

1st (DC 11) – Stone

STATISTICS

Str 17, Dex 8, Con 14, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +4; CMD 13

Feats Improved Bull Rush*, Power Attack

* Bonus Feat

Skills Appraise +1, Climb +7, Knowledge (Dungeoneering and Planes) +1, Perception +4, Stealth +7

Languages Terran

SQ Earth Glide

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leave behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex)

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

Mud Gun (Su)

1/day, an earth elemental can shoot mud out of its mouth towards a single target with an earth projectile. The earth elemental must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 earth damage and must make a Fortitude save (DC 11) or be inflicted with the Weighted status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Earth Elemental, Medium (CR 3)

XP 800

N Medium Outsider ([Earth](#), [Elemental](#), [Extraplanar](#))

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 18, touch 9; flat-footed 18 (-1 dex, +9 natural)

hp 42 (4d10+20)

mp 5

Fort +8, Ref +0, Will +4

Immune Earth, elemental traits; Strong Lightning

Weakness Wind

OFFENSE

Speed 20 ft., Burrow 20 ft.

Melee Slam +9 (1d8+7 plus 1d6 earth damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Earth Mastery, Mud Gun

Spells Known (SC CL 4th, Concentration +5)

1st (DC 12) – Stone

2nd (DC 13) – Stone II

STATISTICS

Str 21, Dex 8, Con 18, Int 6, Wis 11, Cha 12

Base Atk +4; CMB +9; CMD 18

Feats Cleave, Improved Bull Rush*, Power Attack, Toughness

* Bonus Feat

Skills Appraise +1, Climb +10, Knowledge (Dungeoneering and Planes) +3, Perception +7, Stealth +3

Languages Terran

SQ Earth Glide

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leave behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex)

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

Mud Gun (Su)

Once every 1d4 rounds, an earth elemental can shoot mud out of its mouth towards a single target with an earth projectile. The earth elemental must make a ranged touch attack (+3), if it hits, the attack deals 1d6+2 earth damage and must make a Fortitude save (DC 13) or be inflicted with the Weighted status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Earth Elemental, Large (CR 5)

XP 1,600

N Large Outsider ([Earth](#), [Elemental](#), [Extraplanar](#))

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8; flat-footed 18 (-1 dex, +10 natural, -1 size)

hp 95 (8d10+56)

mp 12

Fort +12, Ref +1, Will +6

DR 5/-; Immune Earth, elemental traits; Strong Lightning

Weakness Wind

OFFENSE

Speed 20 ft., Burrow 20 ft.

Melee 2 Slams +14 (2d6+7 plus 1d8 earth damage)

Space 10 ft.; Reach 10 ft.

Special Attacks Earth Mastery, Rock Throw

Spells Known (SC CL 8th, Concentration +9)

1st (DC 12) – Stone

2nd (DC 13) – Stone II

3rd (DC 14) – Slow, Stone III, Stonera

STATISTICS

Str 25, Dex 8, Con 22, Int 6, Wis 11, Cha 13

Base Atk +8; CMB +16; CMD 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush*, Improved Overrun, Power Attack, Toughness

* Bonus Feat

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Languages Terran

SQ Earth Glide

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leave behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex)

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

Rock Throw (Su)

Once every 1d4 rounds, the earth elemental throws a huge boulder and hurls it at a foe. Earth Elemental makes a ranged touch attack roll against a target within 30 feet. If the attack hits (+6), he deals 3d6+6 points of earth damage and the target must make a Fortitude save (DC 15) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Earth Elemental, Huge (CR 7)

XP 3,200

N Huge Outsider ([Earth](#), [Elemental](#), [Extraplanar](#))

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +13

DEFENSE

AC 19, touch 7; flat-footed 18 (-1 dex, +12 natural, -2 size)

hp 131 (10d10+88)

mp 19

Fort +14, Ref +2, Will +7

DR 5/-; Immune Earth, elemental traits; Strong Lightning

Weakness Wind

OFFENSE

Speed 20 ft., Burrow 20 ft.

Melee 2 Slams +17 (2d8+9 plus 1d10 earth damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Earth Mastery, Rock Throw, Shockwave

Spells Known (SC CL 10th, Concentration +12)

1st (DC 13) – Stone

2nd (DC 14) – Stone II

3rd (DC 15) – Slow, Stone III, Stonera

4th (DC 16) – Guard, Rock Spikes, Stoneskin

STATISTICS

Str 29, Dex 8, Con 26, Int 8, Wis 11, Cha 15

Base Atk +10; CMB +21; CMD 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush*, Improved Overrun, Power Attack, Toughness

* Bonus Feat

Skills Appraise +7, Climb +18, Knowledge (dungeoneering) +5, Knowledge (planes) +8, Perception +13, Stealth +4

Languages Terran

SQ Earth Glide

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leave behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex)

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

Rock Throw (Su)

Once every 1d2 rounds, the earth elemental throws a huge boulder and hurls it at a foe. Earth Elemental makes a ranged touch attack roll against a target within 30 feet. If the attack hits (+7), he deals 3d6+6 points of earth damage and the target must make a Fortitude save (DC 17) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Shockwave (Su)

Once every 1d4 rounds, an earth elemental cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 17) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Earth Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Earth](#), [Elemental](#), [Extraplanar](#))

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +16

DEFENSE

AC 21, touch 7; flat-footed 21 (-1 dex, +14 natural, -2 size)
hp 191 (13d10+143)
mp 32
Fort +18, Ref +3, Will +8
DR 10/-; Immune Earth, elemental traits; Strong Lightning
Weakness Wind

OFFENSE

Speed 20 ft., Burrow 20 ft.
Melee 2 Slams +23 (2d10+11 plus 2d6 earth damage)
Space 15 ft.; Reach 15 ft.
Special Attacks Earth Mastery, Shockwave
Spells Known (SC CL 13th, Concentration +16)
1st (DC 14) – Stone
2nd (DC 15) – Stone II
3rd (DC 16) – Slow, Stone III, Stonera
4th (DC 17) – Guard, Rock Spikes, Stoneskin
5th (DC 18) – Crush, Stonega

STATISTICS

Str 33, Dex 9, Con 30, Int 8, Wis 11, Cha 17
Base Atk +13; CMB +26; CMD 31
Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush*, Improved Overrun, Improved Sunder, Power Attack, Toughness
* Bonus Feat
Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7
Languages Terran
SQ Earth Glide

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leave behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex)

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

Rock Throw (Su)

The earth elemental throws a huge boulder and hurls it at a foe. Earth Elemental makes a ranged touch attack roll against a target within 30 feet. If the attack hits (+10), he deals 3d6+6 points of earth damage and the target must make a Fortitude save (DC 19) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Shockwave (Su)

Once every 1d4 rounds, an earth elemental cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 19) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Earth Elemental, Elder (CR 11)

XP 12,800

N Huge Outsider ([Earth](#), [Elemental](#), [Extraplanar](#))

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

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

hp 235 (16d10+176)

mp 44

Fort +20, Ref +4, Will +10

DR 10/-; Immune Earth, elemental traits; Strong Lightning

Weakness Wind

OFFENSE

Speed 20 ft., Burrow 20 ft.

Melee 2 Slams +27 (2d12+13/19-20 plus 2d6 earth damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Earth Mastery, Shockwave

Spells Known (SC CL 16th, Concentration +19)

1st (DC 14) – Stone

2nd (DC 15) – Stone II

3rd (DC 16) – Slow, Stone III, Stonera

4th (DC 17) – Guard, Rock Spikes, Stoneskin

5th (DC 18) – Crush, Stonega

6th (DC 19) – Rock Spikes II, Slowga

STATISTICS

Str 37, Dex 8, Con 30, Int 10, Wis 11, Cha 17

Base Atk +16; CMB +31; CMD 40

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush*, Improved Critical (Slam), Improved Overrun, Improved Sunder, Power Attack, Toughness

* Bonus Feat

Skills Appraise +19, Climb +32, Knowledge (dungeoneering, planes) +19, Perception +19, Stealth +10

Languages Terran
SQ Earth Glide

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leave behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex)

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

Rock Throw (Su)

The earth elemental throws a huge boulder and hurls it at a foe. Earth Elemental makes a ranged touch attack roll against a target within 30 feet. If the attack hits (+13), he deals 3d6+6 points of earth damage and the target must make a Fortitude save (DC 21) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Shock Wave (Su)

Once every 1d3 rounds, an earth elemental cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 21) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Fire Elemental

Fire Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Fire](#), [Elemental](#), [Extraplanar](#))

Init +2; Senses Darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 14; flat-footed 14 (+2 dex, +1 dodge, +3 natural, +1 size)

hp 11 [20] (2d10)

mp 1

Fort +3, Ref +5, Will +0

Immune Fire, elemental traits; Strong Ice

Weakness Water

OFFENSE

Speed 50 ft.
Melee Slam +5 (1d4 plus burn)
Space 5 ft.; Reach 5 ft.
Special Attacks Blast Shot, Burn (1d4, Reflex DC 11)
Spells Known (SC CL 2nd, Concentration +2)
1st (DC 11) – Fire

STATISTICS

Str 11, Dex 14, Con 11, Int 11, Wis 11, Cha 4
Base Atk +2; CMB +1; CMD 13
Feats Dodge*, Weapon Finesse
* Bonus Feat
Skills Acrobatics +6, Climb +4, Escape Artist +6, Intimidate +4, Knowledge (planes) +2, Perception +5
Languages Ignan

SPECIAL ABILITIES

Blast Shot (Su)

1/day, a fire elemental can shoot out a bolt of fire towards a single target within 30 feet. The fire elemental must make a ranged touch attack (+4), if it hits, the attack deals 1d6+5 points of fire damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Burn (Ex)

A fire elemental 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 1d4 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 though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

Fire Elemental, Medium (CR 3)

XP 800
N Medium Outsider ([Fire](#), [Elemental](#), [Extraplanar](#))
Init +8; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 15; flat-footed 13 (+4 dex, +1 dodge, +3 natural)
hp 30 [48] (4d10+8)
mp 7
Fort +6, Ref +8, Will +3
Immune Fire, elemental traits; Strong Ice
Weakness Water

OFFENSE

Speed 50 ft.
Melee Slam +8 (1d6+1 plus burn)
Space 5 ft.; Reach 5 ft.
Special Attacks Blast Shot, Burn (1d6, Reflex DC 14)
Spells Known (SC CL 4th, Concentration +5)
1st (DC 13) – Fire
2nd (DC 14) – Fire II

STATISTICS

Str 13, Dex 18, Con 15, Int 12, Wis 14, Cha 4
Base Atk +4; CMB +5; CMD 21
Feats Dodge, Improved Initiative, Weapon Finesse
Skills Acrobatics +9, Climb +5, Escape Artist +9, Intimidate +5, Knowledge (planes) +4, Perception +7
Languages Ignan

SPECIAL ABILITIES

Blast Shot (Su)

Once every 1d4 rounds, a fire elemental can shoot out a bolt of fire towards a single target within 30 feet. The fire elemental must make a ranged touch attack (+8), if it hits, the attack deals 1d6+5 points of fire damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Burn (Ex)

A fire elemental 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 1d4 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 though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

Fire Elemental, Large (CR 5)

XP 1,600
N Large Outsider ([Fire](#), [Elemental](#), [Extraplanar](#))
Init +10; Senses Darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 16; flat-footed 13 (+6 dex, +1 dodge, +4 natural, -1 size)
hp 76 (8d10+32)
mp 14
Fort +10, Ref +12, Will +6
DR 5/-; Immune Fire, elemental traits; Strong Ice
Weakness Water

OFFENSE

Speed 50 ft.
Melee 2 Slams +13 (1d8+2 plus burn)
Space 10 ft.; Reach 10 ft.
Special Attacks Burn (1d8, Reflex DC 18), Fireball
Spells Known (SC CL 8th, Concentration +10)
1st (DC 13) – Fire
2nd (DC 14) – Fire II
3rd (DC 15) – Fira, Fire III

STATISTICS

Str 15, Dex 22, Con 18, Int 14, Wis 14, Cha 4
Base Atk +8; CMB +11; CMD 29
Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +15, Climb +9, Escape Artist +13, Intimidate +9, Knowledge (planes) +7,
Perception +13
Languages Ignan

SPECIAL ABILITIES

Burn (Ex)

A fire elemental 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 1d4 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 though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

Fireball (Su)

Once every 1d4 rounds, a fire elemental generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 16) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Fire Elemental, Huge (CR 7)

XP 3,200
N Huge Outsider ([Fire](#), [Elemental](#), [Extraplanar](#))
Init +12; Senses Darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 17; flat-footed 13 (+8 dex, +1 dodge, +5 natural, -2 size)
hp 105 (10d10+50)
mp 19
Fort +12, Ref +15, Will +7
DR 5/-; Immune Fire, elemental traits; Strong Ice
Weakness Water

OFFENSE

Speed 60 ft.

Melee 2 Slams +20 (2d8+7 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks Burn (2d6, Reflex DC 20), Fireball, Gates of Hades

Spells Known (SC CL 10th, Concentration +12)

1st (DC 13) – Fire

2nd (DC 14) – Fire II

3rd (DC 15) – Fire, Fire III

4th (DC 16) – Blaze Spikes

STATISTICS

Str 19, Dex 26, Con 20, Int 15, Wis 14, Cha 4

Base Atk +10; CMB +16; CMD 35

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +17, Climb +13, Escape Artist +17, Intimidate +9, Knowledge (planes) +10,

Perception +15

Languages Ignan

SPECIAL ABILITIES

Burn (Ex)

A fire elemental 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 1d4 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 though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

Fireball (Su)

Once every 1d2 rounds, a fire elemental generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 17) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Gates of Hades (Su)

Once every 1d4 rounds, the fire elemental can launch an explosive fireball within a 100 ft. in a 20-ft.-radius. Creatures within the area of effect take 8d6 points of fire damage and inflicts the Burning status effect. A successful Reflex save (DC 17) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Fire Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Fire](#), [Elemental](#), [Extraplanar](#))

Init +13; Senses Darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 18; flat-footed 14 (+9 dex, +1 dodge, +6 natural, -2 size)
hp 145 (13d10+78)
mp 32
Fort +14, Ref +17, Will +8
DR 10/-; Immune Fire, elemental traits; Strong Ice
Weakness Water

OFFENSE

Speed 60 ft.
Melee 2 Slams +20 (2d8+7 plus burn)
Space 15 ft.; Reach 15 ft.
Special Attacks Burn (2d8, Reflex DC 22), Fireball, Gates of Hades
Spells Known (SC CL 13th, Concentration +16)
1st (DC 14) – Fire
2nd (DC 15) – Fire II
3rd (DC 16) – Fira, Fire III
4th (DC 17) – Blaze Spikes
5th (DC 18) – Burn, Firaga

STATISTICS

Str 25, Dex 28, Con 22, Int 17, Wis 14, Cha 4
Base Atk +13; CMB +22; CMD 42
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Wind Stance
Skills Acrobatics +24, Climb +20, Escape Artist +22, Intimidate +15, Knowledge (planes) +13, Perception +18
Languages Ignan

SPECIAL ABILITIES

Burn (Ex)

A fire elemental 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 1d4 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 though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

Fireball (Su)

A fire elemental generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 19) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Gates of Hades (Su)

Once every 1d4 rounds, the fire elemental can launch an explosive fireball within a 100 ft. in a 20-ft.-radius. Creatures within the area of effect take 8d6 points of fire damage and inflicts the Burning

status effect. A successful Reflex save (DC 19) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Fire Elemental, Elder (CR 11)

XP 12,800

N Huge Outsider ([Fire](#), [Elemental](#), [Extraplanar](#))

Init +14; Senses Darkvision 60 ft.; Perception +21

DEFENSE

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

hp 179 (16d10+96)

mp 48

Fort +16, Ref +20, Will +9

DR 10/-; Immune Fire, elemental traits; Strong Ice

Weakness Water

OFFENSE

Speed 60 ft.

Melee 2 Slams +24 (2d8+8 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks Burn (2d10, Reflex DC 24), Fireball, Gates of Hades

Spells Known (SC CL 16th, Concentration +20)

1st (DC 15) – Fire

2nd (DC 16) – Fire II

3rd (DC 17) – Fira, Fire III

4th (DC 18) – Blaze Spikes

5th (DC 19) – Burn, Firaga

6th (DC 20) – Blaze Spikes II, Flare

STATISTICS

Str 27, Dex 30, Con 22, Int 18, Wis 14, Cha 4

Base Atk +16; CMB +26; CMD 47

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse, Wind Stance

Skills Acrobatics +29, Climb +27, Escape Artist +29, Intimidate +19, Knowledge (planes) +23,

Perception +21

Languages Ignan

SPECIAL ABILITIES

Burn (Ex)

A fire elemental 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 1d4 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 though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

Fireball (Su)

A fire elemental generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 22) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Gates of Hades (Su)

Once every 1d3 rounds, the fire elemental can launch an explosive fireball within a 100 ft. in a 20-ft.-radius. Creatures within the area of effect take 8d6 points of fire damage and inflicts the Burning status effect. A successful Reflex save (DC 22) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Holy Elemental

Holy Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Holy](#), [Elemental](#), [Extraplanar](#))

Init +1; Senses Darkvision 60 ft., Perception +7

DEFENSE

AC 17, touch 13; flat-footed 15 (+1 dex, +1 dodge, +4 natural, +1 size)

hp 11 [20] (2d10)

mp 2

Fort +3, Ref +4, Will +2

Defensive Abilities Blend in Light; Immune Holy, elemental traits

Weakness Shadow

OFFENSE

Speed 30 ft.

Melee Slam +3 (1d4 plus 1d4 holy damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Dizzy Vision (Fort DC 11)

Spells Known (SC CL 2nd, Concentration +4)

1st (DC 13) – [Blind](#), [Brighten](#), [Dia](#), [Light](#)

STATISTICS

Str 11, Dex 12, Con 10, Int 4, Wis 14, Cha 14

Base Atk +2; CMB +1; CMD 13

Feats Combat Casting*, Dodge

* Bonus Feat

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +7, Spellcraft +1, Stealth +8

Languages Celestial & Enochian

SPECIAL ABILITIES

Blend with Light (Su)

In areas of bright light, holy elementals are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a holy elemental loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision.

Daylight Door (Sp)

1/day, a holy elemental can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Dizzy Vision (Su)

When a holy elemental deals holy damage to a creature, that creature must succeed on a Fortitude save or be dazzled for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Holybolt (Su)

1/day, a holy elemental can shoot out a bolt of light towards a single target within 30 feet. The holy elemental must make a ranged touch attack (+3), if it hits, the attack deals 1d6+5 points of holy damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Holy Elemental, Medium (CR 3)

XP 800

N Medium Outsider ([Holy](#), [Elemental](#), [Extraplanar](#))

Init +3; Senses Darkvision 60 ft., Perception +10

DEFENSE

AC 18, touch 14; flat-footed 14 (+3 dex, +1 dodge, +4 natural)

hp 30 (4d10+4)

mp 7

Fort +5, Ref +7, Will +6

Defensive Abilities Blend in Light; Immune Holy, elemental traits

Weakness Shadow

OFFENSE

Speed 30 ft.

Melee Slam +5 (1d6+1 plus 1d6 holy damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Dizzy Vision (Fort DC 13), Holybolt

Spells Known (SC CL 4th, Concentration +7)

1st (DC 14) – Blind, Brighten, Dia, Light

2nd (DC 15) – Brighten II, Dia II, Holy Weapon, Light II

STATISTICS

Str 13, Dex 16, Con 12, Int 4, Wis 16, Cha 14

Base Atk +4; CMB +5; CMD 18

Feats Combat Casting, Dodge, Iron Will, Power Attack
Skills Acrobatics +8, Escape Artist +8, Knowledge (planes) +3, Perception +10, Spellcraft +3,
Stealth +10
Languages Celestial & Enochian

SPECIAL ABILITIES

Blend with Light (Su)

In areas of bright light, holy elementals are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a holy elemental loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision.

Daylight Door (Sp)

1/day, a holy elemental can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Dizzy Vision (Su)

When a holy elemental deals holy damage to a creature, that creature must succeed on a Fortitude save or be dazzled for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Holybolt (Su)

Once every 1d4 rounds, a holy elemental can shoot out a bolt of light towards a single target within 30 feet. The holy elemental must make a ranged touch attack (+7), if it hits, the attack deals 1d6+5 points of holy damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Holy Elemental, Large (CR 5)

XP 1,600

N Large Outsider ([Holy](#), [Elemental](#), [Extraplanar](#))

Init +3; Senses Darkvision 60 ft., Perception +16

DEFENSE

AC 19, touch 13; flat-footed 15 (+3 dex, +1 dodge, +6 natural, -1 size)

hp 67 (8d10+16)

mp 18

Fort +8, Ref +9, Will +8

DR 5/-; Defensive Abilities Blend in Light; Immune Holy, elemental traits

Weakness Shadow

OFFENSE

Speed 30 ft.

Melee 2 Slams +9 (1d8+3 plus 1d8 holy damage)

Space 10 ft.; Reach 10 ft.

Special Attacks Dizzy Vision (Fort DC 16), Light Rays

Spells Known (SC CL 8th, Concentration +13)

1st (DC 16) – Blind, Brighten, Dia, Light
2nd (DC 17) – Brighten II, Dia II, Holy Weapon, Light II
3rd (DC 18) – Brighten III, Dia III, Light III, Lightra

STATISTICS

Str 17, Dex 16, Con 14, Int 4, Wis 20, Cha 14
Base Atk +8; CMB +12; CMD 25
Feats Cleave, Combat Casting, Dodge, Elemental Focus(Holy), Iron Will, Power Attack
Skills Acrobatics +12, Escape Artist +12, Knowledge (planes) +5, Perception +16, Spellcraft +5, Stealth +10
Languages Celestial & Enochian

SPECIAL ABILITIES

Blend with Light (Su)

In areas of bright light, holy elementals are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a holy elemental loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision.

Daylight Door (Sp)

3/day, a holy elemental can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Dizzy Vision (Su)

When a holy elemental deals holy damage to a creature, that creature must succeed on a Fortitude save or be dazzled for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Light Rays (Su)

Once every 1d4 rounds, a holy elemental 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).

Holy Elemental, Huge (CR 7)

XP 3,200
N Huge Outsider ([Holy](#), [Elemental](#), [Extraplanar](#))
Init +4; Senses Darkvision 60 ft., Perception +19

DEFENSE

AC 21, touch 13; flat-footed 16 (+4 dex, +1 dodge, +8 natural, -2 size)
hp 98 (10d10+40)
mp 29
Fort +11, Ref +11, Will +11
DR 5/-; Defensive Abilities Blend in Light; Immune Holy, elemental traits
Weakness Shadow

OFFENSE

Speed 30 ft.

Melee 2 Slams +13 (2d6+5 plus 1d10 holy damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Dizzy Vision (Fort DC 19), Light Rays, Rail Cannon

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

1st (DC 17) – Blind, Brighten, Dia, Light

2nd (DC 18) – Brighten II, Dia II, Holy Weapon, Light II

3rd (DC 19) – Brighten III, Dia III, Light III, Lightra

4th (DC 20) – Holy, Holy Smite, Light IV, Radiant Spikes

STATISTICS

Str 21, Dex 18, Con 18, Int 4, Wis 22, Cha 14

Base Atk +10; CMB +17; CMD 31

Feats Cleave, Combat Casting, Dispel Synergy, Dodge, Elemental Focus(Holy), Iron Will, Power Attack

Skills Acrobatics +15, Escape Artist +15, Knowledge (planes) +7, Perception +19, Spellcraft +7, Stealth +10

Languages Celestial & Enochian

SPECIAL ABILITIES

Blend with Light (Su)

In areas of bright light, holy elementals are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a holy elemental loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision.

Daylight Door (Sp)

5/day, a holy elemental can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Dizzy Vision (Su)

When a holy elemental deals holy damage to a creature, that creature must succeed on a Fortitude save or be dazzled for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Light Rays (Su)

Once every 1d2 rounds, a holy elemental 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).

Rail Cannon (Su)

Once every 1d4 rounds, a holy elemental firing a blinding light burst, up to 50 feet away with a 10 ft.-radius. Creatures within the area of effect take 8d6 points of holy damage and are inflicted with the Dazed status effect for 1 round unless they make a Reflex save (DC 21). Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23). This is a wisdom-based save.

Holy Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Holy](#), [Elemental](#), [Extraplanar](#))

Init +5; Senses Darkvision 60 ft., Perception +24

DEFENSE

AC 23, touch 14; flat-footed 17 (+5 dex, +1 dodge, +9 natural, -2 size)

hp 136 (13d10+65)

mp 51

Fort +13, Ref +13, Will +14

DR 10/-; Defensive Abilities Blend in Light; Immune Holy, elemental traits

Weakness Shadow

OFFENSE

Speed 30 ft.

Melee 2 Slams +18 (2d8+7 plus 2d6 holy damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Dizzy Vision (Fort DC 21), Light Rays, Rail Cannon

Spells Known (SC CL 13th, Concentration +21)

1st (DC 19) – Blind, Brighten, Dia, Light

2nd (DC 20) – Brighten II, Dia II, Holy Weapon, Light II

3rd (DC 21) – Brighten III, Dia III, Light III, Lightra

4th (DC 22) – Holy, Holy Smite, Light IV, Radiant Spikes

5th (DC 23) – Bright, Holy Ice, Lightgaa

STATISTICS

Str 25, Dex 20, Con 20, Int 4, Wis 26, Cha 14

Base Atk +13; CMB +22; CMD 37

Feats Cleave, Combat Casting, Destruction Dispel, Dispel Synergy, Dodge, Elemental Focus(Holy), Iron Will, Power Attack, Spell Penetration

Skills Acrobatics +19, Escape Artist +19, Knowledge (planes) +10, Perception +24, Spellcraft +10, Stealth +14

Languages Celestial & Enochian

SPECIAL ABILITIES

Blend with Light (Su)

In areas of bright light, holy elementals are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a holy elemental loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision.

Daylight Door (Sp)

7/day, a holy elemental can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Dizzy Vision (Su)

When a holy elemental deals holy damage to a creature, that creature must succeed on a Fortitude save or be dazzled for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Light Rays (Su)

A holy elemental 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).

Rail Cannon (Su)

Once every 1d4 rounds, a holy elemental firing a blinding light burst, up to 50 feet away with a 10 ft.-radius. Creatures within the area of effect take 8d6 points of holy damage and are inflicted with the Dazed status effect for 1 round unless they make a Reflex save (DC 24). Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23). This is a wisdom-based save.

Holy Elemental, Elder (CR 11)

XP 12,800

N Huge Outsider ([Holy](#), [Elemental](#), [Extraplanar](#))

Init +6; Senses Darkvision 60 ft., Perception +28

DEFENSE

AC 26, touch 14; flat-footed 19 (+6 dex, +1 dodge, +11 natural, -2 size)

hp 168 (16d10+80)

mp 75

Fort +15, Ref +16, Will +16

DR 10/-; Defensive Abilities Blend in Light; Immune Holy, elemental traits

Weakness Shadow

OFFENSE

Speed 30 ft.

Melee 2 Slams +22 (2d8+8/19-20 plus 2d8 holy damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Dizzy Vision (Fort DC 23), Light Rays

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

1st (DC 22) – Blind, Brighten, Dia, Light

2nd (DC 23) – Brighten II, Dia II, Holy Weapon, Light II

3rd (DC 24) – Brighten III, Dia III, Light III, Lightra

4th (DC 25) – Holy, Holy Smite, Light IV, Radiant Spikes

5th (DC 26) – Bright, Holy Ice, Lightga

6th (DC 27) – Radiance, Radiant Spikes II

STATISTICS

Str 27, Dex 22, Con 20, Int 4, Wis 28, Cha 14

Base Atk +16; CMB +26; CMD 42

Feats Cleave, Combat Casting, Destruction Dispel, Dispel Synergy, Dodge, Elemental Focus(Holy), Greater Elemental Focus, Iron Will, Power Attack, Spell Penetration

Skills Acrobatics +23, Escape Artist +23, Knowledge (planes) +13, Perception +28, Spellcraft +13, Stealth +18
Languages Celestial & Enochian

SPECIAL ABILITIES

Blend with Light (Su)

In areas of bright light, holy elementals are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a holy elemental loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision.

Daylight Door (Sp)

9/day, a holy elemental can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Dizzy Vision (Su)

When a holy elemental deals holy damage to a creature, that creature must succeed on a Fortitude save or be dazzled for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Light Rays (Su)

A holy elemental 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).

Rail Cannon (Su)

Once every 1d3 rounds, a holy elemental firing a blinding light burst, up to 50 feet away with a 10 ft.-radius. Creatures within the area of effect take 8d6 points of holy damage and are inflicted with the Dazed status effect for 1 round unless they make a Reflex save (DC 27). Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23). This is a wisdom-based save.

Ice Elemental

Ice Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Ice](#), [Elemental](#), [Extraplanar](#))

Init -1; Senses Darkvision 60 ft., snow vision; Perception +6

DEFENSE

AC 16, touch 10; flat-footed 16 (-1 dex, +6 natural, +1 size)

hp 18 [27] (2d10+7)

mp 2

Fort +5, Ref +2, Will +3

Immune Ice, elemental traits; Strong Wind
Weakness Fire

OFFENSE

Speed 20 ft., Burrow (ice and snow only) 20 ft., Swim 60 ft.
Melee Slam +4 (1d4+1 plus 1d4 ice damage)
Space 5 ft.; Reach 5 ft.
Special Attacks Frostbolt, Numbing Cold (Fort DC 13)
Spells Known (SC CL 2nd, Concentration +3)
1st (DC 12) – Blizzard

STATISTICS

Str 12, Dex 8, Con 14, Int 11, Wis 12, Cha 8
Base Atk +2; CMB +2; CMD 11 (can't be tripped)
Feats Iron Will, Toughness*
* Bonus Feat
Skills Escape Artist +9, Intimidate +4, Knowledge (planes) +5, Perception +6, Stealth +8, Swim +9
Languages Auroran
SQ Ice Glide, Icewalking

SPECIAL ABILITIES

Frostbolt (Su)

1/day, an ice elemental can shoot out a bolt of ice towards a single target within 30 feet. The ice elemental must make a ranged touch attack (+1), if it hits, the attack deals 1d6+5 points of ice damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Ice Glide (Ex)

A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex)

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

Numbing Cold (Su)

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

Snow Vision (Ex)

An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Ice Elemental, Medium (CR 3)

XP 800

N Medium Outsider ([Ice](#), [Elemental](#), [Extraplanar](#))

Init +0; Senses Darkvision 60 ft., snow vision; Perception +9

DEFENSE

AC 16, touch 10; flat-footed 16 (+6 natural)

hp 38 [56] (4d10+16)

mp 7

Fort +7, Ref +4, Will +5

Immune Ice, elemental traits; Strong Wind

Weakness Fire

OFFENSE

Speed 20 ft., Burrow (ice and snow only) 20 ft., Swim 60 ft.

Melee Slam +7 (1d6+4 plus 1d6 ice damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Frostbolt, Numbing Cold (Fort DC 15)

Spells Known (SC CL 4th, Concentration +6)

1st (DC 13) – Blizzard

2nd (DC 14) – Blizzard II

STATISTICS

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

Base Atk +4; CMB +7; CMD 17 (can't be tripped)

Feats Iron Will, Power Attack, Toughness*

* Bonus Feat

Skills Escape Artist +11, Intimidate +6, Knowledge (planes) +7, Perception +9, Stealth +7, Swim +11

Languages Auroran + 1 more

SQ Ice Glide, Icewalking

SPECIAL ABILITIES

Frostbolt (Su)

Once every 1d4 rounds, an ice elemental can shoot out a bolt of ice towards a single target within 30 feet. The ice elemental must make a ranged touch attack (+4), if it hits, the attack deals 1d6+5 points of ice damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Ice Glide (Ex)

A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex)

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

Numbing Cold (Su)

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

Snow Vision (Ex)

An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Ice Elemental, Large (CR 5)

XP 1,600

N Large Outsider ([Ice](#), [Elemental](#), [Extraplanar](#))

Init +5; Senses Darkvision 60 ft., snow vision; Perception +13

DEFENSE

AC 17, touch 10; flat-footed 16 (+1 dex, +7 natural, -1 size)

hp 78 [112] (8d10+32)

mp 14

Fort +10, Ref +7, Will +6

DR 5/-; Immune Ice, elemental traits; Strong Wind

Weakness Fire

OFFENSE

Speed 20 ft., Burrow (ice and snow only) 20 ft., Swim 60 ft.

Melee 2 Slams +12 (1d8+5 plus 1d8 ice damage)

Space 10 ft.; Reach 10 ft.

Special Attacks Ice Block, Numbing Cold (Fort DC 18)

Spells Known (SC CL 8th, Concentration +10)

1st (DC 13) – Blizzard

2nd (DC 14) – Blizzard II

3rd (DC 15) – Blizzara, Blizzard III

STATISTICS

Str 20, Dex 12, Con 18, Int 14, Wis 14, Cha 8

Base Atk +8; CMB +14; CMD 25 (can't be tripped)

Feats Cleave, Improved Initiative, Iron Will, Power Attack, Toughness*

* Bonus Feat

Skills Escape Artist +15, Intimidate +10, Knowledge (planes) +12, Perception +13, Stealth +8, Swim +13

Languages Auroran + 2 more

SQ Ice Glide, Icewalking

SPECIAL ABILITIES

Ice Block (Su)

Once every 1d4 rounds, an ice elemental creating an ice encasing around the victims feet in solid ice 4 inch thick within 65 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 16) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 12 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 18) or Escape Artist skill check (DC 23). Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Ice Glide (Ex)

A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex)

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

Numbing Cold (Su)

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

Snow Vision (Ex)

An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Ice Elemental, Huge (CR 7)

XP 3,200

N Huge Outsider ([Ice](#), [Elemental](#), [Extraplanar](#))

Init +7; Senses Darkvision 60 ft., snow vision; Perception +15

DEFENSE

AC 20, touch 12; flat-footed 16 (+3 dex, +8 natural, -2 size)

hp 112 [160] (10d10+60)

mp 19

Fort +12, Ref +10, Will +7

DR 5/-; Immune Ice, elemental traits; Strong Wind

Weakness Fire

OFFENSE

Speed 20 ft., Burrow (ice and snow only) 20 ft., Swim 60 ft.
Melee 2 Slams +15 (2d6+7 plus 1d10 ice damage)
Space 15 ft.; Reach 15 ft.
Special Attacks Cold Wave, Ice Block, Numbing Cold (Fort DC 20)
Spells Known (SC CL 10th, Concentration +12)
1st (DC 13) – Blizzard
2nd (DC 14) – Blizzard II
3rd (DC 15) – Blizzara, Blizzard III
4th (DC 16) – Blizzard IV, Ice Spikes, Ice Storm

STATISTICS

Str 24, Dex 16, Con 20, Int 15, Wis 14, Cha 8
Base Atk +10; CMB +19; CMD 33 (can't be tripped)
Feats Cleave, Dodge, Improved Initiative, Iron Will, Power Attack, Toughness*
* Bonus Feat
Skills Escape Artist +17, Intimidate +12, Knowledge (planes) +15, Perception +15, Stealth +8, Swim +15
Languages Auroran + 2 more
SQ Ice Glide, Icewalking

SPECIAL ABILITIES

Cold Wave (Su)

Once every 1d4 rounds as a standard action, an ice elemental creating an area of extreme cold extending outward within a 45 ft.-cone-burst. It drains heat, dealing 10d4 points of ice damage, then 1d2 points of Dexterity damage for 5 rounds unless they make a Reflex save (DC 17) for half damage and no stat lost. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Ice Block (Su)

Once every 1d2 rounds as a standard action, an ice elemental creating an ice encasing around the victims feet in solid ice 5 inch thick within 75 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 17) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it. The ice has hardness 0 and 15 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 20) or Escape Artist skill check (DC 25). Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Ice Glide (Ex)

A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex)

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

Numbing Cold (Su)

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

Snow Vision (Ex)

An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Ice Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Ice](#), [Elemental](#), [Extraplanar](#))

Init +8; Senses Darkvision 60 ft., snow vision; Perception +18

DEFENSE

AC 23, touch 13; flat-footed 18 (+4 dex, +1 dodge, +10 natural, -2 size)

hp 154 [221] (13d10+91)

mp 32

Fort +14, Ref +12, Will +8

DR 10/-; Immune Ice, elemental traits; Strong Wind

Weakness Fire

OFFENSE

Speed 20 ft., Burrow (ice and snow only) 20 ft., Swim 60 ft.

Melee 2 Slams +20 (2d8+7 plus 2d6 ice damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Ice Block, Numbing Cold (Fort DC 22)

Spells Known (SC CL 13th, Concentration +16)

1st (DC 14) – Blizzard

2nd (DC 15) – Blizzard II

3rd (DC 16) – Blizzara, Blizzard III

4th (DC 17) – Ice Spikes, Ice Storm

5th (DC 18) – Blizzaga, Cone of Cold, Freeze, Icy Prison

STATISTICS

Str 28, Dex 18, Con 22, Int 17, Wis 14, Cha 8

Base Atk +13; CMB +24; CMD 39 (can't be tripped)

Feats Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Power Attack, Toughness*, Vital Strike

* Bonus Feat

Skills Escape Artist +20, Intimidate +15, Knowledge (planes) +18, Perception +18, Stealth +12, Swim +17

Languages Auroran + 3 more
SQ Ice Glide, Icewalking

SPECIAL ABILITIES

Cold Wave (Su)

Once every 1d4 rounds as a standard action, an ice elemental creating an area of extreme cold extending outward within a 45 ft.-cone-burst. It drains heat, dealing 12d4 points of ice damage, then 1d2 points of Dexterity damage for 5 rounds unless they make a Reflex save (DC 19) for half damage and no stat lost. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Ice Block (Su)

As a standard action, an ice elemental creating an ice encasing around the victims feet in solid ice 6 inch thick within 90 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 19) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 18 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 23) or Escape Artist skill check (DC 28). Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Ice Glide (Ex)

A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex)

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

Numbing Cold (Su)

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

Snow Vision (Ex)

An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Ice Elemental, Elder (CR 11)

XP 12,800

N Huge Outsider ([Ice](#), [Elemental](#)), Extraplanar)

Init +9; Senses Darkvision 60 ft., snow vision; Perception +21

DEFENSE

AC 24, touch 14; flat-footed 18 (+5 dex, +1 dodge, +10 natural, -2 size)
hp 200 [272] (16d10+112)
mp 48
Fort +16, Ref +15, Will +9
DR 10/-; Immune Ice, elemental traits; Strong Wind
Weakness Fire

OFFENSE

Speed 20 ft., Burrow (ice and snow only) 20 ft., Swim 60 ft.
Melee 2 Slams +24 (2d10+7/19-20 plus 2d8 ice damage)
Space 15 ft.; Reach 15 ft.
Special Attacks Ice Block, Numbing Cold (Fort DC 24)
Spells Known (SC CL 16th, Concentration +20)
1st (DC 15) – Blizzard
2nd (DC 16) – Blizzard II
3rd (DC 17) – Blizzara, Blizzard III
4th (DC 18) – Ice Spikes, Ice Storm
5th (DC 19) – Blizzaga, Cone of Cold, Freeze, Icy Prison
6th (DC 20) – Ice Spikes II, Icy Blast

STATISTICS

Str 30, Dex 20, Con 22, Int 19, Wis 14, Cha 8
Base Atk +16; CMB +28; CMD 44 (can't be tripped)
Feats Cleave, Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Toughness*, Vital Strike
* Bonus Feat
Skills Escape Artist +24, Intimidate +18, Knowledge (planes) +23, Perception +21, Stealth +16, Swim +19
Languages Auroran + 4 more
SQ Ice Glide, Icewalking

SPECIAL ABILITIES

Cold Wave (Su)

Once every 1d4 rounds as a standard action, an ice elemental creating an area of extreme cold extending outward within a 45 ft.-cone-burst. It drains heat, dealing 12d4 points of ice damage, then 1d2 points of Dexterity damage for 5 rounds unless they make a Reflex save (DC 22) for half damage and no stat lost. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Ice Block (Su)

As a standard action, an ice elemental creating an ice encasing around the victims feet in solid ice 8 inch thick within 105 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 22) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 24 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 26) or Escape Artist skill check (DC 31). Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Ice Glide (Ex)

A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex)

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

Numbing Cold (Su)

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

Snow Vision (Ex)

An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Lightning Elemental

Lightning Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Lightning](#), [Elemental](#), [Extraplanar](#))

Init +2; Senses Darkvision 60 ft.; Perception +5

DEFENSE

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

hp 11 [20] (2d10)

mp 2

Fort +3, Ref +5, Will +1

Immune Lightning, elemental traits; Strong Water

Weakness Earth

OFFENSE

Speed Fly 100 ft. (perfect)

Melee Slam +5 (1d4 plus 1d4 lightning damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Metal Mastery, Spark Leap, Umbral Spark

Spells Known (SC CL 2nd, Concentration +4)

1st (DC 13) – Thunder

STATISTICS

Str 10, Dex 15, Con 10, Int 14, Wis 12, Cha 4

Base Atk +2; CMB +1; CMD 13

Feats Flyby Attack*, Weapon Finesse

* Bonus Feat

Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (Planes) +6, Perception +6

Languages Thorian + 2 more

SPECIAL ABILITIES

Metal Mastery (Ex)

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

Spark Leap (Ex)

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

Umbral Gaze (Su)

1/day, a lightning elemental can unleash a blast of electricity against a single target within 30 feet. The lightning elemental must make a range touch attack (+5), if it hits, the attack deals 1d6+2 points of lightning damage and must make a Fortitude save (DC 12) or be inflicted with the Blind status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Lightning Elemental, Medium (CR 3)

XP 800

N Medium Outsider ([Lightning](#), [Elemental](#), [Extraplanar](#))

Init +8; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14; flat-footed 13 (+4 dex, +3 natural)

hp 26 [44] (4d10+4)

mp 7

Fort +5, Ref +8, Will +2

Immune Lightning, elemental traits; Strong Water

Weakness Earth

OFFENSE

Speed Fly 100 ft. (perfect)

Melee Slam +8 (1d6+2 plus 1d6 lightning damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Metal Mastery, Spark Leap, Umbral Gaze

Spells Known (SC CL 4th, Concentration +6)

1st (DC 13) – Thunder

2nd (DC 14) – Thunder II

STATISTICS

Str 14, Dex 19, Con 12, Int 14, Wis 12, Cha 4

Base Atk +4; CMB +6; CMD 21

Feats Flyby Attack*, Improved Initiative, Weapon Finesse

* Bonus Feat

Skills Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (Planes) +7, Perception +7

Languages Thorian + 2 more

SPECIAL ABILITIES

Metal Mastery (Ex)

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

Spark Leap (Ex)

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

Umbral Gaze (Su)

Once every 1d4 rounds, a lightning elemental can unleash a blast of electricity against a single target within 30 feet. The lightning elemental must make a range touch attack (+8), if it hits, the attack deals 1d6+2 points of lightning damage and must make a Fortitude save (DC 14) or be inflicted with the Blind status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Lightning Elemental, Large (CR 5)

XP 1,600

N Large Outsider ([Lightning](#), [Elemental](#), [Extraplanar](#))

Init +8; Senses Darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 16; flat-footed 11 (+6 dex, +1 dodge, +2 natural, -1 size)

hp 67 (8d10+16)

mp 17

Fort +8, Ref +12, Will +3

DR 5/-; Immune Lightning, elemental traits; Strong Water

Weakness Earth

OFFENSE

Speed Fly 100 ft. (perfect)

Melee 2 Slams +13 (1d8+3 plus 1d8 lightning damage)

Space 10 ft.; Reach 10 ft.

Special Attacks Blaster, Metal Mastery, Spark Leap

Spells Known (SC CL 8th, Concentration +11)

1st (DC 14) – Thunder

2nd (DC 15) – Thunder II

3rd (DC 16) – Lightning Bolt, Thundara, Thunder III

STATISTICS

Str 16, Dex 23, Con 14, Int 16, Wis 12, Cha 4

Base Atk +8; CMB +12; CMD 29

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (Planes) +14, Perception +12

Languages Thorian + 3 more

SPECIAL ABILITIES

Blaster (Su)

Once every 1d4 rounds, a lightning elemental can send out a pulse of electricity through its whiskers at a single target within 30 ft. The lightning elemental must make a ranged touch attack (+13), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 17) or be inflicted with Immobilize status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Metal Mastery (Ex)

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

Spark Leap (Ex)

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

Lightning Elemental, Huge (CR 7)

XP 3,200

N Huge Outsider ([Lightning](#), [Elemental](#), [Extraplanar](#))

Init +12; Senses Darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 17; flat-footed 10 (+8 dex, +1 dodge, +2 natural, -2 size)

hp 91 (10d10+30)

mp 26

Fort +10, Ref +15, Will +6

DR 5/-; Immune Lightning, elemental traits; Strong Water

Weakness Earth

OFFENSE

Speed Fly 100 ft. (perfect)

Melee 2 Slams +16 (2d6+5 plus 1d10 lightning damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Blaster, Metal Mastery, Spark Leap, Umbral Storm

Spells Known (SC CL 10th, Concentration +14)

1st (DC 15) – Thunder

2nd (DC 16) – Thunder II

3rd (DC 17) – Lightning Bolt, Thundara, Thunder III

4th (DC 18) – Ball Lightning, Shock Spikes

STATISTICS

Str 20, Dex 27, Con 16, Int 18, Wis 12, Cha 4

Base Atk +10; CMB +17; CMD 36

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse

Skills Acrobatics +21, Escape Artist +21, Fly +12, Knowledge (Planes) +17, Perception +14

Languages Thorian + 4 more

SPECIAL ABILITIES

Blaster (Su)

Once every 1d2 rounds, a lightning elemental can send out a pulse of electricity through its whiskers at a single target within 30 ft. The lightning elemental must make a ranged touch attack (+16), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 19) or be inflicted with Immobilize status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Metal Mastery (Ex)

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

Spark Leap (Ex)

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

Umbral Storm (Su)

Once every 1d4 rounds, A lightning elemental can unleash a blinding lightning burst against a group of targets within 50 feet in a 20-ft.-radius burst. Creatures within the area of effect take 8d6 points of lightning damage and are inflicted with the Blind status for 1d4+1 rounds. A successful Reflex (DC 19) halves the damage and negates the status effect. The save DC is Intelligence-based Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Lightning Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Lightning](#), [Elemental](#), [Extraplanar](#))

Init +14; Senses Darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 19; flat-footed 12 (+10 dex, +1 dodge, +4 natural, -2 size)

hp 118 (13d10+39)

mp 42

Fort +11, Ref +18, Will +7

DR 10/-; Immune Lightning, elemental traits; Strong Water

Weakness Earth

OFFENSE

Speed Fly 100 ft. (perfect)

Melee 2 Slams +21 (2d8+6 plus 2d6 lightning damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Blaster, Metal Mastery, Spark Leap, Umbral Storm

Spells Known (SC CL 13th, Concentration +18)

1st (DC 16) – Thunder

2nd (DC 17) – Thunder II

3rd (DC 18) – Lightning Bolt, Thundara, Thunder III

4th (DC 19) – Ball Lightning, Shock Spikes

5th (DC 20) – Lightning Arc, Shock, Thundaga

STATISTICS

Str 22, Dex 31, Con 16, Int 20, Wis 14, Cha 4

Base Atk +13; CMB +21; CMD 42

Feats Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse

Skills Acrobatics +26, Escape Artist +26, Fly +14, Knowledge (Planes) +21, Perception +18

Languages Thorian + 5 more

SPECIAL ABILITIES

Blaster (Su)

A lightning elemental can send out a pulse of electricity through its whiskers at a single target within 30 ft. The lightning elemental must make a ranged touch attack (+21), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 21) or be inflicted with Immobilize status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Metal Mastery (Ex)

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

Spark Leap (Ex)

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

Umbral Storm (Su)

Once every 1d4 rounds, A lightning elemental can unleash a blinding lightning burst against a group of targets within 50 feet in a 20-ft.-radius burst. Creatures within the area of effect take 8d6 points of lightning damage and are inflicted with the Blind status for 1d4+1 rounds. A successful Reflex (DC 21) halves the damage and negates the status effect. The save DC is Intelligence-based Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Lightning Elemental, Elder (CR 11)

XP 12,800

N Huge Outsider ([Lightning](#), [Elemental](#), [Extraplanar](#))

Init +14; Senses Darkvision 60 ft.; Perception +21

DEFENSE

AC 26, touch 20, flat-footed 14 (+11 dex, +1 dodge, +6 natural, -2 size)
hp 145 (16d10+48)
mp 54
Fort +13, Ref +21, Will +9
DR 10/-; Immune Lightning, elemental traits; Strong Water
Weakness Earth

OFFENSE

Speed Fly 100 ft. (perfect)
Melee 2 Slams +25 (2d8+8 plus 2d8 lightning damage)
Space 15 ft.; Reach 15 ft.
Special Attacks Blaster, Metal Mastery, Spark Leap, Umbral Storm
Spells Known (SC CL 16th, Concentration +21)
1st (DC 16) – Thunder
2nd (DC 17) – Thunder II
3rd (DC 18) – Lightning Bolt, Thundara, Thunder III
4th (DC 19) – Ball Lightning, Shock Spikes
5th (DC 20) – Lightning Arc, Shock, Thundaga
6th (DC 21) – Chain Lightning, Shock Spikes II

STATISTICS

Str 26, Dex 33, Con 16, Int 20, Wis 14, Cha 4
Base Atk +16; CMB +26; CMD 48
Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse
Skills Acrobatics +30, Escape Artist +30, Fly +15, Knowledge (Planes) +24, Perception +21
Languages Thorian + 5 more

SPECIAL ABILITIES

Blaster (Su)

A lightning elemental can send out a pulse of electricity through its whiskers at a single target within 30 ft. The lightning elemental must make a ranged touch attack (+25), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 23) or be inflicted with Immobilize status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Metal Mastery (Ex)

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

Spark Leap (Ex)

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

Umbral Storm (Su)

Once every 1d3 rounds, A lightning elemental can unleash a blinding lightning burst against a group of targets within 50 feet in a 20-ft.-radius burst. Creatures within the area of effect take 8d6 points of

lightning damage and are inflicted with the Blind status for 1d4+1 rounds. A successful Reflex (DC 23) halves the damage and negates the status effect. The save DC is Intelligence-based Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Shadow Elemental

Shadow Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Shadow](#), [Elemental](#), [Extraplanar](#))

Init +1; Senses Darkvision 120 ft., see in darkness; Perception +7

DEFENSE

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

hp 11 [20] (2d10)

mp 2

Fort +3, Ref +4, Will +4

Defensive Abilities Shadow Blend; Immune Shadow, elemental traits

Weakness Holy

OFFENSE

Speed 30 ft.

Melee Slam +3 (1d4 plus 1d4 shadow damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Blood Drain, Dimmed Vision (DC 11)

Spells Known (SC CL 2nd, Concentration +4)

1st (DC 13) – Dark

STATISTICS

Str 10, Dex 12, Con 11, Int 4, Wis 14, Cha 14

Base Atk +2; CMB +1; CMD 12

Feats Combat Casting*, Iron Will

* Bonus Feat

Skills Acrobatics +4, Escape Artist +4, Knowledge (Planes) +1, Perception +7, Stealth +8

Languages Umbran

SPECIAL ABILITIES

Blood Drain (Su)

Once per day, a shadow elemental can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 13) or take 1d8 points of shadow damage and the shadow elemental is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Dimmed Vision (Su)

When a shadow elemental deals shadow damage to a creature, that creature must succeed on a Fortitude save or be dimmed for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

See in Darkness (Su)

A shadow elemental can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow elemental disappears into the shadows, giving it concealment (20% miss chance). Artificial illumination, even a light spell, does not negate this ability, a daylight spell, however, does. A shadow elemental can suspend or resume this ability as a free action.

Terror Touch (Su)

Once per day, a shadow elemental reaches out with terror towards an opponent within 30 feet. The affected creature becomes frightened for 1d4 rounds. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save (DC 13), it is shaken for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Shadow Elemental, Medium (CR 3)

XP 800

N Medium Outsider ([Shadow](#), [Elemental](#), [Extraplanar](#))

Init +3; Senses Darkvision 120 ft., see in darkness; Perception +9

DEFENSE

AC 18, touch 14; flat-footed 14 (+3 dex, +1 dodge, +4 natural)

hp 30 (4d10+4)

mp 7

Fort +5, Ref +7, Will +5

Defensive Abilities Shadow Blend; Immune Shadow, elemental traits

Weakness Holy

OFFENSE

Speed 30 ft.

Melee Slam +5 (1d6+1 plus 1d6 shadow damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Blood Drain, Dimmed Vision (DC 13)

Spells Known (SC CL 4th, Concentration +7)

1st (DC 14) – Dark

2nd (DC 15) – Dark II

STATISTICS

Str 12, Dex 16, Con 13, Int 4, Wis 14, Cha 16

Base Atk +4; CMB +5; CMD 18

Feats Combat Casting, Dodge, Iron Will, Power Attack

Skills Acrobatics +8, Escape Artist +8, Knowledge (Planes) +3, Perception +9, Stealth +10

Languages Umbran

SPECIAL ABILITIES

Blood Drain (Su)

Once every 1d4 rounds, a shadow elemental can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 15) or take 1d8 points of shadow damage and the shadow elemental is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Dimmed Vision (Su)

When a shadow elemental deals shadow damage to a creature, that creature must succeed on a Fortitude save or be dimmed for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

See in Darkness (Su)

A shadow elemental can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow elemental disappears into the shadows, giving it concealment (20% miss chance). Artificial illumination, even a light spell, does not negate this ability, a daylight spell, however, does. A shadow elemental can suspend or resume this ability as a free action.

Terror Touch (Su)

Once per day, a shadow elemental reaches out with terror towards an opponent within 35 feet. The affected creature becomes frightened for 1d4 rounds. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save (DC 15), it is shaken for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Shadow Elemental, Large (CR 5)

XP 1,600

N Large Outsider ([Shadow](#), [Elemental](#), [Extraplanar](#))

Init +8; Senses Darkvision 120 ft., see in darkness; Perception +13

DEFENSE

AC 19, touch 14; flat-footed 14 (+4 dex, +1 dodge, +5 natural, -1 size)

hp 67 (8d10+16)

mp 18

Fort +8, Ref +10, Will +6

Defensive Abilities Shadow Blend; DR 5/-; Immune Shadow, elemental traits

Weakness Holy

OFFENSE

Speed 30 ft.

Melee 2 Slams +9 (1d8+2 plus 1d8 shadow damage)

Space 10 ft.; Reach 10 ft.

Special Attacks Dimmed Vision (DC 16), Speak No Evil

Spells Known (SC CL 8th, Concentration +13)

1st (DC 17) – Bone Armor, Dark

2nd (DC 18) – Dark II

3rd (DC 19) – Dark III, Darkra

STATISTICS

Str 14, Dex 18, Con 15, Int 4, Wis 14, Cha 20

Base Atk +8; CMB +11; CMD 25

Feats Combat Casting, Dodge, Elemental Focus(Shadow), Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +13, Escape Artist +13, Knowledge (Planes) +5, Perception +13, Stealth +11

Languages Umbran

SPECIAL ABILITIES

Dimmed Vision (Su)

When a shadow elemental deals shadow damage to a creature, that creature must succeed on a Fortitude save or be dimmed for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

See in Darkness (Su)

A shadow elemental can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow elemental disappears into the shadows, giving it concealment (20% miss chance). Artificial illumination, even a light spell, does not negate this ability, a daylight spell, however, does. A shadow elemental can suspend or resume this ability as a free action.

Speak No Evil (Su)

Once every 1d4 rounds, the shadow elemental causes her foe to be silent. She can make a ranged touch attack (+11), hitting a foe up to 30 feet away. The subject takes 5d6 points of shadow damage and the target must make a Will save (DC 19) 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).

Shadow Elemental, Huge (CR 7)

XP 3,200

N Huge Outsider ([Shadow](#), [Elemental](#), [Extraplanar](#))

Init +10; Senses Darkvision 120 ft., see in darkness; Perception +15

DEFENSE

AC 21, touch 15; flat-footed 14 (+6 dex, +1 dodge, +6 natural, -2 size)

hp 91 (10d10+30)

mp 29

Fort +10, Ref +13, Will +7

Defensive Abilities Shadow Blend; DR 5/-; Immune Shadow, elemental traits

Weakness Holy

OFFENSE

Speed 30 ft.

Melee 2 Slams +12 (2d6+4 plus 1d10 shadow damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Corrupting Touch, Dimmed Vision (DC 18), Speak No Evil

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

1st (DC 18) – Bone Armor, Dark

2nd (DC 19) – Dark II

3rd (DC 20) – Dark III, Darkra

4th (DC 21) – Boneshatter, Shadow Step

STATISTICS

Str 18, Dex 22, Con 17, Int 4, Wis 14, Cha 22

Base Atk +10; CMB +16; CMD 32

Feats Combat Casting, Dodge, Elemental Focus(Shadow), Improved Initiative, Iron Will, Power Attack, Spell Penetration

Skills Acrobatics +17, Escape Artist +17, Knowledge (Planes) +7, Perception +15, Stealth +12

Languages Umbran

SPECIAL ABILITIES

Corrupting Touch (Su)

Once every 1d3 rounds, by passing part of its corrupted body through a foe's body as a standard action, if she hits (+12 touch), the shadow elemental inflicts 7d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC 21) halves the damage inflicted. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Dimmed Vision (Su)

When a shadow elemental deals shadow damage to a creature, that creature must succeed on a Fortitude save or be dimmed for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

See in Darkness (Su)

A shadow elemental can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow elemental disappears into the shadows, giving it concealment (20% miss chance). Artificial illumination, even a light spell, does not

negate this ability, a daylight spell, however, does. A shadow elemental can suspend or resume this ability as a free action.

Speak No Evil (Su)

Once every 1d2 rounds, the shadow elemental causes her foe to be silent. She can make a ranged touch attack (+14), hitting a foe up to 30 feet away. The subject takes 5d6 points of shadow damage and the target must make a Will save (DC 21) 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).

Shadow Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Shadow](#), [Elemental](#), [Extraplanar](#))

Init +11; Senses Darkvision 120 ft., see in darkness; Perception +19

DEFENSE

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

hp 127 (13d10+52)

mp 51

Fort +12, Ref +15, Will +9

Defensive Abilities Shadow Blend; DR 10/-; Immune Shadow, elemental traits

Weakness Holy

OFFENSE

Speed 30 ft.

Melee 2 Slams +16 (2d8+5 plus 2d6 shadow damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Corrupting Touch, Dimmed Vision (DC 20), Speak No Evil

Spells Known (SC CL 13th, Concentration +21)

1st (DC 20) – Bone Armor, Dark

2nd (DC 21) – Dark II

3rd (DC 22) – Dark III, Darkra

4th (DC 23) – Boneshatter, Shadow Step

5th (DC 24) – Darkga, Drain

STATISTICS

Str 20, Dex 24, Con 19, Int 4, Wis 16, Cha 26

Base Atk +13; CMB +20; CMD 37

Feats Cleave, Combat Casting, Dodge, Elemental Focus(Shadow), Greater Spell Penetration, Improved Initiative, Iron Will, Power Attack, Spell Penetration

Skills Acrobatics +21, Escape Artist +21, Knowledge (Planes) +10, Perception +19, Stealth +16

Languages Umbran

SPECIAL ABILITIES

Corrupting Touch (Su)

Once every 1d2 rounds, by passing part of its corrupted body through a foe's body as a standard action, if she hits (+16 touch), the shadow elemental inflicts 7d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures

immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC 24) halves the damage inflicted. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Dimmed Vision (Su)

When a shadow elemental deals shadow damage to a creature, that creature must succeed on a Fortitude save or be dimmed for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

See in Darkness (Su)

A shadow elemental can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow elemental disappears into the shadows, giving it concealment (20% miss chance). Artificial illumination, even a light spell, does not negate this ability, a daylight spell, however, does. A shadow elemental can suspend or resume this ability as a free action.

Speak No Evil (Su)

The shadow elemental causes her foe to be silent. She can make a ranged touch attack (+18), hitting a foe up to 30 feet away. The subject takes 5d6 points of shadow damage and the target must make a Will save (DC 24) 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).

Shadow Elemental, Elder (CR 11)

XP 12,800

N Huge Outsider ([Shadow](#), [Elemental](#), Extraplanar)

Init +12; Senses Darkvision 120 ft., see in darkness; Perception +22

DEFENSE

AC 26, touch 17; flat-footed 17 (+8 dex, +1 dodge, +9 natural, -2 size)

hp 156 (16d10+64)

mp 75

Fort +14, Ref +18, Will +10

Defensive Abilities Shadow Blend; DR 10/-; Immune Shadow, elemental traits

Weakness Holy

OFFENSE

Speed 30 ft.

Melee 2 Slams +20 (2d8+9 plus 2d8 shadow damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Corrupting Touch, Dimmed Vision (DC 22), Speak No Evil

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

1st (DC 22) – Bone Armor, Dark

2nd (DC 23) – Dark II

3rd (DC 24) – Dark III, Darkra

4th (DC 25) – Boneshatter, Shadow Step

5th (DC 26) – Darkga, Drain
6th (DC 27) – Shadowfire Ray, Syphon

STATISTICS

Str 22, Dex 26, Con 19, Int 4, Wis 16, Cha 28

Base Atk +16; CMB +24; CMD 42

Feats Cleave, Combat Casting, Dodge, Elemental Focus (Shadow), Greater Elemental Focus (Shadow), Greater Spell Penetration, Improved Initiative, Iron Will, Power Attack, Spell Penetration
Skills Acrobatics +25, Escape Artist +25, Knowledge (Planes) +13, Perception +22, Stealth +20
Languages Umbran

SPECIAL ABILITIES

Corrupting Touch (Su)

By passing part of its corrupted body through a foe's body as a standard action, if she hits (+20 touch), the shadow elemental inflicts 7d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC 27) halves the damage inflicted. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Dimmed Vision (Su)

When a shadow elemental deals shadow damage to a creature, that creature must succeed on a Fortitude save or be dimmed for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

See in Darkness (Su)

A shadow elemental can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow elemental disappears into the shadows, giving it concealment (20% miss chance). Artificial illumination, even a light spell, does not negate this ability, a daylight spell, however, does. A shadow elemental can suspend or resume this ability as a free action.

Speak No Evil (Su)

The shadow elemental causes her foe to be silent. She can make a ranged touch attack (+22), hitting a foe up to 30 feet away. The subject takes 5d6 points of shadow damage and the target must make a Will save (DC 27) 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).

Water Elemental

Water Elemental, Minor (CR 1)

XP 400

N Small Outsider ([Water](#), [Elemental](#), [Extraplanar](#))

Init +0; Senses Darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 11; flat-footed 17 (+6 natural, +1 size)

hp 13 [22] (2d10+2)

mp 2

Fort +4, Ref +3, Will +3

Immune Water, elemental traits; Strong Fire

Weakness Lightning

OFFENSE

Speed 20 ft., Swim 90 ft.

Melee Slam +5 (1d6+2 plus 1d4 water damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Congeal Water, Drench, Vortex (Reflex DC 15, 10-30 ft.), Water Gun, Water Mastery

Spells Known (SC CL 2nd, Concentration +3)

1st (DC 12) – Water

STATISTICS

Str 14, Dex 10, Con 13, Int 12, Wis 12, Cha 4

Base Atk +2; CMB +3; CMD 13

Feats Combat Casting*, Iron Will

* Bonus Feat

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +5, Perception +5, Stealth +8, Swim +14

Languages Aquan

SPECIAL ABILITIES

Congeal Water (Su)

1/day, the elemental can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 13) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. The save DC is Wisdom-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel (caster level equals elemental's HD).

Vortex (Su)

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Gun (Su)

1/day, a water elemental can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The water elemental must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the element takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water Elemental, Medium (CR 3)

XP 800

N Medium Outsider ([Water](#), [Elemental](#), [Extraplanar](#))

Init +1; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 dex, +6 natural)

hp 33 (4d10+8)

mp 7

Fort +6, Ref +5, Will +5

Immune Water, elemental traits; Strong Fire

Weakness Lightning

OFFENSE

Speed 20 ft., Swim 90 ft.

Melee Slam +7 (1d8+4 plus 1d6 water damage)

Space 5 ft.; Reach 5 ft.

Special Attacks Congeal Water, Drench, Vortex (Reflex DC 15, 10-30 ft.), Water Gun, Water Mastery

Spells Known (SC CL 4th, Concentration +6)

1st (DC 13) – Water

2nd (DC 14) – Water II

STATISTICS

Str 16, Dex 12, Con 15, Int 14, Wis 14, Cha 4

Base Atk +4; CMB +6; CMD 22

Feats Cleave, Combat Casting*, Iron Will, Power Attack

* Bonus Feat

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +7, Perception +7, Stealth +6, Swim +16

Languages Aquan

SPECIAL ABILITIES

Congeal Water (Su)

Once every 1d8+1 rounds, the elemental can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 14) becomes entangled and must hold its

breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. The save DC is Wisdom-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel (caster level equals elemental's HD).

Vortex (Su)

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Gun (Su)

Once every 1d4 rounds, a water elemental can shoot water out of its mouth towards a single target with a water projectile within 30 ft. The water elemental must make a ranged touch attack (+5), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 14) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the element takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water Elemental, Large (CR 5)

XP 1,600

N Large Outsider ([Water](#), [Elemental](#), [Extraplanar](#))

Init +2; Senses Darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 dex, +1 dodge, +6 natural, -1 size)

hp 72 (8d10+24)

mp 17

Fort +9, Ref +8, Will +6

DR 5/-; Immune Water, elemental traits; Strong Fire

Weakness Lightning

OFFENSE

Speed 20 ft., Swim 90 ft.

Melee 2 Slams +12 (1d8+5 plus 1d6 water damage)

Space 10 ft.; Reach 10 ft.

Special Attacks Acid Droplet, Congeal Water, Drench, Vortex (Reflex DC 19, 10-40 ft.), Water Mastery

Spells Known (SC CL 8th, Concentration +11)

1st (DC 14) – Water
2nd (DC 15) – Water II
3rd (DC 16) – Water III, Watera

STATISTICS

Str 20, Dex 14, Con 17, Int 16, Wis 14, Cha 4

Base Atk +8; CMB +14; CMD 27

Feats Cleave, Combat Casting*, Dodge, Great Cleave, Iron Will, Power Attack

* Bonus Feat

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +10, Perception +11, Stealth +5, Swim +24

Languages Aquan

SPECIAL ABILITIES

Acid Droplet (Su)

Once every 1d2 rounds, a water elemental 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: Planes DC 19).

Congel Water (Su)

Once every 1d6+1 rounds, the elemental can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 16) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. The save DC is Wisdom-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel (caster level equals elemental's HD).

Vortex (Su)

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the element takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water Elemental, Huge (CR 7)

XP 3,200

N Huge Outsider ([Water](#), [Elemental](#), [Extraplanar](#))

Init +4; Senses Darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 dex, +1 dodge, +8 natural, -2 size)
hp 98 (10d10+40)
mp 26
Fort +11, Ref +11, Will +7
DR 5/-; Immune Water, elemental traits; Strong Fire
Weakness Lightning

OFFENSE

Speed 20 ft., Swim 90 ft.
Melee 2 Slams +15 (2d6+7 plus 1d8 water damage)
Space 15 ft.; Reach 15 ft.
Special Attacks Acid Droplet, Aqualung, Congeal Water, Drench, Vortex (Reflex DC 22, 10-60 ft.),
Water Mastery
Spells Known (SC CL 10th, Concentration +14)
1st (DC 15) – Water
2nd (DC 16) – Water II
3rd (DC 17) – Water III, Watera
4th (DC 18) – Hydraulic Torrent

STATISTICS

Str 24, Dex 18, Con 19, Int 18, Wis 14, Cha 4
Base Atk +10; CMB +19; CMD 34
Feats Cleave, Combat Casting*, Dodge, Great Cleave, Improved Bull Rush, Iron Will, Power Attack
* Bonus Feat
Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +13, Perception +15, Stealth +3, Swim
+26
Languages Aquan

SPECIAL ABILITIES

Acid Droplet (Su)

A water elemental 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 17) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Aqualung (Su)

Once every 1d4 rounds, a water elemental 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 17 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: Planes DC 23).

Congeal Water (Su)

Once every 1d6+1 rounds, the elemental can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 17) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect

lasts for 1d4 minutes. The save DC is Wisdom-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel (caster level equals elemental's HD).

Vortex (Su)

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the element takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water Elemental, Greater (CR 9)

XP 6,400

N Huge Outsider ([Water](#), [Elemental](#), [Extraplanar](#))

Init +5; Senses Darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 14, flat-footed 17 (+5 dex, +1 dodge, +9 natural, -2 size)

hp 136 (13d10+65)

mp 50

Fort +13, Ref +15, Will +8

DR 10/-; Immune Water, elemental traits; Strong Fire

Weakness Lightning

OFFENSE

Speed 20 ft., Swim 90 ft.

Melee 2 Slams +20 (2d8+9 plus 2d6 water damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Congeal Water, Drench, Vortex (Reflex DC 26, 10-60 ft.), Water Mastery

Spells Known (SC CL 13th, Concentration +19)

1st (DC 18) – Water

2nd (DC 19) – Water II

3rd (DC 20) – Water III, Watera

4th (DC 21) – Hydraulic Torrent

5th (DC 22) – Drown, Waterga

STATISTICS

Str 28, Dex 20, Con 21, Int 22, Wis 14, Cha 4

Base Atk +13; CMB +24; CMD 40

Feats Cleave, Combat Casting*, Dodge, Elemental Focus (Water), Great Cleave, Improved Bull Rush, Iron Will, Lightning Reflexes Power Attack

* Bonus Feat

Skills Acrobatics +18, Escape Artist +20, Knowledge (planes) +19, Perception +18, Stealth +10, Swim +30
Languages Aquan

SPECIAL ABILITIES

Congeal Water (Su)

Once every 1d6+1 rounds, the elemental can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 18) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. The save DC is Wisdom-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel (caster level equals elemental's HD).

Vortex (Su)

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the element takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water Elemental, Elder (CR 11)

XP 12,800

N Huge Outsider ([Water](#), [Elemental](#), Extraplanar)

Init +5; Senses Darkvision 60 ft.; Perception +21

DEFENSE

AC 24, touch 15, flat-footed 17 (+6 dex, +1 dodge, +9 natural, -2 size)

hp 168 (16d10+80)

mp 72

Fort +15, Ref +18, Will +9

DR 10/-; Immune Water, elemental traits; Strong Fire

Weakness Lightning

OFFENSE

Speed 20 ft., Swim 90 ft.

Melee 2 Slams +24 (2d10+10/19-20 plus 2d6 water damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Acid Droplet, Aqualung, Congeal Water, Drench, Vortex (Reflex DC 26, 10-60 ft.),

Water Mastery

Spells Known (SC CL 16th, Concentration +23)

1st (DC 19) – Water
2nd (DC 20) – Water II
3rd (DC 21) – Water III, Watera
4th (DC 22) – Hydraulic Torrent
5th (DC 23) – Drown, Waterga
6th (DC 24) – Confusion (DC 23), Control Water

STATISTICS

Str 30, Dex 22, Con 21, Int 24, Wis 14, Cha 4
Base Atk +16; CMB +28; CMD 45
Feats Cleave, Combat Casting*, Dodge, Elemental Focus (Water), Great Cleave, Improved Bull Rush, Improved Critical (Slam), Iron Will, Lightning Reflexes Power Attack
* Bonus Feat
Skills Acrobatics +25, Escape Artist +25, Knowledge (planes) +26, Perception +21, Stealth +17, Swim +37
Languages Aquan

SPECIAL ABILITIES

Acid Droplet (Su)

A water elemental 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 20) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Aqualung (Su)

Once every 1d3 rounds, a water elemental 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 20 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: Planes DC 23).

Congeval Water (Su)

Once every 1d4+1 rounds, the elemental can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 20) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. The save DC is Wisdom-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel (caster level equals elemental's HD).

Vortex (Su)

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the element takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Greater Demon Family

Demon (CR 5)

These evil beings crawled up from subterranean depths long ago. Their concentrating magical power lets them use multiple spells at once.

XP 1,600

CE Large Outsider ([Demon](#), [Extraplanar](#))

Init +2; Senses darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 [78] (6d10+18)

mp 17

Fort +8, **Ref** +4, **Will** +8

DR 5/cold iron or good; **Immune** lightning, poison; **Resist** Fire 15, Ice 5; **SR** 16

Weakness holy

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee Mwk longsword +9 (2d6+5/19-20), Mwk whip +9 (1d4+2) or 2 Slams +11 (1d10+5)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Special Attacks Concentrating Magical Power

Spells Known (FC CL 6th; Concentration +9)

1st (DC 14) – Blizzard, Dark, Fire, Thunder

2nd (DC 15) – Blizzard II, Dark II, Fire II, Thunder II

3rd (DC 16) – Blizzard, Blizzard III, Dark III, Darkra, Fira, Fire III, Thundara, Thunder III

STATISTICS

Str 20, Dex 15, Con 17, Int 8, Wis 16, Cha 12

Base Atk +6 **CMB** +12 **CMD** 24

Feats Combat Reflexes, Two-Weapon Fighting, Power Attack

Skills Acrobatics +11, Bluff +10, Fly +13, Perception +20, Sense Motive +12; **Racial Modifiers** +8 Perception

Languages Abyssal; telepathy 100 ft.

SQ Whip Mastery

SPECIAL ABILITIES

Concentrating Magical Power (Ex)

1/day, a demon can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The demon can make any decisions concerning the spells independently of each other.

Whip Mastery (Ex)

A demon treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Greater Demon (CR 9)

A high-ranking demon that commands its lower-class minions in the demon world, where rank and caste is everything. It feeds on negative human emotions such as fear and hatred. Usually it leaves the dirty work to its minions, but it will make an occasional appearance when it senses a particularly strong sense of dread.

XP 6,400

CE Large Outsider ([Demon](#), [Extraplanar](#))

Init +3; Senses darkvision 60 ft., low-light vision; Perception +25

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 105 [150] (10d10+50)

mp 39

Fort +12, **Ref** +6, **Will** +11

DR 5/cold iron or good; **Immune** lightning, fire, poison; **Resist** Earth 5, Ice 10; **SR** 20

Weakness holy

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +1 longsword +14/+9 (2d6+7/19-20), +1 whip +14/+9 (1d4+4 plus entangle) or 2 Slams +15 (1d10+6)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Special Attacks Concentrating Magical Power, Lvl. 3 Confuse, Lvl. 5 Death

Spells Known (FC CL 10th; Concentration +14)

1st (DC 15) – Blizzard, Dark, Fire, Thunder

2nd (DC 16) – Blizzard II, Dark II, Fire II, Thunder II

3rd (DC 17) – Blizzard, Blizzard III, Dark III, Darkra, Fira, Fire III, Thundara, Thunder III

4th (DC 18) – Blizzard IV, Dark IV, Fire IV, Thunder IV

5th (DC 19) – Blizzaga, Darkga, Firaga, Gravity, Thundaga

STATISTICS

Str 22, Dex 17, Con 20, Int 10, Wis 18, Cha 14

Base Atk +10; **CMB** +17; **CMD** 30

Feats Cleave, Combat Reflexes, Improved Two-Weapon Fighting, Two-Weapon Fighting, Power Attack

Skills Acrobatics +16, Bluff +15, Fly +18, Knowledge (planes) +14, Perception +25, Sense Motive +17; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial; telepathy 100 ft.
SQ Whip Mastery

SPECIAL ABILITIES

Concentrating Magical Power (Ex)

1/day, a greater demon can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The demon can make any decisions concerning the spells independently of each other.

Entangle (Ex)

If a greater demon strikes a Medium or smaller foe with its whip, the greater demon can immediately attempt a grapple check without provoking an attack of opportunity. If the greater demon wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the greater demon does not.

Flaming Body (Su)

A greater demon's body is covered in dancing flames. Anyone striking a greater demon with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a greater demon or is grappled by one takes 3d6 points of fire damage each round the grapple persists.

Level 3 Confuse (Su)

1/day, the greater demon 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 17) or are inflicted with the confuse status effect. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Level 5 Death (Su)

1/day, the greater demon can call forth a great wraith who scythes at all enemies within a 30 ft. radius of him. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 17) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Whip Mastery (Ex)

A demon treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

A high-ranking demon that commands its lower-class minions in the demon world, where rank and caste is everything. It feeds on negative human emotions such as fear and hatred. Usually it leaves the dirty work to its minions, but it will make an occasional appearance when it senses a particularly strong sense of dread.

Acocrypha (CR 13)

XP 25,600

CE Large Outsider ([Demon](#), Extraplanar)

Init +5; Senses darkvision 60 ft., low-light vision, true seeing; Perception +30

Aura flaming body

DEFENSE

AC 27, touch 14, flat-footed 22 (+5 Dex, +13 natural, -1 size)

hp 189 [252] (14d10+112)

mp 71

Fort +17, **Ref** +9, **Will** +14

DR 10/cold iron or good; **Immune** lightning, fire, poison; **Resist** Earth 10, Ice 15; **SR** 24

Weakness holy

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +1 longsword +21/+16/+11 (2d6+14/19-20), +1 flaming whip +21/+16/+11 (1d4+5 plus 1d6 fire and entangle), slam +17 (1d10+4) or 4 Slams +22 (1d10+9)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Special Attacks Concentrating Magical Power, Lvl. 3 Confuse, Lvl. 4 Flare, Lvl. 5 Death, Silence (DC 22 Will)

Spells Known (FC CL 14th; Concentration +19)

1st (DC 16) – Blizzard, Dark, Fire, Thunder

2nd (DC 15) – Blizzard II, Dark II, Fire II, Thunder II

3rd (DC 16) – Blizzara, Blizzard III, Dark III, Darkra, Fira, Fire III, Thundara, Thunder III

4th (DC 17) – Blizzard IV, Dark IV, Fire IV, Thunder IV

5th (DC 18) – Blizzaga, Darkga, Firaga, Gravity, Thundaga

6th (DC 19) – Abyss, Burst, Flare, Glacier

7th (DC 20) – Graviga

STATISTICS

Str 28, Dex 20, Con 26, Int 18, Wis 20, Cha 18

Base Atk +14; **CMB** +24; **CMD** 39

Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Multiweapon Fighting, Power Attack, Two-Weapon Fighting

Skills Acrobatics +22, Bluff +21, Diplomacy +21, Fly +24, Intimidate +21, Knowledge (history, planes, religion) +22, Perception +30, Sense Motive +22; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial; telepathy 100 ft.

SQ Whip Mastery

SPECIAL ABILITIES

Concentrating Magical Power (Ex)

2/day, an apocrypha can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The demon can make any decisions concerning the spells independently of each other.

Entangle (Ex)

If an apocrypha strikes a Medium or smaller foe with its whip, the apocrypha can immediately attempt a grapple check without provoking an attack of opportunity. If the apocrypha wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the apocrypha does not.

Flaming Body (Su)

An apocrypha's body is covered in dancing flames. Anyone striking an apocrypha with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples an apocrypha or is grappled by one takes 3d6 points of fire damage each round the grapple persists.

Level 3 Confuse (Su)

2/day, the apocrypha 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 21) or are inflicted with the confuse status effect for 3d3 rounds. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Level 4 Flare (Su)

1/day, the apocrypha releases bolts of fire streaks towards all his enemies within a 30 ft. radius of him, exploding into intense flames inflicting to all creatures with a total HD that is a multiple of 4 dealing 14d8 points of fire damage and inflicting the burning status effect for 1d4 rounds. Blue mages may learn this ability as a 7th-level spell (Knowledge: Planes DC 29).

Level 5 Death (Su)

2/day, the apocrypha can call forth a great wraith who scythes at all enemies within a 30 ft. radius of him. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 21) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Silence (Ex)

Slam – injury; save Will DC 22; frequency for 1d4 rounds; slow status effect; cure 1 save. The save DC is Wisdom-based

Whip Mastery (Ex)

An apocrypha treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Erigoss (CR 16)

A high-class demon that feeds on the purest of human souls. It can manipulate the power of darkness, and it is talented at bewitching the minds of humans. The demon finds glee in seeing the pure at heart fall to despair, and will go to great lengths to ensure that its prey will suffer. It is known to root doubt into others so that a party would fight amongst themselves, but if one holds a strong heart, and faces the demon while placing trust in his allies, then the chance for victory will surely come.

XP 76,800

CE Large Outsider ([Demon](#), Extraplanar)

Init +10; Senses darkvision 60 ft., low-light vision, true seeing; Perception +34

Aura flaming body

DEFENSE

AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, -1 size)

hp 263 [340] (17d10+170)

mp 104

Fort +20, **Ref** +11, **Will** +16

DR 10/cold iron or good; **Immune** lightning, fire, poison; **Resist** Earth 15, Ice 15; **SR** 27
Weakness holy

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +1 flaming scythe +26/+21/+16/+11 (2d6+17/x4 plus 1d6 fire), +1 flaming whip +25/+20/+15 (1d4+6 plus 1d6 fire and entangle), slam +22 (1d10+5) or 4 Slams +28 (1d10+11)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Special Attacks Concentrating Magical Power, Lvl. 3 Confuse, Lvl. 4 Flare, Lvl. 5 Death, Silence (DC 24 Will)

Spells Known (FC CL 17th; Concentration +23)

1st (DC 16) – Blizzard, Dark, Fire, Thunder

2nd (DC 15) – Blizzard II, Dark II, Fire II, Thunder II

3rd (DC 16) – Blizzard, Blizzard III, Dark III, Darkra, Fira, Fire III, Thundara, Thunder III

4th (DC 17) – Blizzard IV, Dark IV, Fire IV, Thunder IV

5th (DC 18) – Blizzaga, Darkga, Firaga, Gravity, Thundaga

6th (DC 19) – Abyss, Burst, Flare, Glacier

7th (DC 20) – Graviga

8th (DC 23) – Abyss II, Burst II, Flare II, Glacier II

9th (DC 24) – Gravija

STATISTICS

Str 32, Dex 22, Con 30, Int 20, Wis 22, Cha 22

Base Atk +17; **CMB** +29; **CMD** 45

Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Multiweapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +26, Bluff +26, Diplomacy +26, Fly +28, Intimidate +26, Knowledge (history, planes, religion) +26, Perception +34, Sense Motive +26, Use Magic Device +26; **Racial**

Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ Whip Mastery

SPECIAL ABILITIES

Concentrating Magical Power (Ex)

2/day, an erigoss can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The demon can make any decisions concerning the spells independently of each other.

Entangle (Ex)

If an erigoss strikes a Medium or smaller foe with its whip, the erigoss can immediately attempt a grapple check without provoking an attack of opportunity. If the erigoss wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the erigoss does not.

Flaming Body (Su)

An erigoss's body is covered in dancing flames. Anyone striking an erigoss with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples an erigoss or is grappled by one takes 5d6 points of fire damage each round the grapple persists.

Level 3 Confuse (Su)

Once every 1d4+1 rounds, the erigoss 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 24) or are inflicted with the confuse status effect. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Level 4 Flare (Su)

Once every 1d6+1 rounds, the erigoss releases bolts of fire streaks towards all his enemies within a 30 ft. radius of him, exploding into intense flames inflicting to all creatures with a total HD that is a multiple of 4 dealing 17d8 points of fire damage and inflicting the burning status effect for 1d4 rounds. Blue mages may learn this ability as a 7th-level spell (Knowledge: Planes DC 29).

Level 5 Death (Su)

Once every 1d4+1 rounds, the erigoss can call forth a great wraith who scythes at all enemies within a 30 ft. radius of him. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 24) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Silence (Ex)

Slam – injury; save Will DC 24; frequency for 1d4 rounds; slow status effect; cure 1 save. The save DC is Wisdom-based

Whip Mastery (Ex)

An erigoss treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Fell Demon (CR 19)

A high-ranking demon who enjoys the sorrow and despair of humans. It is very unusual for demons of their class to form a contract with humans, but because gaining their help would lead to great wealth and power, many summoners continue to find a way to summon them to do their bidding. But these high-ranking demons aren't gullible, and their sly disposition makes it difficult to form a fair contract. Because of this, most people end up losing their souls to the fell demon.

XP 204,800

CE Large Outsider ([Demon](#), Extraplanar)

Init +11; Senses darkvision 60 ft., low-light vision, true seeing; Perception +38

Aura flaming body

DEFENSE

AC 32, touch 16, flat-footed 25 (+7 Dex, +16 natural, -1 size)

hp 370 [460] (20d10+260)

mp 153

Fort +25, **Ref** +13, **Will** +21

DR 15/cold iron or good; **Immune** lightning, fire, poison; **Resist** Earth 20, Ice 20; **SR** 30

Weakness holy

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +1 'vorpal' unholy longsword +30/+25/+20/+15 (2d6+19/19-20), +1 'vorpal' flaming whip

+29/+24/+19 (1d4+7 plus 1d6 fire and entangle), slam +22 (1d10+5) or 4 Slams +31 (1d10+11)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Special Attacks Concentrating Magical Power, Lvl. 3 Confuse, Lvl. 4 Flare, Lvl. 5 Death, Silence (DC 22 Will)

Spells Known (FC CL 20h; Concentration +28)

1st (DC 19) – Blizzard, Dark, Fire, Thunder

2nd (DC 20) – Blizzard II, Dark II, Fire II, Thunder II

3rd (DC 21) – Blizzard, Blizzard III, Dark III, Darkra, Fira, Fire III, Thundara, Thunder III

4th (DC 22) – Blizzard IV, Dark IV, Fire IV, Thunder IV

5th (DC 23) – Blizzaga, Darkga, Firaga, Gravity, Thundaga

6th (DC 24) – Abyss, Burst, Flare, Glacier

7th (DC 25) – Graviga

8th (DC 26) – Abyss II, Burst II, Flare II, Glacier II

9th (DC 27) – Gravija

STATISTICS

Str 35, Dex 25, Con 36, Int 24, Wis 24, Cha 27

Base Atk +20; **CMB** +33; **CMD** 54

Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Multiweapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +30, Bluff +31, Diplomacy +31, Fly +32, Intimidate +31, Knowledge (history, planes, religion) +31, Perception +38, Sense Motive +30, Stealth +30, Use Magic Device +31; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ Vorpall Strike, Whip Mastery

SPECIAL ABILITIES

Concentrating Magical Power (Ex)

3/day, a fell demon can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The demon can make any decisions concerning the spells independently of each other.

Entangle (Ex)

If a fell demon strikes a Medium or smaller foe with its whip, the fell demon can immediately attempt a grapple check without provoking an attack of opportunity. If the fell demon wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the fell demon does not.

Flaming Body (Su)

A fell demon's body is covered in dancing flames. Anyone striking an apocrypha with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples an fell demon or is grappled by one takes 5d6 points of fire damage each round the grapple persists.

Level 3 Confuse (Su)

Once every 1d3+1 rounds, the fell demon 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 28) or are inflicted with the confuse status effect. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Level 4 Flare (Su)

Once every 1d4+1 rounds, the fell demon releases bolts of fire streaks towards all his enemies within a 30 ft. radius of him, exploding into intense flames inflicting to all creatures with a total HD that is a multiple of 4 dealing 20d8 points of fire damage and inflicting the burning status effect for 1d4 rounds. Blue mages may learn this ability as a 7th-level spell (Knowledge: Planes DC 29).

Level 5 Death (Su)

Once every 1d3+1 rounds, the fell demon can call forth a great wraith who scythes at all enemies within a 30 ft. radius of him. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 28) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Planes DC 27).

Silence (Ex)

Slam – injury; save Will DC 27; frequency for 1d4 rounds; slow status effect; cure 1 save. The save DC is Wisdom-based

Vorpal Strike (Su)

Any slashing weapon a fell demon wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the fell demon releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Whip Mastery (Ex)

A fell demon treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Hedgehog Pie Family

Hedgehog Pie (CR 1/2)

This is a short and plump, vaguely reptilian-amphibian creature with red skin, a series of spikes on their back, and a mischievous grin.

XP 200

NE Small Outsider ([Daemon](#), [Extraplanar](#))

Init +1; Senses Darkvision 60 ft., low-light vision; Perception +4

DEFENSE

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

hp 8 [13] (1d10+3)

mp 1

Fort +2, Ref +3, Will +1

Immune disease, poison; Resist fire 10

Weakness Ice and Lightning

OFFENSE

Speed 20 ft.

Melee 2 Claws +1 (1d4-1)

Space 5 ft.; Reach 5 ft.

Special Attacks Pumpkin Head
Spells Known (SC CL 1st; Concentration +1)
1st (DC 12) – detonate, [fire](#)

STATISTICS

Str 8, Dex 12, Con 10, Int 10, Wis 12, Cha 7
Base Atk +1; CMB +0; CMD 11
Feats Athletic, Toughness*
*Bonus Feat
Skills Climb +4, Knowledge(arcana) +3, Perception +4, Spellcraft +3, Stealth +5, Swim +4
SQ Spiny Defense
Languages Abyssal, Infernal

SPECIAL ABILITIES

Familiar

The master of a hedgehog pie familiar gains a +2 bonus on Will saves.

Pumpkin Head (Su)

1/day, a hedgehog pie can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+3) and deals extra damage based on the number of hit points the hedgehog pie has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Spiny Defense (Ex)

As a move action, a hedgehog pie can roll itself up into a spiny ball. While rolled up, it gains a +1 enhancement bonus to its existing natural armor, and any creature attempting to grapple the hedgehog pie takes 1d6 damage on making a grapple check. While rolled up, a hedgehog pie cannot take an action other than leaving this state or casting a spell. The hedgehog pie can leave this state as a move action.

Dark Hedgehog (CR 2)

This is a short and plump, vaguely reptilian-amphibian creature with black skin, a series of spikes on their back, and a mischievous grin.

XP 600

NE Small Outsider ([Daemon](#), [Extraplanar](#))

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 21 (3d10)
mp 3
Fort +3, Ref +5, Will +2
Immune disease, poison; Resist fire 10, shadow 5
Weakness Ice

OFFENSE

Speed 20 ft.

Melee 2 Claws +4 (1d4)

Space 5 ft.; Reach 5 ft.

Special Attacks Pumpkin Head

Spells Known (SC CL 3rd; Concentration +4)

1st (DC 12) – detonate, [fire](#)

2nd (DC 13) – burning arc, detonate II, elemental touch (fire), [fire II](#)

STATISTICS

Str 10, Dex 14, Con 10, Int 12, Wis 13, Cha 7

Base Atk +3; CMB +2; CMD 14

Feats Athletic, [Combat Casting](#)

Skills Climb +7, Knowledge(arcana) +6, Perception +6, Spellcraft +6, Stealth +6, Swim +7

SQ Spiny Defense

Languages Abyssal, Infernal

SPECIAL ABILITIES

Pumpkin Head (Su)

2/day, a dark hedgehog can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+6) and deals extra damage based on the number of hit points the dark hedgehog has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Spiny Defense (Ex)

As a move action, a dark hedgehog can roll itself up into a spiny ball. While rolled up, it gains a +2 enhancement bonus to its existing natural armor, and any creature attempting to grapple the dark hedgehog takes 1d6 damage on making a grapple check. While rolled up, a dark hedgehog cannot take an action other than leaving this state or casting a spell. The dark hedgehog can leave this state as a move action.

Boundfat (CR 4)

This is a short and plump, vaguely reptilian-amphibian creature with bright yellow skin, a series of spikes on their back, and a mischievous grin.

XP 1,200

NE Small Outsider ([Daemon](#), [Extraplanar](#))

Init +8; Senses Darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 Dex, +3 natural, +1 size)

hp 37 [60] (5d10+10)

mp 8

Fort +6, Ref +8, Will +3

Immune disease, poison; Resist fire 15, ice 10, shadow 5

OFFENSE

Speed 20 ft.

Melee 2 Claws +7 (1d6+1 plus blindness)

Space 5 ft.; Reach 5 ft.

Special Attacks Blindness (1d4+1 rounds, Will DC 14), Pumpkin Head

Spells Known (SC CL 5th; Concentration +7)

1st (DC 13) – blizzard, detonate, [fire](#)

2nd (DC 14) – blizzard II, burning arc, detonate II, elemental touch (fire or ice), [fire II](#), frigid touch, icy breath

3rd (DC 15) – *blizzara*, *blizzard III*, detonate III, [fira](#), [fire III](#)

STATISTICS

Str 12, Dex 19, Con 14, Int 14, Wis 14, Cha 8

Base Atk +5; CMB +5; CMD 19

Feats Athletic, [Combat Casting](#), Improved Initiative

Skills Bluff +7, Climb +13, Knowledge (arcana) +10, Perception +10, Sense Motive +10, Spellcraft +10, Stealth +16, Swim +13

SQ Spiny Defense

Languages Abyssal, Infernal

SPECIAL ABILITIES

Blindness (Ex)

Claw – injury; save Will DC 14; frequency for 1d4+1 rounds; blind status effect; cure 1 save.

Pumpkin Head (Su)

3/day, a boundfat can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+9) and deals extra damage based on the number of hit points the boundfat has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Spiny Defense (Ex)

As a move action, a boundfat can roll itself up into a spiny ball. While rolled up, it gains a +3 enhancement bonus to its existing natural armor, and any creature attempting to grapple the boundfat takes 1d6 damage on making a grapple check. While rolled up, a boundfat cannot take an action other than leaving this state or casting a spell. The boundfat can leave this state as a move action.

Imp Family

Gremlin (CR 1/2)

The weakest of the imp family, this fiendish winged and a whipping scorpion-like tail lash behind this diminutive, green-skinned nuisance.

XP 400

LE Small Outsider ([Devil](#), [Extraplanar](#))

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 8 [13] (1d10+3)

mp 1

Fort +0, Ref +4, Will +4

Immune Fire, Poison;

OFFENSE

Speed 20 ft., Fly 50 ft. (good)

Melee 2 Claws +4 (1d4-2), Sting +4 (1d4-2 plus poison)

Space 5 ft.; Reach 5 ft.

Spells Known (SC CL 1st; Concentration +3)

1st (DC 13) – fire

STATISTICS

Str 7, Dex 15, Con 11, Int 11, Wis 14, Cha 10

Base Atk +1; CMB -2; CMD 10

Feats Toughness*, [Weapon Finesse](#)

*Bonus Feat

Skills Acrobatics +6, Bluff +6, Fly +19, Knowledge (arcana, planes) +5, Perception +5, Spellcraft +5,

Stealth +6

Language Common, Infernal

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Shadow Meld (Ex)

Gremlins are just plain dark creatures, and they tend to blend into dark surroundings easier. In darkness and low-light, gremlins gain a +4 circumstance bonus to Stealth.

Imp (CR 1)

Fiendish wings and a whipping scorpion-like tail lash behind this diminutive, reddish brown-skinned nuisance.

XP 400

LE Small Outsider ([Devil](#), [Extraplanar](#))

Init +3; Senses Detect good, detect magic, see in darkness; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 10 [15] (1d10+5); Fast Healing 1

mp 2

Fort +1, Ref +5, Will +4
Immune Fire, Poison; Resist Ice 5, Wind 5

OFFENSE

Speed 20 ft., Fly 50 ft. (good)
Melee 2 Claws +5 (1d4-1), Sting +5 (1d4-1 plus poison)
Space 5 ft.; Reach 5 ft.
Special Attacks Dancehall Daze
Spells Known (SC CL 1st; Concentration +3)
1st (DC 13) – fire

STATISTICS

Str 8, Dex 16, Con 12, Int 10, Wis 14, Cha 10
Base Atk +1; CMB -1; CMD 12
Feats Toughness*, [Weapon Finesse](#)
*Bonus Feat
Skills Acrobatics +7, Bluff +6, Fly +19, Knowledge (arcana, planes) +5, Perception +5, Spellcraft +5, Stealth +7
Language Common, Infernal

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Dancehall Daze (Su)

Once per day, the imp may do a jaunty jig enticing others nearby to dance uncontrollably. All enemies within a 20-foot radius of the imp must make a Will save (DC 13) or be inflicted with Daze status for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Shadow Meld (Ex)

Imps are just plain dark creatures, and they tend to blend into dark surroundings easier. In darkness and low-light, imp devils gain a +4 circumstance bonus to Stealth.

Imp Devil (CR 2)

Fiendish wings, sharp claws, and a whipping scorpion-like tail lash behind this diminutive, red-skinned nuisance.

XP 600

LE Small Outsider ([Devil](#), [Extraplanar](#))

Init +3; Senses Detect good, detect magic, see in darkness; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 12 (+3 dex, +1 dodge, +1 natural, +1 size)
hp 19 [33] (3d10+3); Fast Healing 2
mp 3
Fort +2, Ref +6, Will +5
Immune Fire, Poison; Resist Ice 10, Wind 5

OFFENSE

Speed 20 ft., Fly 50 ft. (good)
Melee 2 Claws +7 (1d4), Sting +7 (1d4 plus poison)
Space 5 ft.; Reach 5 ft.
Special Attacks Dancehall Daze
Spells Known (SC CL 3rd; Concentration +5)
1st (DC 12) – [blind](#), [fire](#), [sleep](#)

STATISTICS

Str 10, Dex 17, Con 12, Int 13, Wis 14, Cha 14
Base Atk +3; CMB +2; CMD 16
Feats [Dodge](#), [Weapon Finesse](#)
Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana, planes) +7, Perception +7, Spellcraft +7, Stealth +9
Language Common, Infernal

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Dancehall Daze (Su)

Once per day, the imp devil may do a jaunty jig enticing others nearby to dance uncontrollably. All enemies within a 20-foot radius of the imp devil must make a Will save (DC 13) or be inflicted with Daze status for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Shadow Meld (Ex)

Imp devils are just plain dark creatures, and they tend to blend into dark surroundings easier. In darkness and low-light, imp devils gain a +4 circumstance bonus to Stealth.

Garchimacera (CR 4)

Fiendish wings, sharp claws, and a whipping scorpion-like tail lash behind this diminutive, orange-skinned nuisance.

XP 1,200

LE Small Outsider ([Devil](#), [Extraplanar](#))

Init +4; Senses Detect good, detect magic, see in darkness; Perception +10

DEFENSE

AC 19, touch 16, flat-footed 14 (+4 dex, +1 dodge, +3 natural, +1 size)
hp 45 [72] (6d10+12); Fast Healing 3
mp 10
Fort +4, Ref +9, Will +7
DR 5/good or silver; Immune Fire, Poison; Resist Ice 10, Wind 10

OFFENSE

Speed 20 ft., Fly 50 ft. (good)
Melee 2 Claws +11 (1d6+1), Sting +11 (1d4+1 plus poison)
Space 5 ft.; Reach 5 ft.
Special Attacks Dancehall Daze
Spells Known (SC CL 6th; Concentration +8)
1st (DC 13) – [blind](#), [fire](#), [sleep](#)
2nd (DC 14) – [fire II](#), [poison](#), [silence](#)

STATISTICS

Str 12, Dex 19, Con 14, Int 15, Wis 15, Cha 14
Base Atk +6; CMB +6; CMD 20
Feats [Combat Casting](#), [Dodge](#), [Weapon Finesse](#)
Skills Acrobatics +13, Bluff +11, Fly +25, Knowledge (arcana, planes) +11, Perception +10, Spellcraft +11, Stealth +12
Language Common, Infernal

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Dancehall Daze (Su)

Once per day, the garchimacera may do a jaunty jig enticing others nearby to dance uncontrollably. All enemies within a 20-foot radius of the garchimacera must make a Will save (DC 13) or be inflicted with Daze status for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Shadow Meld (Ex)

Garchimaceras are just plain dark creatures, and they tend to blend into dark surroundings easier. In darkness and low-light, garchimaceras gain a +4 circumstance bonus to Stealth.

Ereshkigal (CR 6)

Larger than your average imp these fiendish wings, sharp claws, and a whipping scorpion-like tail lash behind this diminutive, purple-skinned nuisance are deadly.

XP 2,400

LE Medium Outsider ([Devil](#), [Extraplanar](#))

Init +5; Senses Detect good, detect magic, see in darkness; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 dex, +1 dodge, +4 natural)
hp 60 [96] (8d10+16); Fast Healing 4
mp 17
Fort +5, Ref +11, Will +9
DR 5/good or silver; Immune Blind, Fire, Poison; Resist Ice 10, Wind 10

OFFENSE

Speed 30 ft., Fly 50 ft. (good)
Melee 2 Claws +13 (1d8+2), Sting +13 (1d6+2 plus poison)
Space 5 ft.; Reach 5 ft.
Special Attacks Dancehall Daze
Spells Known (SC CL 8th; Concentration +12)
1st (DC 14) – [blind](#), [fire](#), [sleep](#)
2nd (DC 15) – [fire II](#), [poison](#), [silence](#)
3rd (DC 16) – [bio](#), [blindga](#), [fira](#), [fire III](#), [sleepga](#)

STATISTICS

Str 15, Dex 20, Con 15, Int 17, Wis 16, Cha 15
Base Atk +8; CMB +10; CMD 25
Feats [Combat Casting](#), [Dodge](#), [Spell Penetration](#), [Weapon Finesse](#)
Skills Acrobatics +16, Bluff +13, Fly +27, Knowledge (arcana, planes) +14, Perception +13, Spellcraft +14, Stealth +16
Language Common, Infernal

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Dancehall Daze (Su)

5/day, the ereshkigal may do a jaunty jig enticing others nearby to dance uncontrollably. All enemies within a 20-foot radius of the ereshkigal must make a Will save (DC 14) or be inflicted with Daze status for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Shadow Meld (Ex)

Ereshkigals are just plain dark creatures, and they tend to blend into dark surroundings easier. In darkness and low-light, ereshkigals gain a +4 circumstance bonus to Stealth.

Alberich (CR 9)

These gray-skinned nuisance are larger and much older imps who lead hordes of demons in their commands. They seek more knowledge and power to bluster their reign.

XP 6,400

LE Medium Outsider ([Devil](#), [Extraplanar](#))

Init +10; Senses Detect good, detect magic, see in darkness; Perception +17

DEFENSE

AC 24, touch 17, flat-footed 17 (+6 dex, +1 dodge, +7 natural)
hp 102 [156] (12d10+36); Fast Healing 6
mp 32
Fort +7, Ref +14, Will +11
DR 5/good or silver; Immune Blind, Fire, Poison; Resist Ice 10, Wind 10, Lightning 5

OFFENSE

Speed 30 ft., Fly 50 ft. (good)
Melee 2 Claws +18 (1d8+3), Sting +19 (1d6+3 plus poison)
Space 5 ft.; Reach 5 ft.
Special Attacks Dancehall Daze
Spells Known (SC CL 12th; Concentration +16)
1st (DC 15) – [blind](#), [fire](#), [sleep](#)
2nd (DC 16) – [fire II](#), [poison](#), [silence](#)
3rd (DC 17) – [bio](#), [blindga](#), [fira](#), [fire III](#), [sleepga](#)
4th (DC 18) – [disable](#), [poisonga](#), [silencega](#)

STATISTICS

Str 16, Dex 22, Con 17, Int 19, Wis 17, Cha 15
Base Atk +12; CMB +15; CMD 32
Feats [Combat Casting](#), [Dodge](#), [Greater Spell Penetration](#), [Improved Initiative](#), [Spell Penetration](#), [Weapon Finesse](#), [Weapon Focus](#) (Sting)
Skills Acrobatics +21, Bluff +17, Fly +31, Knowledge (arcana, planes) +19, Perception +17, Spellcraft +19, Stealth +21
Language Common, Infernal

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Dancehall Daze (Su)

5/day, the alberich may do a jaunty jig enticing others nearby to dance uncontrollably. All enemies within a 20-foot radius of the alberich must make a Will save (DC 15) or be inflicted with Daze status for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Planes DC 17).

Shadow Meld (Ex)

Alberichs are just plain dark creatures, and they tend to blend into dark surroundings easier. In darkness and low-light, alberichs gain a +4 circumstance bonus to Stealth.

Jackanapes (CR 13)

These black-skinned nuisance are extremely rare and deadly imps who keep to themselves. They have an eye for treasure and get easily angry if any of their loot is taken from them. They almost always get the surprise on their victims.

XP 25,600

LE Medium Outsider ([Devil](#), Extraplanar)

Init +16; Senses Detect good, detect magic, see in darkness; Perception +21

DEFENSE

AC 26, touch 18, flat-footed 18 (+7 dex, +1 dodge, +8 natural)
hp 142 [210] (15d10+60); Fast Healing 8
mp 50
Fort +9, Ref +16, Will +13

Defensive Abilities Never Off-guard; DR 10/good; Immune Berserk, Blind, Fire, Poison; Resist All 10 (except non-elemental); SR 26

OFFENSE

Speed 30 ft., Fly 50 ft. (good)
Melee 2 Claws +22 (2d6+3), Sting +23 (1d6+3 plus poison)
Space 5 ft.; Reach 5 ft.
Special Attacks Moon Flute
Spells Known (SC CL 15th; Concentration +20)
1st (DC 16) – [blind](#), [fire](#), [sleep](#)
2nd (DC 17) – [fire II](#), [poison](#), [silence](#)
3rd (DC 18) – [bio](#), [blindga](#), [fira](#), [fire III](#), [sleepga](#)
4th (DC 19) – [disable](#), [poisonga](#), [silencega](#)
5th (DC 20) – [firaga](#), [gravity](#)

STATISTICS

Str 16, Dex 24, Con 18, Int 21, Wis 18, Cha 15
Base Atk +15; CMB +6; CMD 20
Feats [Combat Casting](#), [Dodge](#), [Greater Spell Penetration](#), [Improved Initiative](#), [Spell Penetration](#),
Improved Natural Attack (Claw), [Weapon Finesse](#), [Weapon Focus](#) (Sting)
Skills Acrobatics +25, Bluff +20, Fly +35, Knowledge (arcana, planes) +24, Perception +21,
Spellcraft +24, Stealth +25
Language Common, Infernal

SPECIAL ABILITIES

Moon Flute (Su)

Once per day, the jackanapes may make an eerie noise that affects all enemies within a 30-foot radius of the jackanapes must pass a Will save (DC 23) or be inflicted with Berserk status for 1d4 rounds. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

Poison (Ex)

Sting—injury; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Never Off-Guard (Ex)

The jackanapes can always act in the surprise round even if it fails to make a Perception roll to notice a foe, but it is still considered flat-footed until it takes an action. In addition, it receives a bonus on initiative checks equal to its Wisdom modifier.

Shadow Meld (Ex)

Jackanapes are just plain dark creatures, and they tend to blend into dark surroundings easier. In darkness and low-light, jackanapes gain a +4 circumstance bonus to Stealth.

Magician Family

Magician (CR 6)

This mage of the demon world sows chaos with a variety of magic, including Curse to prevent limit breaks and he also immobilizes foes so that his allies can attack.

XP 2,400

NE Medium Outsider ([Daemon](#), [Extraplanar](#))

Init +6; Senses Arcane Sight, Darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 12; flat-footed 16 (+2 Dex, +6 natural)

hp 51 [78] (6d10+18)

mp 20

Fort +5, **Ref** +7, **Will** +8

DR 5/good or silver; **Immune** Disease, Death Effects, Earth, Poison; **Resist** Ice 10, Fire 10, Lightning 10; **SR** 17

Weakness Water

OFFENSE

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

Melee 2 tentacles +6 (1d6)

Special Attacks Curse Gaze

Spells Known (FC 6th, concentration +12)

0th (DC 16) – Dark Orb, Detect Magic, Read Magic, Timer, Touch of Fatigue

1st (DC 17) – Anticipate Peril, Blast, Blind, Blizzard, Envelope, Fire, Mage Armor, Ruin, Stone, Thunder

2nd (DC 18) – Blizzard II, Burning Arc, Defensive Shock, Fire II, Frost Fall, Poison, Stone II, Switch Fate, Temper, Time Shudder, Thunder II

3rd (DC 19) – Alter Fortune, Bio, Blindga, Blink, Blizzara, Dimension Step, Envelopga, Fira, Haste, Immobilize, Infect, Lightning Bolt, Stonera, Thundara

STATISTICS

Str 11, Dex 15, Con 16, Int 22, Wis 16, Cha 21

Base Atk +6; **CMB** +6; **CMD** 18

Feats Combat Casting, Improved Initiative, Magical Aptitude

Skills Bluff +14, Disguise +11, Fly +11, Intimidate +14, Knowledge (arcana) + 15, Knowledge (planes) +15, Knowledge (religion) +12, Perception +12, Sense Motive +12, Spellcraft +17, Stealth +11, Use Magic Device +16

Languages Abyssal, Aquan, Celestial, Common, Draconic, Ignan, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Curse Gaze (Su)

1/day, a magician gazes a dark eerie look into the eyes of their opponent within 60 feet. The target must make a Will save (DC 19) or be inflicted with the Curse status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Zauberer (CR 10)

A master of advanced magic, this dark mage not only aids his allies with blind and envelopga, he uses comet to directly join the fray.

XP 9,600

NE Medium Outsider ([Daemon](#), [Extraplanar](#))

Init +7; Senses Arcane Sight, Darkvision 60 ft.; Perception +17

DEFENSE

AC 18, touch 12; flat-footed 16 (+3 Dex, +6 natural)

hp 104 [154] (11d10+44)

mp 56

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

DR 5/good or silver; **Immune** Disease, Death Effects, Earth, Poison; **Resist** Ice 15, Fire 15, Lightning 15; **SR** 21

Weakness Water

OFFENSE

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

Melee 2 tentacles +9 (1d6)

Special Attacks Curse, Doublecast

Spells Known (FC 11th, concentration +18)

0th (DC 17) – Dark Orb, Detect Magic, Read Magic, Timer, Tough of Fatigue

1st (DC 18) – Anticipate Peril, Blast, Blind, Blizzard, Envelope, Fire, Mage Armor, Ruin, Stone, Thunder

2nd (DC 19) – Blizzard II, Burning Arc, Defensive Shock, Fire II, Frost Fall, Poison, Stone II, Switch Fate, Temper, Time Shudder, Thunder II

3rd (DC 20) – Alter Fortune, Bio, Blindga, Blink, Blizzara, Dimension Step, Envelopga, Fira, Haste, Immobilize, Infect, Lightning Bolt, Stonera, Thundara

4th (DC 21) – Ball Lightning, Blizzard IV, Comet, Dimension Door, Poisonga, Ruinra, Stone IV, Stoneskin, Thunder IV, Time to Act

5th (DC 22) – Biora, Blindja, Blizzaga, Firaga, Gravity, Greater Blink, Icy Prison, Infectga, Lightning Arc, Mass Immobilize, Second Chance, Stonega, Telekinesis, Thundaga

STATISTICS

Str 11, Dex 16, Con 18, Int 24, Wis 16, Cha 21

Base Atk +11; **CMB** +11; **CMD** 24

Feats Combat Casting, Greater Spell Focus (Chronomancy), Improved Initiative, Magical Aptitude, Spell Focus (Chronomancy), Spell Penetration

Skills Bluff +19, Disguise +16, Fly +16, Intimidate +19, Knowledge (arcana) +20, Knowledge (local) +17, Knowledge (planes) +20, Knowledge (religion) +17, Perception +17, Sense Motive +17, Spellcraft +22, Stealth +16, Use Magic Device +21

Languages Abyssal, Aquan, Celestial, Common, Draconic, Ignan, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Curse (Su)

3/day, a zauberer can curse those around it 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: Planes DC 23).

Doublecast (Su)

1/day, a zauberer can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The zauberer 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 zauberer receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells.

Mephisto (CR 18)

As cruel as he is intelligent, this archmage of darkness uses meteor, one of the most powerful magic there is, to plunge the enemy's entire party into confusion.

XP 153,600

NE Medium Outsider ([Daemon](#), Extraplanar)

Init +8; Senses Arcane Sight, Darkvision 60 ft.; Perception +27

DEFENSE

AC 24, touch 14; flat-footed 20 (+4 Dex, +10 natural)

hp 218 [304] (19d10+114)

mp 167

Fort +11, **Ref** +15, **Will** +16

DR 15/good or silver; **Immune** Disease, Death Effects, Earth, Poison; **Resist** Ice 25, Fire 25, Lightning 25; **SR** 29

Weakness Water

OFFENSE

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

Melee 2 tentacles +20 (1d6+1)

Special Attacks Curse, Doublecast, Northern Cross, Shift Fate

Spells Known (FC 19th, concentration +29)

0th (DC 17) – Dark Orb, Detect Magic, Read Magic, Timer, Touch of Fatigue

1st (DC 18) – Anticipate Peril, Blast, Blind, Blizzard, Envelope, Fire, Mage Armor, Ruin, Stone, Thunder

2nd (DC 19) – Blizzard II, Burning Arc, Defensive Shock, Fire II, Frost Fall, Poison, Stone II, Switch Fate, Temper, Time Shudder, Thunder II

3rd (DC 20) – Alter Fortune, Bio, Blindga, Blink, Blizzara, Dimension Step, Envelopga, Fira, Haste, Immobilize, Infect, Lightning Bolt, Stonera, Thundara

4th (DC 21) – Ball Lightning, Blizzard IV, Comet, Dimension Door, Poisonga, Ruinra, Stone IV, Stoneskin, Thunder IV, Time to Act

5th (DC 22) – Biora, Blindja, Blizzaga, Firaga, Gravity, Greater Blink, Icy Prison, Infectga, Lightning Arc, Mass Immobilize, Second Chance, Stonega, Telekinesis, Thundaga

6th (DC) – 24 Hours, Blazing Winds, Burst, Chain Lightning, Cometra, Flare, Freezing Sphere, Glacier, Hastega, Icy Blast, Quake, Reincarnate, Ruinga, Time to Pause

7th (DC) – Bioga, Burn II, Crush II, Fate of One, Freeze II, Ice Body, Infectja, Shock II, Time Spellsurge, Stop

8th (DC) – Burst II, Fire Storm, Flare II, Glacier II, Greater Time to Act, Moment of Prescience, Polar Ray, Quake II, Stormbolts, Withering

9th (DC) – Bioja, Clashing Rocks, Fiery Body, Hastega, Lightning Form, Mass Icy Prison, Meteor, Polar Midnight, Stopga, Time Stop

STATISTICS

Str 12, Dex 18, Con 20, Int 30, Wis 20, Cha 24

Base Atk +19; **CMB** +20; **CMD** 34

Feats Combat Casting, Empower Spell, Greater Spell Focus (Chronomancy), Improved Initiative, Magical Aptitude, Spell Focus (Chronomancy, Earth), Spell Penetration, Toughness, Quicken Spell

Skills Appraise +28, Bluff +29, Disguise +26, Escape Artist +25, Fly +25, Intimidate +29, Knowledge (arcana) +31, Knowledge (local) +28, Knowledge (planes) +31, Knowledge (religion) +28, Perception +27, Sense Motive +27, Spellcraft +33, Stealth +25, Survival +27, Use Magic Device +31

Languages Abyssal, Aquan, Celestial, Common, Draconic, Ignan, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Curse (Su)

Once every 1d2 rounds, a mephisto can curse those around it in a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 26) or be inflicted with Curse status for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Doublecast (Su)

3/day, a mephisto can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The mephisto 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 mephisto receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells.

Northern Cross (Su)

Once every 1d4 rounds, a mephisto will summon a 30 ft.-radius blizzard in a select area completely freezing all those who fail their Fortitude save (DC 26). Every target can be trapped in solid ice 19 inches thick. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 19 points of ice damage each round it is helpless or entangled in the ice. The ice has hardness 0 and 57 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 32) or Escape Artist skill check (DC 37). Blue mages may learn this ability as an 8th level spell (Knowledge: Planes DC 31).

Shift Fate (Su)

Once every 1d4 rounds, a mephisto can change the fate of a single target. As an immediate action, the mephisto can force any one target within 120 feet to reroll a saving throw—this ability must be used immediately after the saving throw is rolled, and the target must abide by the result of this second roll. Blue mages may learn this ability as an 8th level spell (Knowledge: Planes DC 31).

Sin Eater Family

Forgiven Ignorance (CR 3)

A white beetle grazing in a field eating away at grass and flowers.

XP 800

NE Medium Outsider ([Native](#), [Sin Eater](#))

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 17, touch 10; flat-footed 17 (+7 natural)

hp 38 [56] (4d10+16)

Fort +7, **Ref** +4, **Will** +6

DR 5/evil; **Immune** Death Effects, Holy, Mind-affecting, Outsider traits, Petrify; Resist Lightning 10, fire 10; SR 14;

OFFENSE

Speed 60 ft.

Melee Slam +7 (1d4+4 plus 1d4 holy dmg)

Special Attacks Holy Shell, Holy Spray

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 17

Feats Iron Will, Toughness

Skills Climb +11, Intimidate +10, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +12; **Racial Modifiers** +4 Stealth;

Language Celestial

SPECIAL ABILITIES

Holy Shell (Ex)

A forgiven ignorance's body generates a divine aura that deals an extra 1d4 points of holy damage every time it succeeds on a slam attack. Creatures attacking a forgiven ignorance unarmed or with natural weapons take this same holy damage each time one of their attacks hits.

Holy Spray (Ex)

Once every 1d4 rounds as a standard action, a forgiven ignorance can release a spray in a 10-foot cone that deals 2d4 points of holy damage. Those within the cone who succeed a DC 15 Fortitude save take only half damage. The save DC is Constitution-based.

Forgiven Clamor (CR 7)

A skinny white furless wolf hunts down his next meal.

XP 3,200

NE Medium Outsider ([Native](#), [Sin Eater](#))

Init +7; **Senses** Darkvision 60 ft., keen scent, low-light vision; Perception +17

DEFENSE

AC 21, touch 13; flat-footed 18 (+3 Dex, +8 natural)

hp 100 [136] (8d10+56)

Fort +15, **Ref** +11, **Will** +5

DR 5/evil; **Immune** Death Effects, Holy, Mind-affecting, Outsider traits, Petrify; Resist Lightning 10, fire 10; SR 18;

OFFENSE

Speed 50 ft.

Melee 2 Claws +14 (1d6+5), Bite +14 (1d8+5 plus 1d4 holy dmg and trip)

Special Attacks Double Chomp, Holy Bite

STATISTICS

Str 20, **Dex** 17, **Con** 24, **Int** 10, **Wis** 16, **Cha** 18

Base Atk +8; **CMB** +13; **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (Bite)

Skills Climb +13, Intimidate +12, Knowledge (religion) +7, Perception +17, Sense Motive +11, Stealth +13, Survival +13; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival;

Language Celestial

SPECIAL ABILITIES

Double Chomp (Ex)

Once every 1d4 rounds as a standard action, a forgiven clamor can choose to bite twice a round.

Keen Scent (Ex)

A forgiven clamor can detect prey within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind.

Holy Bite (Ex)

Once every 1d4 rounds as a swift action, a forgiven clamor can choose to have an additional 1d6 holy damage onto his bite damage.

Forgiven Conformity (CR 7)

A white spiny dog-like creature stares you down with her blue glowing eyes.

XP 3,200

NE Medium Outsider ([Native](#), [Sin Eater](#))

Init +9; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 dex, +7 natural)

hp 92 [128] (8d10+48), fast healing 5;

Fort +12, Ref +11, Will +7

DR 5/evil; Immune Bleed, Daze, Death Effects, Holy, Mind-affecting, Outsider traits, Petrify, Sickening; Resist Lightning 10, Fire 10; SR 18;

OFFENSE

Speed 40 ft.; Fly 100 ft. (average)

Melee Bite +15 (1d8+6 plus 1d4 holy dmg and trip), 2 Claws +14 (1d6+6)

Special Attacks Holy Bite, Impaled Pounce, Rake (2 claw +14, 1d8+6), Throat-Rip

STATISTICS

Str 22, **Dex** 20, **Con** 22, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +8; **CMB** +14 (+18 trip); **CMD** 29 (33 vs. trip)

Feats Combat Reflexes, Iron Will, Stand Still, Weapon Focus (Bite)

Skills Acrobatics +16, Intimidate +11, Knowledge (Planes) +11, Perception +18 (22 by tracking), Stealth +16, Swim +17; **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

Language Celestial

SPECIAL ABILITIES

Holy Bite (Ex)

Once every 1d4 rounds as a swift action, a forgiven conformity can choose to have an additional 1d6 holy damage onto her bite damage.

Impaled Pounce (Ex)

A forgiven conformity can make a full attack (including its rake attack) when it makes a charge attack, she also deals double damage with his tusks.

Throat-Rip (Ex)

As a full-round action, a forgiven conformity can deliver a coup de grace against a helpless opponent. If the victim survives the attack, she must succeed on a Fortitude save (DC 10 + half of damage dealt from bite) or dies. Opponents killed in this manner cannot be raised, but Arise, Full-Life, or the like can restore the slain creature to life.

Forgiven Conceit (CR 9)

A pure white bear with glowing blue piercing eyes stare into you as it pondered your next decision.

XP 6,400

NE Large Outsider ([Native](#), [Sin Eater](#))

Init +7; **Senses** Darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 25, touch 12; flat-footed 22 (+3 Dex, -1 size, +13 natural)

hp 162 [216] (12d10+96)

Fort +16, **Ref** +11, **Will** +9

DR 10/evil; **Immune** Death Effects, Holy, Mind-affecting, Outsider traits, Petrify, Stun; Resist lightning 10, earth 10, fire 10; SR 20;

OFFENSE

Speed 40 ft.

Melee 2 Claws +19 (1d6+8 plus grab), Bite +19 (1d8+8)

Space 10 ft.; Reach 10 ft.

Special Attacks Divine Swipe, Savage Swipe

STATISTICS

Str 26, **Dex** 16, **Con** 26, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 34 (38 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Power Attack, Run, Skill Focus (Perception)

Skills Climb +23, Diplomacy +12, Intimidate +11, Knowledge (planes) +9, Knowledge (religion) +9, Perception +17, Sense Motive +12, Swim +20; **Racial Modifiers** +4 Swim;

Language Celestial

SPECIAL ABILITIES

Divine Swipe (Ex)

Once every 1d4 rounds and as a standard action, a forgiven conceit can add 1d6 holy damage per successfully hit melee attack.

Savage Swipe (Ex)

Once every 1d4 rounds and as a standard action, a forgiven conceit can swipe four times (+18 each) in an arc hitting all enemies within a 20-ft.-cone doing 4d6+28 total (1d6+7 each).

Forgiven Cowardice (CR 9)

This tattered wings and taloned feet, with pure white creature resembles a feral woman with a wild stern look about her.

XP 6,400

NE Large Outsider ([Native](#), [Sin Eater](#))

Init +11; **Senses** Darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 22, touch 17; flat-footed 14 (+7 Dex, +1 dodge, +5 natural, -1 size)

hp 126 [180] (12d10+60)

Fort +13, **Ref** +14, **Will** +10

DR 10/evil; **Immune** Daze, Death Effects, Holy, Mind-affecting, Outsider traits, Petrify; Resist lightning 10, fire 10, wind 10; SR 20;

OFFENSE

Speed 20 ft., Fly 80 ft. (good)

Melee Bite +11 (2d6+4), 2 Talons +6 (1d8+2)

Space 10 ft.; Reach 10 ft.

Special Attacks Divine Swipe, Flying Leap

STATISTICS

Str 18, **Dex** 24, **Con** 20, **Int** 10, **Wis** 18, **Cha** 20

Base Atk +12; **CMB** +16; **CMD** 33

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack

Skills Bluff +15, Diplomacy +15, Fly +21, Intimidate +15, Knowledge (planes) +10, Perception +19, Sense Motive +14; **Racial Modifiers** +4 Perception, +4 Fly;

Language Celestial

SQ Uncanny Dodge

SPECIAL ABILITIES

Divine Swipe (Ex)

Once every 1d4 rounds and as a standard action, a forgiven cowardice can add 1d6 holy damage per successfully hit melee attack.

Flying Leap (Ex)

A forgiven cowardice can perform a special kind of pounce attack by flying into combat. When a forgiven cowardice charges, it can make a DC 25 Fly check to fly into the air and land next to her enemies. If she makes the Fly check, he can follow up with four talon attacks against foes in reach, but cannot make a bite attack.

Uncanny Dodge (Ex)

A forgiven cowardice can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A forgiven cowardice with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Forgiven Deceit (CR 9)

A white winged creature with ram horns and a large jaw of sharp teeth.

XP 6,400

NE Large Outsider ([Native](#), [Sin Eater](#))

Init +9; **Senses** Darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 23, touch 15; flat-footed 17 (+5 Dex, +1 dodge, +8 natural, -1 size)

hp 150 [204] (12d10+84)

Fort +15, **Ref** +13, **Will** +10

DR 10/evil; **Immune** Bleed, Death Effects, Holy, Mind-affecting, Outsider traits, Petrify, Stun; Resist lightning 10, shadow 10, fire 10; SR 20;

OFFENSE

Speed 20 ft., Fly 50 ft. (good)

Melee Bite +14 (2d6+7), 2 Wings +8 (1d6+3)

Space 10 ft.; Reach 5 ft.

Special Attacks Flying Leap, Ram, Shriek

STATISTICS

Str 24, **Dex** 20, **Con** 24, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +8; **CMB** +16; **CMD** 31

Feats Dodge, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (Bite)

Skills Diplomacy +11, Fly +16, Intimidate +11, Knowledge (planes) +10, Knowledge (religion) +10, Perception +19, Sense Motive +14; **Racial Modifiers** +4 Perception;

Language Celestial

SPECIAL ABILITIES

Flying Leap (Ex)

A forgiven deceit can perform a special kind of pounce attack by flying into combat. When a forgiven deceit charges, it can make a DC 20 Fly check to fly into the air and land next to his enemies. If he makes the Fly check, he can follow up with four wing attacks against foes in reach, but cannot make a bite attack.

Ram Charge (Ex)

A forgiven deceit can charge at an opponent with his horns doing 1d8+9 and stuns his opponent for 1 round unless they succeed at Fortitude Save (DC 21).

Forgiven's Shriek (Ex)

A forgiven deceit can emit a piercing shriek every 1d4 rounds. All creatures that can hear the forgiven deceit's shriek (except other sin eaters) within a 100-ft. radius must succeed on a DC 22 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same forgiven deceit's shriek for 24 hours. The save DC is Constitution-based.

Forgiven Folly (CR 9)

A pale scorpion with a calm aura but fierce determination.

XP 6,400

NE Large Outsider ([Native](#), [Sin Eater](#))

Init +6; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +19

DEFENSE

AC 25, touch 11; flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 162 [216] (12d10+96)

Fort +16, **Ref** +10, **Will** +11

DR 10/evil; **Immune** Death Effects, Holy, Mind-affecting, Outsider traits, Petrify, Poison, Sap; Resist lightning 10, ice 10, fire 10; SR 20;

OFFENSE

Speed 60 ft.

Melee 2 Claws +19 (1d6+7), Sting +20 (1d6+7 plus poison)

Space 10 ft.; Reach 5 ft.

Special Attacks Rapid Stinging, Rend (2 claws, 2d6+7), Sudden Strike

STATISTICS

Str 24, **Dex** 14, **Con** 26, **Int** 10, **Wis** 20, **Cha** 10

Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 33 (37 vs. trip)

Feats Cleave, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (Sting)

Skills Climb +27, Diplomacy +10, Intimidate +9, Knowledge (religion) +9, Perception +19, Sense Motive +10, Stealth +11, Swim +20; **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth; Language Celestial

SPECIAL ABILITIES

Poison (Ex)

Sting — injury; save Fort DC 24; frequency 1/round for 4 rounds; effect 2d6 holy damage; cure 1 save.

Saintscreen (Su)

Once every 1d4+1 rounds as a standard action, a forgiven folly releases a holy blast line with a 50 ft. range and 10 ft. radius. Every enemy within the radius must make a Will Save (DC 16) for half damage or be inflicted with Confused status effect for 1d4 rounds and take 6d6 points of holy damage.

Rapid Stinging (Ex)

A forgiven folly's stinger strikes with astounding speed; it can make one additional attack in a round with its sting as a swift action.

Sudden Strike (Ex)

A forgiven folly is adept at moving quickly when its foes are surprised. During a surprise round, a forgiven folly may act as if it had a full round to act, rather than just one standard action.

Forgiven Prejudice (CR 9)

A white armored bipedal owls with a razor-sharp fox tail, a long neck with feathery wings on the back end, and wearing a mask with two glowing blue eyes.

XP 6,400

LE Large Outsider ([Native](#), [Sin Eater](#))

Init +15; **Senses** Darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 25, touch 15, flat-footed 19 (+5 dex, +6 armor, +4 natural, +1 dodge, -1 size)

hp 198 [252] (12d10+132)

Fort +13, Ref +15, Will +9

DR 10/evil; Immune Blind, Death Effects, Holy, Mind-affecting, Outsider traits, Petrify, Stun; Resist Lightning 10, Fire 10, Wind 25; SR 22;

OFFENSE

Speed 40 ft.; Fly 80 ft. (average)

Melee 2 Claws +17 (1d6+6), Tail Slap +15 (1d8+3/19-20)

Space 10 ft.; Reach 10 ft. (15 ft. with tail slap)

Special Attacks Divine Swipe, Rail Cannon

STATISTICS

Str 22, **Dex** 24, **Con** 20, **Int** 20, **Wis** 16, **Cha** 10

Base Atk +12; **CMB** +18; **CMD** 36

Feats Combat Reflexes, Dodge, Improved Critical (Tail Slap), Iron Will, Multiattack, Toughness

Skills Acrobatics +20, Bluff +15, Diplomacy +12, Fly +22, Intimidate +15, Knowledge (Arcana) +24,

Knowledge (Local) +21, Knowledge (Planes) +24, Perception +22, Sense Motive +18, Stealth

+24; **Racial Modifiers** +4 Fly, +4 on all Knowledge skills, +4 Perception, +8 Stealth

Language Celestial

SQ insightful senses, piercing stare

Gear +2 Chain coat

SPECIAL ABILITIES

Divine Swipe (Ex)

Once every 1d4 rounds and as a standard action, a forgiven prejudice can add 1d6 holy damage per successfully hit melee attack.

Insightful Senses (Su)

A forgiven prejudice's senses are particularly well honed to sensing danger or locating prey. It adds its Wisdom modifier as an insight bonus (+4 for most forgiven prejudices) on its initiative checks.

Piercing Stare (Su)

Up to three times per day as a swift action, a forgiven prejudice can gain the effects of true seeing (as the spell) for 1 round.

Rail Cannon (Su)

Once every 1d3 rounds, a forgiven prejudices firing a blinding light burst, up to 50 feet away with a 10 ft.-radius. Creatures within the area of effect take 8d6 points of holy damage and are inflicted with the Dazed status effect for 1 round unless they make a Reflex save (DC 21). Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Forgiven Extortion (CR 10)

A white strong scaled dragon with long extended horns and a terrible bite.

XP 9,600

LE Large Outsider ([Native](#), [Sin Eater](#))

Init +7; **Senses** Dragon sense; Perception +21

Aura Holy aura (5-ft., 1d6 holy damage)

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 dex, +12 natural, -1 size)

hp 188 [247] (13d10+117)

Fort +16, Ref +11, Will +11

DR 10/evil; Immune Bleed, Blind, Death Effects, Dragon traits, Holy, Mind-affecting, Outsider traits, Paralysis, Petrify, Stun; Resist Lightning 10, Fire 10, Ice 10; SR 21;

OFFENSE

Speed 50 ft.

Melee Bite +21 (2d6+12), 2 Claws +21 (1d8+9), Tail Slap +19 (1d8+4)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Abilities Holy Shell

Special Attacks Breath Weapon (40-ft. Cone, 6d10 holy damage, Reflex DC 24 half, usable every 1d4 rounds), Divine Swipe

STATISTICS

Str 28, **Dex** 17, **Con** 26, **Int** 10, **Wis** 21, **Cha** 10

Base Atk +13; **CMB** +22; **CMD** 35

Feats Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Toughness, Vital Strike

Skills Appraise +16, Bluff +16, Intimidate +16, Knowledge (Planes) +16, Perception +21, Stealth

+15

Language Celestial, Draconic

SPECIAL ABILITIES

Divine Swipe (Ex)

Once every 1d4 rounds and as a standard action, a forgiven extortion can add 1d6 holy damage per successfully hit melee attack for the following round.

Holy Aura (Su)

A forgiven extortion is surrounded by an aura of intense holy heat. All creatures within 5 feet take 1d6 points of holy damage at the beginning of the forgiven extortion's turn.

Holy Shell (Ex)

A forgiven extortion's body generates a divine aura that deals an extra 1d6 points of holy damage every time it succeeds on a claw attacks. Creatures attacking a forgiven extortion unarmed or with natural weapons take this same holy damage each time one of their attacks hits.

Forgiven Apathy (CR 11)

A white wall blocking passage with a hulking creature half way out of it. If one were to get by it, one must defeat it or perish.

XP 12,800

NE Huge Outsider ([Native](#), [Sin Eater](#))

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 231 [294] (14d10+154)

Fort +19, Ref +9, Will +10

DR 10/evil; Immune Bleed, Blind, Curse, Daze, Death Effects, Holy, Mind-affecting, Nauseating, Outsider traits, Paralyze, Petrify, Shock, Sickening, Stun; Resist Lightning 10, Fire 10, Earth 25; SR 22;

OFFENSE

Speed 40 ft.; Fly 100 ft. (average)

Melee Bite +23 (2d6+11), 2 Claws +22 (1d8+5)

Space 15 ft.; Reach 15 ft.

Special Attacks Shockwave

STATISTICS

Str 32, **Dex** 10, **Con** 30, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +14; **CMB** +27; **CMD** 37

Feats Cleave, Improved Critical (Claw), Iron Will, Multiattack, Power Attack, Toughness, Weapon Focus (Claw)

Skills Bluff +19, Intimidate +19, Knowledge (Local) +17, Knowledge (Planes) +17, Perception +21, Sense Motive +21

Language Celestial

SQ Razor-sharp Claw

SPECIAL ABILITIES

Razor-sharp Claw (Ex)

Due to having an oversized claw and being extremely shape, the tomb's claw is considered two size categories larger and its critical tier is increased to x3.

Shockwave (Su)

Once every 1d4 rounds, a forgiven apathy can cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 23) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Forgiven Disobedience (CR 11)

A white buffalo with dark sharp horns and has a great mane reaching back to his tail.

XP 12,800

NE Large Outsider ([Native](#), [Sin Eater](#))

Init +7; **Senses** Darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 27, touch 12; flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 217 [280] (14d10+140)

Fort +20, **Ref** +12, **Will** +10

DR 10/evil; **Immune** Daze, Death Effects, Holy, Mind-affecting, Outsider traits, Petrify, Stun; Resist Lightning 10, fire 10, earth 10; SR 22;

OFFENSE

Speed 40 ft.

Melee Gore +24 (2d6+9), 2 Hooves +17 (1d6+4)

Space 10 ft.; Reach 5 ft.

Special Attacks Head Butt, Powerful Charge

STATISTICS

Str 28, **Dex** 16, **Con** 28, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +14; **CMB** +24; **CMD** 37

Feats Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (Gore)

Skills Climb +22, Intimidate +14, Knowledge (planes) +12, Knowledge (religion) +12, Perception +20, Sense Motive +16, Survival +23; **Racial Modifiers** +4 Perception, +4 Survival;

Language Celestial

SPECIAL ABILITIES

Head Butt (Ex)

Once every 1d4 rounds and as a standard action, a forgiven disobedience can slam into an opponent with his horns doing 2d8+13 and stuns his opponent for 1d4 rounds unless they succeed at Fortitude Save (DC 26).

Powerful Charge (Ex)

A forgiven disobedience typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +24 attack bonus that deals 3d6+18 points of damage.

Forgiven Venery (CR 11)

A nearly naked woman with pointy ears and long extended feathers for wings on her back.

XP 12,800

LE Huge Outsider ([Native](#), [Sin Eater](#))

Init +11; **Senses** Darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 21, touch 16, flat-footed 14 (+5 natural, +7 dex, -1 size)

hp 150 [204] (12d10+84)

mp 80

Fort +14, Ref +15, Will +13

DR 10/evil; Immune Bleed, Curse, Daze, Death Effects, Holy, Mind-affecting, Outsider traits, Paralyze, Petrify, Silence, Stun; Resist Lightning 20, Fire 20, Ice 20; SR 22;

OFFENSE

Speed 40 ft.; Fly 120 ft. (average)

Melee Slam +17 (1d6+5)

Ranged Power Staff: Holy +19 (1d6+6 holy)

Space 10 ft.; Reach 5 ft.

Special Attacks Sanctified

Spells Known (FC CL 12th, Concentration +19)

At will (DC 17) – Bleed, Holy Orb, Mending, Read Magic

1st (DC 18) – Aero, Blizzard, Fire, Thunder

2nd (DC 19) – Aero II, Blizzard II, Fire II, Thunder II

3rd (DC 20) – Aera, Aero III, Blizzara, Blizzard III, Fira, Fire III, Thundara, Thunder III

4th (DC 21) – Aero IV, Blizzard IV, Fire IV, Thunder IV

5th (DC 22) – Aeroga, Burn, Blizzaga, Freeze, Shock, Slice, Thundaga

6th (DC 23) – Burst, Flare, Glacier, Tornado

STATISTICS

Str 20, **Dex** 24, **Con** 22, **Int** 14, **Wis** 25, **Cha** 20

Base Atk +12; **CMB** +18; **CMD** 25

Feats Extra MP, Improved Initiative, Iron Will, Spell Penetration, Toughness

Skills Appraise +17, Bluff +15, Fly +20, Knowledge (Arcana) +17, Knowledge (Planes) +17,

Perception +22, Sense Motive +22, Spellcraft +17

Language Celestial plus two more

Gear holy power staff

SPECIAL ABILITIES

Sanctified (Su)

Once every 1d4+1 rounds as a swift action, a forgiven venery can cause any of her spells to do an additional 1d4 points of holy damage per spell level on top of their normal effect for the round.

Forgiven Enmity (CR 12)

A white hulking beast with sharp claws, pointy tail, and jaw full of edgy teeth.

XP 19,200

NE Huge Outsider ([Native](#), [Sin Eater](#))

Init +9; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +22

DEFENSE

AC 29, touch 13; flat-footed 24 (+5 Dex, +16 natural, -2 size)

hp 223 [291] (15d10+141)

Fort +18, **Ref** +14, **Will** +12

DR 10/evil; **Immune** Burn, Daze, Death Effects, Holy, Mind-affecting, Outsider traits, Paralyze, Petrify, Shock, Stun; Resist lightning 10, fire 10, water 10; SR 23;

OFFENSE

Speed 30 ft., Fly 50 ft. (average)

Melee Bite +23 (2d6+10), Gore +23 (1d8+10), 2 Claws +23 (1d6+10), Tail Slap +21 (2d6+5)

Space 10 ft.; Reach 10 ft. (15 ft. Tail Slap)

Special Attacks Aqualung, Breath Weapon (40-ft. Cone, 11d6 holy damage, Reflex DC 26 for half, usable 1d4 rounds), Fulmination, Tail Swing

STATISTICS

Str 30, **Dex** 20, **Con** 28, **Int** 10, **Wis** 20, **Cha** 14

Base Atk +15; **CMB** +27; **CMD** 41 (45 vs. trip)

Feats Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Perception), Toughness, Vital Strike

Skills Climb +22, Intimidate +13, Fly +13, Knowledge (planes) +11, Knowledge (religion) +11, Perception +22, Sense Motive +16, Stealth +9; **Racial Modifiers** +2 Perception, +4 Stealth; Language Celestial

SPECIAL ABILITIES

Aqualung (Su)

A forgiven enmity can emit a 30-ft.-cone of watery breath, once every 1d4 rounds. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Reflex 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: Planes DC 23).

Fulmination (Su)

A forgiven enmity can launch a powerful blast of lightning against creatures within 60 ft. in a 20-ft.-radius, once every 1d3 rounds. Creatures in the area of effect take 10d6 points of lightning damage are inflicted with Disable status for 1d4 rounds, a successive Reflex save (DC 22) for half damage

and negates status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

Tail Swing (Ex)

Once every 1d4 rounds as a standard action, A forgiven enmity can swipe his tail around in a 15 ft.-radius knocking back everyone 30 feet and taking 3d6+7 damage unless they make a Fortitude save (DC 27) to negate the knock back and half the damage.

Forgiven Cruelty (CR 13)

A hulking lion with wide feathery wings spread out across his back. He gleams with a smile towards his opponents as he shakes his crown upon his head.

XP 25,600

LE Huge Outsider ([Mini-Boss](#), [Native](#), [Sin Eater](#))

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

DEFENSE

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

hp 314 [391] (17d10+221)

Fort +22, Ref +15, Will +13

DR 10/evil; Immune Bleed, Blind, Curse, Daze, Death Effects, Holy, Mind-affecting, Nauseating, Outsider traits, Paralyze, Petrify, Shock, Sickening, Stun; Resist Lightning 10, Fire 10, Wind 25; SR 24;

OFFENSE

Speed 40 ft.; Fly 100 ft. (average)

Melee Bite +29 (2d6+13), 2 Claws +28 (1d8+13), 2 Wings +26 (1d8+6)

Space 15 ft.; Reach 10 ft.

Special Attacks Cyclone Wing, Lumen Infinitem, Rake, Typhoon Wing, Typhoon Wing

STATISTICS

Str 36, **Dex** 20, **Con** 34, **Int** 10, **Wis** 22, **Cha** 12

Base Atk +17; **CMB** +32; **CMD** 47

Feats Charge Through, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Multiattack, Power Attack, Toughness, Weapon Focus (Bite)

Skills Acrobatics +25, Climb +33, Fly +25, Perception +26, Sense Motive +26, Stealth +25

Language Celestial

SQ Beatdown

SPECIAL ABILITIES

Beatdown (Ex)

Whenever struck by a melee attack as a counter attack, the forgiven cruelty will return one claw strike at 2d8+26 points of damage.

Cyclone Wing (Su)

Once every 1d4+2 rounds as a full-round action, a forgiven cruelty releases a cutting winds from his wings doing 15d6 points of wind damage to all within 90-ft.-radius from him unless they make a Reflex save (DC 24). This ignores the evasion talent.

Lumen Infinitum (Su)

Once every 1d4 rounds as a move action, a forgiven cruelty lifts off from the ground about 30 ft. then as a standard action blasts a line radius 10 ft.-wide and 60 ft. back hitting all those within the blast radius for 12d6 points of holy damage unless they make a Reflex save (DC 24) for half damage.

Rake (Ex)

Once every 1d4+2 rounds as a standard action, a forgiven cruelty slashes with great power towards an opponent near him. He must make a successful melee attack (+28), if he succeeds she does 12d6 points of slashing damage with a 5 round bleed doing 2d6 points of damage per round..

Typhoon Wing (Su)

When below 50% health and as part of the Typhoon Wing attack, he summons 3 random orbs all within 45 ft. away from him during that attack that also do 10d6 points of wind damage to all within 45-ft.-radius around them which also stack on top of Typhoon Wing's damage. However, while making a Reflex save (DC 24) for half damage.

Typhoon Wing (Su)

Once every 1d2+1 rounds as a standard action while mid-air, a forgiven cruelty shoots out three wind blasts from his wings. Three 45 ft.-radius cones, one in the front, left, and right doing 12d6 points of wind damage while knocking back anyone in the radius by 30 ft. unless they make a Fortitude save (DC 24) for half damage and negates the knock back. This ability immediately lands him onto the ground.

Forgiven Dissonance (CR 14)

A pale angel covered with pure white armor stretches her feathery wings as she glimpses across her opponents. Her holy sword and shield prepared for battle as she charges forth with great ferocity.

XP 38,400

LE Huge Outsider ([Mini-Boss](#), [Native](#), [Sin Eater](#))

Init +11; **Senses** Darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 37, touch 13; flat-footed 32 (+8 armor, +4 shield, +5 Dex, +12 natural, -2 size)

hp 231 [294] (14d10+154)

Fort +20, **Ref** +15, **Will** +13

DR 15/evil; **Immune** Blind, Burn, Daze, Death Effects, Holy, Mind-affecting, Outsider traits, Paralyze, Petrify, Shock, Stun; Resist Lightning 15, fire 15, shadow 15, earth 15, ice 10, water 10; SR 25;

OFFENSE

Speed 50 ft., Fly 100 ft. (good)

Melee +2 Disruption Knight Sword +29/+24/+19 (3d8+10/19-20)

Space 15 ft.; Reach 15 ft.

Special Abilities Brazen Bull

Special Attacks Gibbet Cage, Pillory, The Path of Light, Thumbscrew, Wooden Horse

STATISTICS

Str 36, Dex 24, Con 30, Int 18, Wis 26, Cha 23

Base Atk +15; CMB +30; CMD 47

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (Knight Sword)

Skills Acrobatics +25, Craft (any one) +22, Diplomacy +24, Fly +25, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +19, Perception +30, Sense Motive +30, Stealth +17

Language Celestial, Draconic plus 3 more

Gear +2 Breastplate, +2 Disruption Knight Sword, +2 Heavy Steel Shield

SQ Uncanny dodge

SPECIAL ABILITIES

Brazen Bull (Su)

Once every 1d6+1 rounds as a standard action, a forgiven dissonace can summon four indestructible orbs that move 10 feet per round. They shoot out a beam of light each every other round that have 50 ft. line reach with a 10 ft. radius. Each orb must make a range touch attack (+22), if successful, their beams of light do 5d6 points of holy damage. She cannot summon more than 4 orbs at once.

Gibbet Cage (Su)

Once every 1d6+1 rounds as a full round action, a forgiven dissonace releases a quick burst within 30 feet of herself. She must make a melee attack (+29), if successful, she does 8d8 half physical (slashing)/holy damage to each opponent within range. She cannot get an attack of opportunity during this and orbs cannot shoot beams during this effect.

Pillory (Ex)

Once every 1d4+4 rounds as a full round action, a forgiven dissonace strikes down with great power towards an opponent near her. She must make a successful melee attack (+29), if she succeeds she does 20d6 points of physical (slashing) damage.

The Path of Light (Su)

Once every 1d2+2 rounds as a standard action, a forgiven dissonace can unleash a blinding orb of light against a group of targets within a 150 feet radius burst from self. Creatures within the area of effect take 10d6 points of holy damage and must make a Reflex Save (DC 25) for half damage.

Thumbscrew (Ex)

A forgiven dissonace only uses this every other round the orbs shoot out as a move action. She will charge in a straight line hitting everyone within a 30 ft. line with a 20 ft. radius. Everyone must make a Reflex Save (DC 30) for half damage or take 6d8 half physical (piercing)/holy damage to each opponent within range.

Wooden Horse (Su)

Once every 1d4+1 rounds as a swift action, a forgiven dissonace can detonate her orbs which blast straight back to her within a line that has a 10 ft. radius each. Each blast requires a Reflex Save (DC 25) for half damage or her opponents take 5d6 points of holy damage per line blast within range of. On her following turn she blast a frontal cone wave from her sword doing 12d8 points of holy damage within a 120 ft.-radius. Everyone must make a Reflex Save (DC 25) for half damage.

Forgiven Revelry (CR 14)

A massive white moss giant who crushes those beneath him.

XP 28,400

CE Gargantuan Outsider ([Giant](#), [Native](#), [Sin Eater](#))

Init +5; **Senses** Darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 26, touch 11, flat-footed 18 (+15 natural, +5 dex, -4 size)

hp 314 [391] (17d10+221)

Fort +22, Ref +15, Will +12

DR 10/evil; Immune Bleed, Daze, Death Effects, Holy, Mind-affecting, Nauseating, Outsider traits, Paralyze, Petrify, Sickening, Stun; Resist Lightning 10, Fire 10, Earth 15, Water 15; SR 25;

OFFENSE

Speed 60 ft.

Melee 2 Slams +27 (3d6+13 plus 1d10 holy damage)

Space 20 ft.; Reach 15 ft.

Special Abilities Summon Orbs

Special Attacks Crush (Medium creatures, DC 30, 3d6+13), Magnitude 8

STATISTICS

Str 36, **Dex** 20, **Con** 34, **Int** 10, **Wis** 20, **Cha** 12

Base Atk +17; **CMB** +32; **CMD** 47

Feats Cleave, Cleaving Finish, Great Cleave, Improved Natural Attack (Slam), Iron Will, Power Attack, Toughness, Vital Attack, Weapon Focus (Slam)

Skills Bluff +18, Climb +30, Intimidate +18, Knowledge (Planes) +17, Perception +22, Sense Motive +22

Language Celestial, Giant

SPECIAL ABILITIES

Magnitude 8 (Su)

Once every 1d4 rounds as a standard action, a forgiven revelry 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 for 1d8 rounds. They must make Reflex save (DC 23) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Planes DC 31).

Summon Orbs (Su)

At the start of the fight as an immediate action, a forgiven revelry can summon two indestructible orbs that move 10 feet per round. They shoot out a beam of light each every other round that have 50 ft. line reach with a 10 ft. radius. Each orb must make a range touch attack (+22), if successful, their beams of light does 5d6 points of holy damage. He cannot summon more than 2 orbs at once.

Forgiven Whimsy (CR 14)

A large white cube with multiple gold faces on it. Each face can rotate around triggering different effects. The cube is 3 by 3 smaller squares, some with faces and others with none.

XP 28,400

LE Huge Outsider ([Mini-Boss](#), [Native](#), [Sin Eater](#))

Init +11; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 25, touch 15, flat-footed 18 (+10 natural, +7 dex, -2 size)

hp 232 [300] (15d10+150)

Fort +18, Ref +16, Will +13

DR 10/evil; Immune Bleed, Blind, Curse, Daze, Death Effects, Holy, Mind-affecting, Nauseating, Outsider traits, Paralyze, Petrify, Shock, Sickening, Stun; Resist Lightning/Fire/Wind/Water/Earth/Shadow/Ice 20; SR 25;

OFFENSE

Speed 40 ft.; Fly 100 ft. (average)

Melee Slam +22 (2d6+12 plus 1d10 holy damage)

Space 15 ft.; Reach 15 ft.

Special Attacks Catechism, Exegesis, Judgment Day, Sacrament of Penance, Shiny Orbs

STATISTICS

Str 26, **Dex** 24, **Con** 38, **Int** 20, **Wis** 22, **Cha** 12

Base Atk +15; **CMB** +25; **CMD** 42

Feats Ability Focus (Judgment Day), Cleave, Improved Initiative, Improved Natural Attack (Slam), Iron Will, Power Attack, Toughness, Weapon Focus (Slam)

Skills Acrobatics +22, Appraise +23, Bluff +19, Diplomacy +19, Fly +18, Intimidate +19, Knowledge (Arcana) +23, Knowledge (Planes) +23, Knowledge (Religion) +20, Perception +24, Sense Motive +24

Language Celestial, Draconic plus 4 more

SQ Auto-Float

SPECIAL ABILITIES

Auto-Float (Ex)

Forgiven whimsy hovers just above the ground. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled.

Catechism (Ex)

Once every 1d4+4 rounds as a full round action, a forgiven whimsy slams down with great power towards an opponent near her. She must make a successful melee attack (+22), if she succeeds she does 20d6 points of bludgeoning damage.

Exegesis (Su)

Once every 1d4+1 rounds as a move action, a forgiven whimsy rotates her faces around, some squares will have faces while others will not. Which ever square on the cube's 3 by 3 squares has a face then triggers an explosion on each platform based off of them. For example if the faces make a X, every square platform like this:

X – 0 – X

0 – X – 0

X – 0 – X

On the next turn as a standard action, anyone on those squares on the platform take 6d6 points of earth damage including flying creatures, no save. Anyone with a Knowledge (Planes) check 15 can

determine the faces reflect on the platforms they stand on. Each platform is 15 feet wide and there are nine of them to match on many.

Judgement Day (Su)

Once every 1d2+1 rounds as an immediate action, a forgiven whimsy drops down two comets from the sky hitting in two of the random squares below. The comets take 2 rounds to hit the ground and show a shadow on which square they will hit within a round. If no one is on that square that the comet falls on, hits everyone within a 90-ft.-radius doing 10d6 points of fire damage, Reflex save (DC 25) for half damage. If someone is, they take 4d6 points of fire damage, Reflex save (DC 25) for half damage. Anyone with a Knowledge (Planes) check 15 can tell someone has to soak the comet damage so the group doesn't take it all.

Sacrament of Penance (Su)

Once every 1d4+1 rounds as a standard action, the forgiven whimsy releases a storm of bolts hitting everyone within a 90-ft.-radius. Anyone in the area of effect takes 12d6 points of lightning damage and must make a Reflex save (DC 23) for half damage. Ignores the Evasion talent.

Shiny Orbs (Su)

When below 50% health (150 Hp), as an immediate action during Exegesis. The forgiven whimsy summons 4 orbs in random square in the move action but there must be at least one open square everyone can run too. The orbs explode during the damaging round doing 6d6 points of holy damage including flying creatures, no save.

Tesleen, the Forgiven (CR 14)

Tesleen is the lead caregiver at the Inn at Journey's Head, she cares greatly for her patients and keeps a positive attitude even though her job is a somber one. She is great friends with Alisae, and ever since the Warrior of Light's arrival she often teases Alisae for how much she admires them. The Warrior of Light and Alisae find Halric before the Sin Eater known as the Forgiven Dissonance. Tesleen attempts to defend him, but is stabbed by the creature. She wants Halric to live on, but succumbs to her wounds and transforms into a Sin Eater herself.

XP 28,400

LE Huge Outsider ([Mini-Boss](#), [Native](#), [Sin Eater](#))

Init +14; **Senses** Darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 31, touch 19, flat-footed 20 (+10 Dex, +12 natural, +1 dodge, -2 size)

hp 232 [304] (16d10+144)

Fort +18, Ref +20, Will +13

DR 15/evil; Immune Blind, Burn, Daze, Death Effects, Holy, Mind-affecting, Outsider traits, Paralyze, Petrify, Stop, Stun; Resist Lightning/Fire 15, Ice/Wind/Earth/Shadow/Holy/Water 10; SR 25;

OFFENSE

Speed 40 ft.; Fly 100 ft. (average)

Melee 2 Claws +25 (2d8+7/x3), 2 Wings +24 (1d4+7)

Space 15 ft.; Reach 15 ft.

Special Attacks Exorcise, Fevered Flagellation, Scold's Bridle, The Tickler

STATISTICS

Str 22, Dex 30, Con 26, Int 14, Wis 22, Cha 20

Base Atk +16; CMB +25; CMD 46

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Toughness, Weapon Finesse, Weapon Focus (Claw)

Skills Acrobatics +29, Bluff +24, Climb +25, Fly +29, Knowledge (Planes) +21, Perception +25, Sense Motive +25, Stealth +21

Language Celestial, Draconic plus 2 more

SQ Improved Uncanny Dodge, Razor-sharp Claws

SPECIAL ABILITIES

Exorcise (Su)

Once every 1d4+1 rounds as an immediate action, Tesleen will drop bright light beneath all foes within 90 feet from her. On the following round the holy light will do 6d6 points of holy damage to the target, then doing 2d6 points of holy damage for 7 rounds after in a 15-ft.-radius at the place the target was standing at. Anyone who steps in one of these holy light auras will be inflicted with the Bleed status effect unless they make a Fortitude save (DC 24) per round in them, this however only negates the Bleed status effect.

Fevered Flagellation (Ex)

The round before this Tesleen will howl really loud preparing the players for the following round. Once every 1d2+1 rounds as a full-round action, Tesleen will charge at each target really quickly preventing any attacks of opportunity during this attack. Which target she selects will be at random and who she is ends up next to at the end of the attack. Everyone within a 60 ft.-radius around her takes claw damage each but she must successfully (+25 melee attack) hit each one.

Improved Uncanny Dodge (Ex)

Along with the benefits of the uncanny dodge ability, Tesleen can no longer be flanked. This defense denies a thief the ability to sneak attack Tesleen by flanking her, unless the attacker has at least four more thief levels than Tesleen's HD.

Razor-sharp Claws (Ex)

Due to having oversized claws and being extremely shape, Tesleen's claws are considered two size categories larger and her critical tier is increased to x3.

Scold's Bridle (Su)

Once every 1d4+1 rounds as a standard action, Tesleen releases a burst of holy energy. All creatures within 90 feet from him take 12d6 points of holy damage and she is healed for half of the total damage done per target. Everyone in the area of effect must make a Reflex save (DC 24) for half damage and reduces the heal by ¼ of the total damage per target.

The Tickler (Ex)

Once every 1d4+2 rounds as a full round action, Tesleen strikes down with furious divine power towards an opponent within reach. She must make a successful melee attack (+25), if she succeeds she does 12d8 points of damage (half holy/slashing).

Forgiven Obscenity: Consort of Sin (CR 15)

A nearly naked pale woman with golden thin covering parts of her body, thin ribbons that act as her wings and a golden staff with ancient runes describe upon it is held in her right hand. You would think she was an angel but she shakes her golden feathered hair with her left hand as she peer into your soul with her black pitched eyes.

XP 51,200

LE Huge Outsider ([Boss](#), [Native](#), [Sin Eater](#))

Init +11; **Senses** Darkvision 120 ft., low-light vision; Perception +25

DEFENSE

AC 27, touch 20, flat-footed 15 (+7 natural, +12 dex, -2 size)

hp 496 [640] (16d10+160)

mp 115

Fort +19, Ref +22, Will +21

DR 15/evil; Immune Bleed, Blind, Curse, Daze, Death Effects, Disease, Frog, Holy, Mind-affecting, Mini, Nauseating, Outsider traits, Paralyze, Petrify, Shock, Sickening, Stun; Resist Lightning/Fire/Wind/Water/Earth/Shadow/Ice 30; SR 26;

OFFENSE

Speed 50 ft.; Fly 150 ft. (average)

Melee 2 Kicks +24 (2d6+10 plus 1d8 holy damage/19-20)

Ranged +3 Power Staff: Holy +29 (4d6+12 holy damage)

Space 15 ft.; Reach 10 ft.

Special Attacks Conviction Marcato, Divine Diminuendo, Orison Fortissimo, Solitaire Ring, Sacrament Sforzando

Special Abilities Feather Marionette, Penance Pianissimo

Burst Mode Fauthry's Blessing

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

At will (DC 19) – Bleed, Burst of Light, Holy Orb, Mending, Read Magic

1st (DC 20) – Brighten, Cure, Heal, Light, Regen

2nd (DC 21) – Aid, Brighten II, Consecrate, Cure II, Grace, Healara, Light II, Temper

3rd (DC 22) – Brighten III, Cura, Cure III, Haste, Healaga, Heroism, Light III, Lightra, Slow

4th (DC 23) – Cure IV, Hold, Holy, Light IV, Radiant Spikes

5th (DC 24) – Bless, Bright, Curaga, Holy Light, Lightga, Regen III

6th (DC 25) – Auto-Cure, Curada, Greater Heroism, Hastega, Holy II, Radiance, Slowga

7th (DC 26) – Bless II, Bright II, Reflect

8th (DC 27) – Curaja, Holdga, Holy III, Holy Burst

STATISTICS

Str 30, **Dex** 34, **Con** 28, **Int** 18, **Wis** 28, **Cha** 24

Base Atk +16; **CMB** +28; **CMD** 50

Feats Combat Casting, Empower Spell, Focused Spell, Improved Initiative, Iron Will, Toughness, Weapon Focus (Power Staff), Quicken Spell

Skills Acrobatics +28, Appraise +20, Bluff +23, Diplomacy +23, Fly +24, Intimidate +23, Knowledge (Planes) +20, Knowledge (Religion) +20, Perception +25, Sense Motive +25

Language Celestial plus 4 more

SQ Auto-Float, Empowered

Gear Holy Power Staff

SPECIAL ABILITIES

Auto-Float (Ex)

Forgiven obscenity hovers just above the ground. This gives her movement as though she was under the effect of a float spell; this effect cannot be dispelled.

Conviction Marcato (Su)

Once every 1d6+2 rounds, Forgiven obscenity charges up four circles around herself for one full-round. Then the following round releases powerful holy energy lines from each circle with a swift action. Each circle releases a 80 ft. line reach with a 10 ft. radius doing 15d8 points of holy damage and everyone in those blasts must make a Reflex save (DC 27) for half damage. She also releases a 120-ft.-frontal cone doing 15d8 points of holy damage to everyone in that frontal assault, they must make a Reflex save (DC 27) for half damage. The frontal cone ignores the Evasion talent.

Divine Diminuendo (Ex)

Once every 1d4+1 rounds as a full-round action, the forgiven obscenity twirls multiple times hitting everyone within a 30-ft.-radius around herself. If she hits a melee attack (+24), anyone in the area of effect takes 12d6 points of damage (half holy/bludgeoning).

Empowered (Ex)

Forgiven obscenity has a special connection to her weapon. While in her hands, her holy power staff gains the Quad Charged weapon properties. Other Forgiven obscenities may have different weapon properties, up to a maximum of a +3 equivalent. She gains these bonuses even if the base weapon is not enchanted.

Fauthry's Blessings (Su) [Begins Phase II]

Once below 60% health, this Burst Mode lets Forgiven obscenity's bring forth a greater power, adding two golden rings above her head and one around the tip of the staff. For a number of rounds equal to 1 + 1 round for every four HD, Forgiven obscenity's damage of her holy power staff is double and the radius of her divine diminuendo ability is doubled. This limit break requires only a swift action to activate.

Feather Marionette (Su) [Phase II]

1/day, After Penance Pianissimo has been used as a swift action, Forgiven obscenity teleports away from her location and summons four more versions of herself, each clone does half of the damage, heal half as much, have half of her health, and a quarter of her MP. Each clone can use Divine Diminuendo and Conviction Marcato which they're immune to each others attacks.

Orison Fortissimo (Su)

Once every 1d4+1 rounds as a standard action, the forgiven obscenity releases a white sphere of arcane symbols that extend outward hitting everyone within a 120-ft.-radius around herself. Anyone in the area of effect takes 12d8 points of holy damage and must make a Reflex save (DC 27) for half damage. Ignores the Evasion talent.

Penance Pianissimo (Su) [Phase II]

Once below 50% health as an immediate action, Forgiven obscenity summons a 90 ft. silvery bright realm around her for the rest of the battle, dealing 3d6 bludgeoning damage and 3d6 holy damage

every turn for anyone outside of the 90 ft. range up to 300 ft. away. A successful Reflex save (DC 27) halves the damage on each instance of damage.

Solitaire Ring (Su) [Begins Phase III]

Once below 30% health as a swift action, Forgiven obscenity teleports away from the group on the other side of the room summoning enough fireballs to fill that side of the room (DM determines the size of them) and a quarter of them will have circles in front of them. The following round as a swift action, any fireball with a circle in front of it will go across of the room doing 8d8 points of fire damage to everyone within the blast wave with no save. That same round another quarter of the fireballs will have circles in front of them and it will continue as it until all of the fireballs are gone.

Sacrament Sforzando (Su) [Phase III]

Once every 1d4+4 rounds, as a standard action, Forgiven Obscenity focus charges with divine power towards one opponent within 30 ft.-range. If she hits (+26), This attack does 12d8 points of holy damage.

Soulflayer Family

Soulflayer (CR 8)

It is said that when a Blue Mage is no longer able to control the beast within as a side effect of using Blue Magic, they lose the ability to maintain their mortal form and are transformed into Soulflayers.

XP 4,800

LE Medium Outsider ([Devil](#), [Extraplanar](#))

Init +7; Senses Darkvision 60 ft.; Perception +14

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 dex, +4 natural)

hp 68 [104] (8d10+24)

mp 30

Fort +5, Ref +9, Will +8

DR 5/cold iron or good; **Immune** fire, poison; **Resist** Dark 5, Earth 10, Ice 10; **SR** 19

Weakness holy

OFFENSE

Speed 30 ft.

Melee 4 Tentacles +9 (1d4+1 plus grab) or Quarterstaff +10 (1d6+1)

Special Attacks Mind Blast, Mind Purge, Thought Tentacle

Spells Known (FC CL 8th, Concentration +13)

1st (DC 16) – Blood Drain, Marrow Drain, Seed Cannon, Water Gun

2nd (DC 17) – Acid Droplet, Hear no Evil, Snowpit, Telekinetic

3rd (DC 18) – Blaster, Fireball, Speak no Evil, Touch of Ages

4th (DC 19) – Filth Cloud, Gates of Hades, Lightning Armor

STATISTICS

Str 12, Dex 16, Con 16, Int 20, Wis 14, Cha 16

Base Atk +8; CMB +9 (+12 vs grapple); CMD 22 (24 vs grapple)

Feats Combat Casting, Improved Grapple, Improved Initiative, Weapon Focus (quarterstaff)

Skills Bluff +15, Diplomacy +15, Escape Artist +15, Intimidate +15, Knowledge (Arcana, Planes, Religion) +17, Perception +14, Sense Motive +14, Spellcraft +17, Stealth +15

Languages Abyssal, Celestial, Common, Draconic, Undercommon, telepathy 100 ft.

SPECIAL ABILITIES

Mind Blast (Su)

Soulflayers are able to project a 60 foot of psychic static towards a single target. The target is stunned for 1d4 rounds and takes 8d6 points of non-elemental damage. A successful Will save (DC 19) reduces the damage by half and negates the status effect. This ability is used as a standard action is considered a mind-affecting effect and the saving throw DC is Charisma-based. Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

Mind Purge (Su)

Soulflayers are able to enter the mind of their target and purge one of their benefits from their victim. This spell functions as Dispel. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Thought Tentacle (Ex)

If a soulflayer has someone grappled and successfully deals damage to that target, instead of the normal physical damage, it can choose to deal 1d4+2 points of Intelligence damage instead. This ability only works on creatures with an actual brain. Thus, it does not work on constructs, elementals, plants, oozes or undead in addition to creatures that either do not have an actual brain or the brain is not physically inside the grappled creature.

Psycheflayer (CR 11)

More developed soulflayer who learns to master their blue magic.

XP 12,800

LE Medium Outsider ([Devil](#), extraplanar)

Init +8; Senses Darkvision 60 ft.; Perception +19

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 dex, +6 natural)

hp 102 [156] (12d10+36)

mp 65

Fort +7, Ref +12, Will +11

DR 10/cold iron or good; **Immune** fire, poison; **Resist** Dark 10, Earth 15, Ice 10; **SR** 22

Weakness holy

OFFENSE

Speed 30 ft.

Melee 4 Tentacles +13 (1d4+1 plus grab) or Quarterstaff +14 (1d6+1)

Special Attacks Mind Blast, Mind Purge, Thought Tentacle, Time Slip

Spells Known (FC CL 12th, Concentration +18) [+1 DC for Lightning or Shadow spells]

1st (DC 17) – Blood Drain, Chill, Marrow Drain, Seed Cannon, Water Gun

2nd (DC 18) – Acid Droplet, Hear no Evil, Snowpit, Telekinetic, Zephyr Arrow

3rd (DC 19) – Bacteria, Blaster, Fireball, Speak no Evil, Touch of Ages

4th (DC 20) – Filth Cloud, Gates of Hades, Lightning Armor, Umbral Storm

5th (DC 21) – Fulmination, Pox, Thunderbolt

6th (DC 22) – Shadow Flare, Thunderspark

STATISTICS

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

Base Atk +12; CMB +13 (+15 vs grapple); CMD 27 (29 vs grapple)

Feats Combat Casting, Elemental Focus (Lighting, Shadow), Improved Grapple, Improved Initiative, Weapon Focus (Quarterstaff)

Skills Acrobatics +20, Bluff +19, Diplomacy +19, Escape Artist +20, Intimidate +19, Knowledge (Arcana, Planes, Religion) +22, Perception +19, Sense Motive +19, Spellcraft +22, Stealth +20

Languages Abyssal, Celestial, Common, Draconic, Umbran, Undercommon, telepathy 100 ft.

SPECIAL ABILITIES

Mind Blast (Su)

Psycheplayers are able to project a 60 foot of psychic static towards a single target. The target is stunned for 1d6 rounds and takes 8d6 points of non-elemental damage. A successful Will save (DC 22) reduces the damage by half and negates the status effect. This ability is used as a standard action is considered a mind-affecting effect and the saving throw DC is Charisma based. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

Mind Purge (Su)

Psycheplayers are able to enter the mind of their target and purge one of their benefits from their victim. This spell functions as Dispel. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Thought Tentacle (Ex)

If a psycheplayer has someone grappled and successfully deals damage to that target, instead of the normal physical damage, it can choose to deal 1d4+2 points of Intelligence damage instead. This ability only works on creatures with an actual brain. Thus, it does not work on constructs, elementals, plants, oozes or undead in addition to creatures that either do not have an actual brain or the brain is not physically inside the grappled creature.

Time Slip (Su)

1/day, a psycheplayer summons a clock rotating and engulfing his target into a deep slumber. The victim must make a Fortitude save (DC 22) or takes 5d4 years in a blink of an eye. They must also make a Will save (DC 22) 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).

Pneumaflayer (CR 13)

A soulflayer who has mastered more devastating blue magic spells.

XP 25,600

LE Medium Outsider ([Devil](#), extraplanar)

Init +9; Senses Darkvision 60 ft.; Perception +23

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 dex, +8 natural)

hp 142 [210] (15d10+60)

mp 97

Fort +9, Ref +14, Will +13

DR 10/cold iron or good; **Immune** fire, poison; **Resist** Dark 15, Earth 20, Ice 10; **SR** 24

Weakness holy

OFFENSE

Speed 30 ft.

Melee 4 Tentacles +16 (1d4+1 plus grab) or Quarterstaff +17 (1d6+1)

Special Attacks Mind Blast, Mind Purge, Thought Tentacle

Spells Known (FC CL 15th, Concentration +22) [+1 DC for Lightning or Shadow spells]

1st (DC 18) – Blood Drain, Chill, Magic Fang, Marrow Drain, Seed Cannon, Water Gun

2nd (DC 19) – Acid Droplet, Electrocute, Hear no Evil, Snowpit, Telekinetic, Zephyr Arrow

3rd (DC 20) – Bacteria, Blaster, Fireball, Sonic Tail, Speak no Evil, Touch of Ages

4th (DC 21) – Corrupting Touch, Filth Cloud, Gates of Hades, Lightning Armor, Sea Song, Umbral Storm

5th (DC 22) – Fulmination, Inertial Barrier, Multicast, Pox, Thunderbolt

6th (DC 23) – Bewitching Gaze, Feel My Pain, Shadow Flare, Thunderspark

7th (DC 24) – Angel Whisper, Death-Stealing Gaze, Inertial Barrier II

STATISTICS

Str 12, Dex 20, Con 18, Int 24, Wis 18, Cha 16

Base Atk +15; CMB +16 (+18 vs grapple); CMD 31 (33 vs grapple)

Feats Combat Casting, Elemental Focus (Lighting, Shadow), Improved Grapple, Improved Initiative, Shadow Veil, Storm Bolt, Weapon Focus (Quarterstaff)

Skills Acrobatics +24, Bluff +22, Diplomacy +22, Escape Artist +24, Intimidate +22, Knowledge (Arcana, Planes, Religion) +26, Perception +23, Sense Motive +23, Spellcraft +26, Stealth +24

Languages Abyssal, Celestial, Common, Draconic, Umbran, Undercommon, telepathy 100 ft.

SPECIAL ABILITIES

Mind Blast (Su)

Pneumaflayers are able to project a 60 foot of psychic static towards a single target. The target is stunned for 1d6 rounds and takes 8d6 points of non-elemental damage. A successful Will save (DC 24) reduces the damage by half and negates the status effect. This ability is used as a standard action is considered a mind-affecting effect and the saving throw DC is Charisma based. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

Mind Purge (Su)

Pneumaflayers are able to enter the mind of their target and purge one of their benefits from their victim. This spell functions as Dispel. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Thought Tentacle (Ex)

If a pneumaflayers has someone grappled and successfully deals damage to that target, instead of the normal physical damage, it can choose to deal 1d4+2 points of Intelligence damage instead. This ability only works on creatures with an actual brain. Thus, it does not work on constructs, elementals, plants, oozes or undead in addition to creatures that either do not have an actual brain or the brain is not physically inside the grappled creature.

Time Slip (Su)

A pneumaflayers 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).

Succubus Family

Succubus (CR 8)

Flying through the air on black wings, this alluring little demon uses Entice to make victims do as she says, which is not always bad if you like that sort of thing.

XP 4,800

CE Medium Outsider ([Demon](#), [Extraplanar](#))

Init +3; Senses Darkvision 60 ft., detect good; Perception +21

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 dex, +7 natural)

hp 84 [120] (8d10+40)

mp 32

Fort +7, Ref +9, Will +10

DR 5/cold iron or good; **Immune** lightning, poison; **Resist** Dark 5; **SR** 19

Weakness wind

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 Claws +11 (1d6+1)

Special Attacks Energy Drain, Entice

Spells Known (FC CL 8th, Concentration +14)

1st (DC 17) – Charm, Color Spray, Cure, Dark, Disguise Self, Fire, Thunder

2nd (DC 18) – Cure II, Dark II, Fire II, Thunder II, Vanish

3rd (DC 19) – Cura, Cure III, Dark III, Darkra, Dispel, Fira, Fire III, Haste, Loathsome Veil, Thundara, Thunder III

4th (DC 20) – Cure IV, Dark IV, Fire IV, Greater Vanish, Lesser Geas, Thunder IV

STATISTICS

Str 13, Dex 17, Con 20, Int 18, Wis 14, Cha 22

Base Atk +8; CMB +11; CMD 22

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +25, Diplomacy +17, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16,

Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff & Perception

Languages Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

SQ Change Shape ([alter self](#), Small or Medium humanoid)

SPECIAL ABILITIES

Energy Drain (Su)

A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 20 Will save to negate the suggestion. The DC is 20 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Entice (Su)

A succubus blows a kiss towards her target as pink hearts are being thrown from her lips towards him. The target must make a Will save (DC 21) or be affected as if by a Charm spell for a duration of 1 minute. The charm effect on this ability is harder to overcome unlike other charm spells and has its DC increase by 1. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Lilin (CR 11)

Eternian Forces use this little demon against its enemies. It uses bedazzle to charm its foes, though some may find its backside just as mesmerizing.

XP 12,800

CE Medium Outsider ([Demon](#), extraplanar)

Init +4; Senses Darkvision 60 ft., detect good; Perception +29

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 dex, +9 natural)

hp 126 [180] (12d10+60)

mp 65

Fort +9, Ref +12, Will +12

DR 10/cold iron or good; **Immune** lightning, fire, poison; **Resist** Dark 10; **SR** 22
Weakness wind

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 Claws +16 (1d6+2)

Special Attacks Bedazzle, Energy Drain, Entice, Shadow Flare

Spells Known (FC CL 12th, Concentration +18)

1st (DC 17) – Charm, Color Spray, Cure, Dark, Disguise Self, Fire, Thunder

2nd (DC 18) – Cure II, Dark II, Fire II, Thunder II, Vanish

3rd (DC 19) – Cura, Cure III, Dark III, Darkra, Dispel, Fira, Fire III, Haste, Loathsome Veil, Thundara, Thunder III

4th (DC 20) – Cure IV, Dark IV, Fire IV, Greater Vanish, Lesser Geas, Thunder IV

5th (DC 21) – Curaga, Darkga, Dream, Thundaga, Vanishga

6th (DC 22) – Abyss, Auto-Cure, Chain Lighting, Dream Casting, Geas/Quest, Greater Vanish, Hastega

STATISTICS

Str 14, Dex 18, Con 20, Int 18, Wis 14, Cha 22

Base Atk +12; CMB +16; CMD 28

Feats Agile Maneuvers, Alertness, Combat Reflexes, Iron Will, Shrewd Tactician, Weapon Finesse

Skills Bluff +29, Diplomacy +21, Disguise +23, Escape Artist +16, Fly +19, Intimidate +20,

Knowledge (local) +19, Perception +29, Sense Motive +21, Stealth +19; **Racial Modifiers** +8 Bluff & Perception

Languages Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

SQ Change Shape (*alter self*, Small or Medium humanoid)

SPECIAL ABILITIES

Bedazzle (Su)

With a confounding, hypnotic twirl and a coy hum, the lilin draws the attention of all enemies within a 30 ft. radius as a standard action. Those within the area of effect must make a Will save (DC 22) each to fend off the Charm and Confuse status effects for 1d6 rounds. Blue mages can learn this ability as a 5th level spell (Knowledge: Planes DC 25).

Energy Drain (Su)

A lilin drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The lilin's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the lilin. The victim must succeed on a DC 22 Will save to negate the suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Entice (Su)

A lilin blows a kiss towards her target as pink hearts are being thrown from her lips towards him. The target must make a Will save (DC 23) or be affected as if by a Charm spell for a duration of 1

minute. The charm effect on this ability is harder to overcome unlike other charm spells and has its DC increase by 1. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Shadow Flare (Su)

Once every 1d4 rounds, lilin 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 12th-level black mage. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Melugene (CR 13)

This little female demon has a nice tan and likes to use aeroga. But of far more interest is her bedazzle, an alluring attack that charms all her foes and confuses them.

XP 25,600

CE Medium Outsider ([Demon](#), extraplanar)

Init +9; Senses Darkvision 60 ft., detect good; Perception +33

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 dex, +10 natural)

hp 157 [225] (15d10+75)

mp 97

Fort +10, Ref +14, Will +14

DR 10/cold iron or good; **Immune** lightning, fire, poison; **Resist** Dark 15; **SR** 24

Weakness wind

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 Claws +20 (1d6+2)

Special Attacks Bedazzle, Energy Drain, Entice, Shadow Flare

Spells Known (FC CL 15th, Concentration +22)

1st (DC 18) – Charm, Color Spray, Cure, Dark, Disguise Self, Fire, Thunder

2nd (DC 19) – Cure II, Dark II, Fire II, Thunder II, Vanish

3rd (DC 20) – Cura, Cure III, Dark III, Darkra, Dispel, Fira, Fire III, Haste, Loathsome Veil, Thundara, Thunder III

4th (DC 21) – Cure IV, Dark IV, Fire IV, Greater Vanish, Lesser Geas, Thunder IV

5th (DC 22) – Curaga, Darkga, Dream, Thundaga, Vanishga

6th (DC 23) – Abyss, Auto-Cure, Chain Lighting, Dream Casting, Geas/Quest, Greater Vanish, Hastega

7th (DC 24) – Bravery, Faith, Full-Cure, Gloom II, Insanity, Slice II

STATISTICS

Str 14, Dex 20, Con 20, Int 18, Wis 16, Cha 24

Base Atk +15; CMB +20; CMD 32

Feats Ability Focus (Bedazzle), Agile Maneuvers, Alertness, Combat Reflexes, Iron Will, Shrewd Tactician, Weapon Finesse

Skills Bluff +33, Diplomacy +25, Disguise +27, Escape Artist +20, Fly +23, Intimidate +24,

Knowledge (local) +22, Perception +33, Sense Motive +25, Stealth +23; **Racial Modifiers** +8 Bluff & Perception

Languages Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

SQ Change Shape ([alter self](#), Small or Medium humanoid)

SPECIAL ABILITIES

Bedazzle (Su)

With a confounding, hypnotic twirl and a coy hum, the merugene draws the attention of all enemies within a 30 ft. radius as a standard action. Those within the area of effect must make a Will save (DC 26) each to fend off the Charm and Confuse status effects for 1d6 rounds. Blue mages can learn this ability as a 5th level spell (Knowledge: Planes DC 25).

Energy Drain (Su)

A merugene drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The merugene's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the merugene. The victim must succeed on a DC 24 Will save to negate the suggestion. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Entice (Su)

A merugene blows a kiss towards her target as pink hearts are being thrown from her lips towards him. The target must make a Will save (DC 25) or be affected as if by a Charm spell for a duration of 1 minute. The charm effect on this ability is harder to overcome unlike other charm spells and has its DC increase by 1. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Shadow Flare (Su)

Once every 1d2 rounds, merugene 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 15th-level black mage. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Tonberry Family

Paleberry (CR 10)

Paleberries are small, usually no taller than three feet. They have white skin, round heads with small snouts, blue eyes and a fish tail. They wear dark blue cloaks with hoods and carry an old-fashioned lantern and a small butcher knife. Paleberries usually reside within icy caves and attack alone.

XP 9,600

LG Small Outsider ([Native](#))

Init +8; Senses Darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 dex, +5 natural, +1 dodge, +1 size)

hp 100 (12d10+24); mp 28

Fort +15, Ref +12, Will +7

Immune Holy, Negative status effects

OFFENSE

Speed 20 ft.

Melee Chef's Knife +19 (1d3+4, 18-20/x2) (special, see below)

Special Attacks Chef's Knife, Everyone's Grudge, Karma

Spells Known (SC CL 12th; Concentration +15)

1st (DC 15) – [light](#)

2nd (DC 16) – [light II](#)

3rd (DC 17) – [lightra](#), [light III](#)

4th (DC 18) – [holy](#), [light IV](#)

5th (DC 19) – [bright](#), [lightga](#)

6th (DC 20) – [holy II](#), [radiance](#)

STATISTICS

Str 8, Dex 18, Con 14, Int 11, Wis 16, Cha 12

Base Atk +12; CMB +10; CMD 24

Feats Combat Casting, Dodge, Improved Initiative, Spell Focus (Holy), Weapon Finesse, Weapon Focus (Knife)

Skills Perception +15, Sense Motive +15, Stealth +16

Gear Small butcher knife, lantern

SPECIAL ABILITIES

Chef's Knife (Ex)

Once per round, a paleberry may make a melee attack with its knife. If a creature is struck by it, it must make a Fortitude save (DC 18) or it is reduced to -1 hp, stabilized and unconscious. Those who are immune to critical hits are immune to this and take the knife damage only. The knife is only deadly in the hands of a paleberry, who has finesse training with it.

Everyone's Grudge (Su)

3/day, as long as the paleberry is not making a knife attack, it may use its Everyone's Grudge ability on a single target within 60 ft. The target takes 14d8 points of 'holy' damage (Fortitude save DC 21 for half damage). Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Karma (Su)

There is a 10% chance when a paleberry takes damage from an attack action or spell made by a foe, it gains an additional use of Everyone's Grudge that it may use as an immediate action against the character that damaged it. This extra use can only be made against its assailant and only on the round the paleberry received damage. This ability does activate on damage suffered from sneak attacks and attacks of opportunity. This ability can be used a number of times per round equal to its Dexterity bonus and it also increases the damage by 1 each time it is used. It cannot use this ability on the same opponent twice per round.

Tonberry (CR 10)

Tonberries are small, usually no taller than three feet. They have green skin, round heads with small snouts, yellow eyes and a fish tail. They wear dark brown cloaks with hoods and carry an old-fashioned lantern and a small butcher knife. Tonberries usually reside within caves and attack alone.

XP 9,600

LE Small Outsider ([Native](#))

Init +8; Senses Darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 dex, +5 natural, +1 dodge, +1 size)

hp 126 (12d10+60)

Fort +17, Ref +12, Will +4

Immune Dark, Negative status effects

OFFENSE

Speed 20 ft.

Melee Chef's Knife +19 (1d3+4, 18-20/x2) (special, see below)

Special Attacks Chef's Knife, Everyone's Grudge, Karma

STATISTICS

Str 8, Dex 18, Con 18, Int 11, Wis 11, Cha 12

Base Atk +12; CMB +10; CMD 24

Feats Dodge, Great Fortitude, Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (Knife)

Skills Perception +12, Sense Motive +12, Stealth +16

Gear Small butcher knife, lantern

SPECIAL ABILITIES

Chef's Knife (Ex)

Once per round, a tonberry may make a melee attack with its knife. If a creature is struck by it, it must make a Fortitude save (DC 23) or it is reduced to -1 hp, stabilized and unconscious. Those who are immune to critical hits are immune to this and take the knife damage only. The knife is only deadly in the hands of a tonberry, who has finesse training with it.

Everyone's Grudge (Su)

3/day, as long as the tonberry is not making a knife attack, it may use its Everyone's Grudge ability on a single target within 60 ft. The target takes 14d8 points of shadow damage (Fortitude save DC 21 for half damage). Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Karma (Su)

There is a 30% chance when a tonberry takes damage from an attack action or spell made by a foe, it gains an additional use of Everyone's Grudge that it may use as an immediate action against the character that damaged it. This extra use can only be made against its assailant and only on the round the tonberry received damage. This ability does activate on damage suffered from sneak attacks and attacks of opportunity. This ability can be used a number of times per round equal to its Dexterity bonus and it also increases the damage by 1 each time it is used. It cannot use this ability on the same opponent twice per round.

Paleberry King (CR 13)

This paleberry wears a crown upon its head and karma comes to those who strike at him.

XP 25,600

LG Small Outsider ([Native](#))

Init +9; Senses Darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 dex, +6 natural, +1 dodge, +1 size)

hp 145 (16d10+48); mp 48

Fort +13, Ref +15, Will +9

Immune Dark, Negative status effects

OFFENSE

Speed 20 ft.

Melee Chef's Knife +23 (1d3+5, 18-20/x2) (special, see below)

Special Attacks Chef's Knife, Everyone's Grudge, Karma

Spells Known (SC CL 16th; Concentration +20)

1st (DC 15) – [light](#)

2nd (DC 16) – [light II](#)

3rd (DC 17) – [lightra](#), [light III](#)

4th (DC 18) – [holy](#), [light IV](#)

5th (DC 19) – [bright](#), [lightga](#)

6th (DC 20) – [holy II](#), [radiance](#)

7th (DC 21) – [bright II](#)

8th (DC 22) – [holy III](#)

STATISTICS

Str 10, Dex 20, Con 16, Int 11, Wis 18, Cha 12

Base Atk +16; CMB +15; CMD 30

Feats Combat Casting, Dodge, Improved Initiative, Iron Will, Spell Focus (Holy), Weapon Finesse, Weapon Focus (Knife)

Skills Perception +20, Sense Motive +20, Stealth +21

Gear Small butcher knife, lantern

SPECIAL ABILITIES

Chef's Knife (Ex)

Once per round, a paleberry king may make a melee attack with its knife. If a creature is struck by it, it must make a Fortitude save (DC 21) or it is reduced to -1 hp, stabilized and unconscious. Those who are immune to critical hits are immune to this and take the knife damage only. The knife is only deadly in the hands of a paleberry king, who has finesse training with it.

Everyone's Grudge (Su)

5/day, as long as the paleberry king is not making a knife attack, it may use its Everyone's Grudge ability on a single target within 60 ft. The target takes 14d8 points of 'holy' damage (Fortitude save DC 21 for half damage). Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Karma (Su)

There is a 10% chance when a paleberry king takes damage from an attack action or spell made by a foe, it gains an additional use of Everyone's Grudge that it may use as an immediate action

against the character that damaged it. This extra use can only be made against its assailant and only on the round the paleberry king received damage. This ability does activate on damage suffered from sneak attacks and attacks of opportunity. This ability can be used a number of times per round equal to its Dexterity bonus and it also increases the damage by 1 each time it is used. It cannot use this ability on the same opponent twice per round.

Tonberry King (CR 13)

This tonberry wears a crown upon its head and karma comes to those who strike at him.

XP 25,600

LE Small Outsider ([Native](#))

Init +9; Senses Darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 dex, +6 natural, +1 dodge, +1 size)

hp 179 (16d10+96)

Fort +17, Ref +15, Will +5

Immune Dark, Negative status effects

OFFENSE

Speed 20 ft.

Melee Chef's Knife +23 (1d3+5, 18-20/x2) (special, see below)

Special Attacks Chef's Knife, Everyone's Grudge, Karma

STATISTICS

Str 10, Dex 20, Con 20, Int 11, Wis 11, Cha 12

Base Atk +16; CMB +15; CMD 30

Feats Dodge, Great Fortitude, Improved Initiative, Iron Will, Toughness, Weapon Finesse, Weapon Focus (Knife)

Skills Perception +16, Sense Motive +16, Stealth +21

Gear Small butcher knife, lantern

SPECIAL ABILITIES

Chef's Knife (Ex)

Once per round, a tonberry king may make a melee attack with its knife. If a creature is struck by it, it must make a Fortitude save (DC 23) or it is reduced to -1 hp, stabilized and unconscious. Those who are immune to critical hits are immune to this and take the knife damage only. The knife is only deadly in the hands of a tonberry king, who has finesse training with it.

Everyone's Grudge (Su)

5/day, as long as the tonberry king is not making a knife attack, it may use its Everyone's Grudge ability on a single target within 60 ft. The target takes 14d8 points of shadow damage (Fortitude save DC 21 for half damage). Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Karma (Su)

There is a 30% chance when a tonberry king takes damage from an attack action or spell made by a foe, it gains an additional use of Everyone's Grudge that it may use as an immediate action

against the character that damaged it. This extra use can only be made against its assailant and only on the round the tonberry king received damage. This ability does activate on damage suffered from sneak attacks and attacks of opportunity. This ability can be used a number of times per round equal to its Dexterity bonus and it also increases the damage by 1 each time it is used. It cannot use this ability on the same opponent twice per round.

Master Tonberry (CR 17)

This blue tonberry with red eyes has the art of karma assassination down. The master tonberry is very good at getting the jump on its opponents thus making it hard to ambush one.

XP 102,400

LE Small Outsider ([Native](#))

Init +11; Senses Darkvision 60 ft.; Perception +21

DEFENSE

AC 26, touch 19, flat-footed 18 (+7 dex, +7 natural, +1 dodge, +1 size)

hp 252 (20d10+160)

Fort +21, Ref +19, Will +7

Immune Dark, Negative status effects

OFFENSE

Speed 20 ft.

Melee Chef's Knife +25 (1d3+7, 18-20/x2) (special, see below)

Special Attacks Chef's Knife, Everyone's Grudge, Karma

STATISTICS

Str 10, Dex 24, Con 24, Int 11, Wis 12, Cha 12

Base Atk +16; CMB +15; CMD 30

Feats Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Toughness, Weapon Finesse, Weapon Focus (Knife)

Skills Perception +21, Sense Motive +21, Stealth +27

Gear Small butcher knife, lantern

SPECIAL ABILITIES

Chef's Knife (Ex)

Once per round, a master tonberry may make a melee attack with its knife. If a creature is struck by it, it must make a Fortitude save (DC 27) or it is reduced to -1 hp, stabilized and unconscious. Those who are immune to critical hits are immune to this and take the knife damage only. The knife is only deadly in the hands of a master tonberry, who has finesse training with it.

Everyone's Grudge (Su)

7/day, as long as the master tonberry is not making a knife attack, it may use its Everyone's Grudge ability on a single target within 60 ft. The target takes 14d8 points of shadow damage (Fortitude save DC 23 for half damage). Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Karma (Su)

There is a 50% chance when a master tonberry takes damage from an attack action or spell made by a foe, it gains an additional use of Everyone's Grudge that it may use as an immediate action against the character that damaged it. This extra use can only be made against its assailant and only on the round the master tonberry received damage. This ability does activate on damage suffered from sneak attacks and attacks of opportunity. This ability can be used a number of times per round equal to its Dexterity bonus and it also increases the damage by 2 each time it is used. It cannot use this ability on the same opponent twice per round.