

Sanctum of a Lost Age

Some notes on my stats. I've applied the templates as properly as I can (see notes in the Advanced Conjurist and Giant Spectre below), and taken the liberty to give the Caird Wights back some of their gear.

I list Base Atk, CMB and CMD with melee attack stats.
I list Languages below Initiative and Senses.

I'm not attempting to violate any copyright constraints, just compiling a list of monsters that appear in the module for easy reference, with Templates applied. Stats were pulled from <http://paizo.com/prd>

-Vincent a.k.a. Seraphimpunk

BEHIR

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

Languages Common

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

hp 105 (10d10+50)

Fort +12, **Ref** +8, **Will** +5

Immune electricity

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+9 plus grab) power attack +12 (2d6+18)

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

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

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)

Str 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, **Perception** +8, **Stealth** +5

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Rozimus of Tymon

Human rogue 6

N Medium humanoid

Init +3; **Senses** **Perception** +14 (+17 vs. Traps)

Languages Aklo, Common, Terran, Undercommon

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

hp 45 (6d8+18)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

Speed 30 ft.

Melee short sword +7 (1d6+1/19–20)

Ranged mwk shortbow +8 (1d6/×3)

Base Atk +4; **CMB** +5; **CMD** 18

Special Attacks sneak attack +3d6

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

Feats Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse

Skills Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable Device +20, Escape Artist +14, Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12, Stealth +14, Swim +5, Use Magic Device +8

SQ rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3

Gear antitoxin, masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, *eyes of the eagle*, magnifying glass, masterwork thieves' tools, sunrod, 18 gp

CARYATID COLUMN

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

hp 36 (3d10+20); **DR** 5/—

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

Immune construct traits, magic

Defensive Abilities shatter weapons

Speed 20 ft.

Melee mwk longsword +8 (1d8+4/19–20)

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

SQ statue

Treasure masterwork longsword

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Belker

NE Large outsider (air, elemental, evil)

Init +5; **Senses** darkvision 60 ft.; Perception +11

Languages Auran

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size)

hp 68 (8d10+24); **DR** 5/—

Fort +9, **Ref** +11, **Will** +2

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)

Base Atk +8; **CMB** +11; **CMD** 26 (can't be tripped)

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

Special Attacks smoke claws

Str 14, **Dex** 21, **Con** 17, **Int** 6, **Wis** 11, **Cha** 10

Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +16, Fly +22, Perception +11, Stealth +16; **Racial Modifiers** +4 Stealth

SQ smoke form

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 17 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a *gaseous form* spell, except that it retains its natural fly speed of 50 feet (perfect).

Gaseous Form

AC 14, touch 14, flat-footed 9 (+5 dex, -1 size)

DR 10/magic

Immune poison, sneak attack, critical hits

Speed fly 50 ft. (perfect)

PENANGGALEN

Human penanggalen witch 5

NE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft.; Perception +16

Languages Common, Draconic, Gnoll, Infernal

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural) +2 deflection vs. good creatures

hp 35 (5d6+15); fast healing 5; **DR** 5/silver and slashing

Fort +4, **Ref** +5, **Will** +7; +2 vs. saves from good creatures or spells

Defensive Abilities channel resistance +4, +8 within areas of Unhallow effect.

Immune undead traits; **Resist** cold 10, fire 10

Weaknesses light sensitivity, penanggalen weaknesses

Speed fly 60 ft. (good)

Melee bite +6 (1d6+4 plus disease), slam +6 (1d4+4 plus grab and wither)

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 21

Special Attacks blood drain (1d4 Constitution), create spawn, disease (filth fever, DC 15), hexes (cackle, evil eye, misfortune)

Witch Spells Prepared (CL 5th; concentration +8)

3rd—*stinking cloud* (DC 16)

2nd—*glitterdust* (DC 15), *hold person* (DC 16), *see invisibility*

1st—*charm person* (DC 15), *command* (DC 15), *mage armor*, *obscuring mist*

0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *read magic*, *touch of fatigue* (DC 13)

Patron Plague

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

Feats Dodge, Eschew Materials, Spell Focus (enchantment)

Skills Bluff +11, Fly +16, Knowledge (arcana) +19, Knowledge (nature) +7, Perception +16, Sense Motive +14, Spellcraft +11, Stealth +17, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Fly, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth

SQ separate, witch's familiar (centipede)

Hexes A penanggalen witch can use one of her hexes at will on any creature within 30 feet. Using a hex is a standard action (unless otherwise noted) that does not provoke an attack of opportunity. Save DCs are Intelligence-based.

Cackle Hex (Su) As a move action, the penanggalen may cackle. Any creature within 30 feet that is under the effects of the penanggalen's evil eye or misfortune hex has the duration of that hex extended by 1 round.

Evil Eye Hex (Su) This hex causes the target creature to take a –2 penalty on one of the following (penanggalen's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This effect lasts for 6 rounds, or only 1 round if the target succeeds at a DC 15 Will save. This is a mind-affecting effect.

Misfortune Hex (Su) This hex causes a creature to suffer grave misfortune for 1 round. Whenever the target makes an ability check, attack roll, saving throw, or skill check during this time, it must roll twice and take the worse result. A DC 15 Will save negates this effect. A creature may only be targeted by this hex once per day.

Cairn Wight (former elven cleric of sarenrae)

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

Languages Common, Elven

AC 29, touch 13, flat-footed 26 (+3 Dex, +6 natural, +8 armor, +2 shield) +2 deflection vs. good
hp 34 (4d8+16)

Fort +5, **Ref** +4, **Will** +7; +2 vs spells from good creatures.

Defensive Abilities undead traits, channel resistance +4 within Unhallow area

Weaknesses resurrection vulnerability

Speed 20 ft., 30 ft. without armor

Melee slam +6 (1d4+3 plus energy drain)

Melee mwk scimitar +7 (1d6+3/18-20)

Base Atk +3; **CMB** +6; **CMD** 19

Special Attacks create spawn, energy drain (1 level, DC 16)

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

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16;

Racial Modifier +8 Stealth

SQ create spawn

Gear +2 breastplate, mwk scimitar

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Cairn Wight (former half-orc barbarian)

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

Languages Common

AC 23, touch 13, flat-footed 20 (+3 Dex, +6 natural, +4 armor) +2 deflection vs. good

hp 34 (4d8+16)

Fort +5, **Ref** +4, **Will** +7; +2 vs spells from good creatures.

Defensive Abilities undead traits, channel resistance +4 within Unhallow area

Weaknesses resurrection vulnerability

Speed 30 ft.

Melee slam +6 (1d4+3 plus energy drain)

Melee mwk spear +8 (1d8+6/x3)

Base Atk +3; **CMB** +6; **CMD** 19

Special Attacks create spawn, energy drain (1 level, DC 16)

Str 16(18), **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16;

Racial Modifier +8 Stealth

SQ create spawn

Gear belt of giant strength +2, mwk spear

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

TOGARIN, UNDEAD CREATOR

Human necromancer 11

LE Medium humanoid (human)

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

Languages Aklo, Common, Dwarven, Elven, Goblin, Infernal

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 100 (11d6+59)

Fort +10, **Ref** +6, **Will** +10

Resist fire 30

Speed 30 ft.

Melee mwk dagger +6 (1d4/19–20)

Base Atk +5; **CMB** +5; **CMD** 16

Special Attacks channel negative energy (DC 17, 8/day)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)

8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—*create undead*, *eyebite* (DC 23)

5th—*baleful polymorph* (DC 20), *magic jar* (DC 22), *teleport*, *waves of fatigue*

4th—*animate dead*, *enervation*, *fear* (DC 21), *solid fog*, *wall of fire*

3rd—*blink*, *fireball* (DC 18), *fly*, *ray of exhaustion* (DC 20), *vampiric touch* (2)

2nd—*blindness/deafness* (DC 19), *false life*, *resist energy*, *see invisibility*, *scare* (DC 19), *scorching ray*

1st—*alarm*, *burning hands* (DC 16), *cause fear* (DC 18), *detect undead*, *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *touch of fatigue* (DC 17)

Opposition Schools enchantment, illusion

Before Combat The wizard casts *mage armor*, *false life*, *resist energy* (fire), and *see invisibility*.

During Combat The wizard casts *solid fog* on a group of enemies, then casts *wall of fire* in a circle (focused inward) around the *solid fog*. As opponents leave the fog, he attacks them directly with *eyebite* and *enervation*. He might cast *fear* to drive opponents through the *wall of fire*, or cast *fireball* on a group of opponents grouped together.

Base Statistics Without *false life*, *mage armor*, *resist energy*, and *see invisibility*, the wizard's statistics are **Senses** darkvision 60 ft.; **AC** 12, touch 11, flat-footed 11; **hp**85; **Resist** none.

Str 10, **Dex** 12, **Con** 14(16), **Int** 18(20), **Wis** 8, **Cha** 14

Feats Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

SQ arcane bond (rat), life sight (10 feet, 11 rounds/day)

Combat Gear *potions of cure moderate wounds* (2), *potion of displacement*, *potion of invisibility*, *robe of bones*; **Other Gear** masterwork dagger, *amulet of natural armor* +1, *belt of mighty*

constitution +2, cloak of resistance +2, goggles of night, headband of vast intelligence +2, spellbook, crystal for magic jar (worth 100 gp), onyx gems (worth 300 gp), 623 gp

DIRE TIGER (SMILODON)

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

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

Special Attacks pounce, rake (2 claws +18, 2d4+8)

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Spectral Dire Tiger

LE Large undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

Languages Common

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

hp 68 (8d8+32)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

Speed fly 80 ft. (perfect)

Melee incorporeal touch +9 (2d6 plus energy drain)

Base Atk +6; **CMB** +7; **CMD** 21

Special Attacks create spawn, energy drain (2 levels, DC 16)

Str —, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

a note: Giant applied to a Spectre doesn't produce the hp listed in the adventure. Giant raises Str and Con. Spectres hp are based off of their Charisma. It looks like they gave it 12 bonus hp. Instead I went with the quick rebuild rules of +2 hp/HD, for +16 hp.

ORDER OF SUMMONS:

I pre-rolled my paintings for my game. Feel free to pre roll yourself and change the order.

Manticore, Efreeti, Babau, Chimaera, Girallon, Allosaurus, Frost Giant, Ice Troll

ICE TROLL CR 4

CE Large humanoid (cold, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

Languages Giant

AC 21, touch 13, flat-footed 17 (+4 Dex, +4 natural, -1 size, +4 armor)

hp 45 (6d8+18); regeneration 5 (acid or fire)

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

Immune cold

Weaknesses vulnerable to fire

Speed 30 ft.

Melee mwk battleaxe +8 (2d6+4), bite +2 (1d6+2), claw +2 (1d4+2)

Melee bite +7 (1d6+4), 2 claws +7 (1d4+4)

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

Special Attacks rend (2 claws, 1d6+6)

Str 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

Base Atk +4; **CMB** +9; **CMD** 23

Feats Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception)

Skills Intimidate +7, **Perception** +9, **Survival** +4

MANTICORE CR 5

LE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, **scent**; **Perception** +9

Languages Common

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)

Ranged 4 spikes +8 (1d6+5)

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

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats **Flyby Attack**, **Hover**, **Weapon Focus** (spikes)

Skills **Fly** –3, **Perception** +9, **Survival** +4 (+8 tracking); **Racial Modifiers** +4 **Perception**, +4 **Survival** when tracking

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

BABAU CR 6

CE Medium **outsider** (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5)

Melee +1 longspear +13/+8 (1d8+8/x3), bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats *Combat Reflexes*, *Improved Initiative*, *Iron Will*, *Skill Focus* (Stealth)

Skills *Acrobatics* +11, *Climb* +12, *Disable Device* +11, *Escape Artist* +11, *Perception* +19, *Sense Motive* +11, *Sleight of Hand* +11, *Stealth* +22; **Racial Modifiers** +8 *Perception*, +8 *Stealth*

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

Gear +1 longspear

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

GIRALLON CR 6

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, **scent**; **Perception** +11

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 73 (7d10+35)

Fort +9, **Ref** +8, **Will** +5

Speed 40 ft., climb 40 ft.

Melee bite +10 (1d6+4), 4 claws +10 (1d4+4 plus **rend**)

Base Atk +7; **CMB** +12; **CMD** 25

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

Special Attacks **rend** (4 claws, 1d4+6)

Str 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7

Feats **Improved Initiative**, **Iron Will**, **Skill Focus (Perception)**, **Toughness**

Skills **Climb** +12, **Perception** +11, **Stealth** +5

ALLOSAURUS CR 7

N Huge animal

Init +5; **Senses** low-light vision, **scent**; Perception +28

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp 93 (11d8+44)

Fort +11, **Ref** +8, **Will** +7

Speed 50 ft.

Melee bite +14 (2d6+8/19–20 plus grab), 2 claws +14 (1d8+8)

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

Special Attacks pounce, rake (2 talons +14, 1d8+8)

Str 26, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +8; **CMB** +18; **CMD** 29

Feats Alertness, Improved Critical (bite), Improved Initiative, Iron Will, Nimble Moves, Run

Skills Perception +28; **Racial Modifiers** +8 Perception

CHIMERA (black) CR 7

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, **scent**; **Perception** +10

Languages Draconic

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

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

Special Attacks **breath weapon** (40ft. line, 6d8 acid, Reflex DC 17, usable every 1d4 rounds)

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Feats **Hover**, **Improved Initiative**, **Iron Will**, **Skill Focus (Perception)**, **Toughness**

Skills **Fly** +2, **Perception** +10, **Stealth** +4 (+8 in scrubland or brush); **Racial Modifiers** +2

Perception, +4 **Stealth** in scrubland or brush

EFREETI CR 8

LE Large **outsider** (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; **Perception** +15

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

AC 28, touch 13, flat-footed 24 (+3 Dex, +1 dodge, +8 natural, –1 size, +7 armor)

hp 95 (10d10+40)

Fort +7, **Ref** +10, **Will** +9

Immune fire; **Vulnerability** cold

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18–20)

Base Atk +10; **CMB** +17; **CMD** 31

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

Special Attacks change size, heat

Spell-Like Abilities (CL 11th)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only),
produce flame, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

SQ *change shape* (humanoid or giant, *alter self* or *giant form I*)

Gear mwk falchion, +1 mithril breastplate

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

FROST GIANT CR 9

CE Large [humanoid](#) ([cold](#), [giant](#))

Init -1; **Senses** low-light vision; [Perception](#) +10

Languages Common, Giant

AC 25, touch 9, flat-footed 25 (+7 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

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

Defensive Abilities [rock catching](#); **Immune** cold

Weaknesses vulnerability to fire

Speed 30 ft., 40 ft. without armor

Melee +1 greataxe +19/+14 (3d6+14/x3) power attack +16/+11 (3d6+23/x3)

Melee 2 slams +18 (1d8+9) power attack +15 (1d8+15)

Ranged rock +9 (1d8+13)

Base Atk +10; **CMB** +20; **CMD** 30

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

Special Attacks [rock throwing](#) (120 ft.)

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

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

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

Modifiers +4 [Stealth](#) in snow

Gear +1 breastplate, +1 greataxe, ring of protection +1

QUASIT CR 2

CE Tiny **outsider** (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3–1 plus **poison**), bite +7 (1d4–1)

Base Atk +3; **CMB** +0; **CMD** 12

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

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Feats **Improved Initiative**, **Weapon Finesse**

Skills **Bluff** +6, **Fly** +20, **Intimidate** +6, **Knowledge** (planes) +6, **Perception** +7, **Stealth** +16

Languages Abyssal, Common; **telepathy** (touch)

SQ **change shape** (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*)

DAEGROS, ADVANCED CONJURIST CR 7

Human conjurer 7

NE Medium humanoid

Init +14; **Senses Perception** +7

Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran

AC 25, touch 15, flat-footed 20 (+4 armor, +5 Dex, +2 natural, +4 shield)

hp 86 (7d6+62)

Fort +9, **Ref** +8, **Will** +8

Speed 30 ft.

Melee cold iron or alchemical silver dagger +4 (1d4+1/19–20)

Ranged cold iron or alchemical silver dagger +8 (1d4+1/19–20)

Ranged touch acid dart +8 (1d6+3 acid)

Base Atk +3; **CMB** +4; **CMD** 23

Arcane Spell-Like Abilities (CL 7th; concentration +14)

8/day—acid dart (1d6+3 acid)

Wizard Spells Prepared (CL 7th; concentration +14)

4th—*greater invisibility*, *summon monster IV*, *acid pit* (DC 22)

3rd—*haste*, *stinking cloud* (DC 21), *summon monster III*, *major image*, *wind wall*

2nd—*glitterdust* (DC 20), *bear's endurance*, *false life*, *invisibility*, *mirror image*, *cat's grace*

1st—*grease* (DC 19), *mage armor*, *magic missile*, *vanish*, *protection from good*, *anticipate peril*, *shield*

0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*, *ray of frost*

Prohibited Schools enchantment, necromancy

Str 12, **Dex** 17(21), **Con** 18(22), **Int** 22(24), **Wis** 14, **Cha** 16

SQ arcane bond (ring), summoner's charm (3 rounds)

Feats Augment Summoning, Craft Wondrous Item, Defensive Combat Training, Greater Spell Focus (conjuration), Improved Initiative, Scribe Scroll, Spell Focus(conjuration)

Skills Appraise +12, Craft (traps) +17, Craft (jewelry) +12, Fly +12, Handle Animal +7, Intimidate +12, Knowledge (arcana) +17, Knowledge(dungeoneering) +12, Knowledge (planes) +17, Knowledge (religion) +12, Linguistics +12, Perception +7, Spellcraft +17

Combat Gear *lesser metamagic rod* (silent), *scrolls of expeditious retreat*, *obscuring mist*, *see invisibility*, *black tentacles*; **Other Gear** alchemical silver dagger, cold iron dagger, *cloak of resistance* +1, *headband of vast intellect* +2, three scrolls of *summon monster IV*, two scrolls of *tongues*, two scrolls of *summon monster III*, scroll of *wall of stone*

a note on Daegros: the scrolls of summon monster and wall of stone have found their way into Daegros' pockets. His original spells from the Gamemastery Guide have been slightly altered. The GMG didn't include specialist spells for being a Conjurer, and with a new intelligence of 24, he's got 2 bonus spells of 1st and 2nd level, and 1 bonus spell of 3rd and 4th levels. low level summons don't make sense. neither does dimension door since he can't escape the sanctum if he has to run. His quazit familiar wasn't detailed, so I swapped the Improved Familiar with Greater Spell Focus (conjuration). With the shield and mirror image, he has better defenses. and can use greater invisibility and rod of silent metamagic to summon most of his creatures and cast down the hallway without breaking invisibility. he's got regular invisibility and vanish if he needs to disappear again. Bear's Endurance and Cat's Grace, and False Life give him a little extra lasting power. he can use Major Image to have an illusion of himself interact with PCs when they first encounter him. Original spells are listed below, with xxx's for where he should have bonus spells. its a grey area, as the Advanced template and errors in the GMG left holes to fill for his spell selection already.

Wizard Spells Prepared (CL 7th; concentration +12)

4th—*dimension door*, *summon monster IV*, xxx

3rd—*haste*, *stinking cloud* (DC 18), *summon monster III*, xxx

2nd—*glitterdust* (DC 17), *invisibility*, *minor image* (DC 17), *summon monster II*, xxx, xxx

1st—*grease* (DC 16), *mage armor*, *magic missile* (2), *protection from good*, *summon monster I*, xxx

0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*, *ray of frost*

Summon Monster IV

AUGMENTED FIENDISH RHINOCEROS

N Large animal

Init +0; **Senses** scent, Darkvision 60 ft.; **Perception** +12

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 52 (5d8+30); **DR** 5/good; **SR** 10

Fort +12, **Ref** +4, **Will** +2

Resist cold 10, fire 10

Speed 40 ft.

Melee gore +10 (2d6+12)

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

Special Attacks powerful charge (gore, 4d6+16), smite good 1/day (+5 damage)

Str 26, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +3; **CMB** +12; **CMD** 22 (26 vs. trip)

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

AUGMENTED FIENDISH DIRE WOLF

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +10

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 47 (5d8+15); **DR** 5/good; **SR** 9

Fort +9, **Ref** +6, **Will** +2

Resist cold 10, fire 10

Speed 50 ft.

Melee bite +9 (1d8+9 plus trip)

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

Str 23, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

Summon Monster IV

AUGMENTED FIENDISH DEINONYCHUS

N Medium [animal](#)

Init +6; **Senses** low-light vision, [scent](#); [Perception](#) +14

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

hp 42 (4d8+24); **SR** 8

Fort +10, **Ref** +6, **Will** +2

Speed 60 ft.

Melee 2 talons +7 (1d8+4), bite +7 (1d6+4), foreclaws +2 (1d4+2)

Special Attacks pounce, smite good 1/day (+3 damage)

Str 19, **Dex** 15, **Con** 23, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +7; **CMD** 19

Feats [Improved Initiative](#), [Run](#)

Skills [Acrobatics](#) +10 (+22 jump), [Perception](#) +14, [Stealth](#) +15; **Racial Modifiers** +8 [Acrobatics](#), +8 [Perception](#), +8 [Stealth](#)

Summon Monster III

AUGMENTED FIENDISH CROCODILE

N Large [animal](#)

Init +1; **Senses** low-light vision; [Perception](#) +8

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)

hp 28 (3d8+15)

Fort +8, **Ref** +4, **Will** +2

Speed 20 ft., swim 30 ft.; sprint

Melee bite +7 (1d8+6 plus [grab](#)) and tail slap +2 (1d12+3)

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

Special Attacks death roll (1d8+9 plus [trip](#))

Str 23, **Dex** 12, **Con** 21, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats [Skill Focus](#) ([Perception](#), [Stealth](#))

Skills [Perception](#) +8, [Stealth](#) +5 (+13 in water), [Swim](#) +14; **Racial Modifiers** +8 on [Stealth](#) in water

SQ hold breath

FLESH GOLEM **CR 7**

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Languages none

AC 20, touch 8, flat-footed 20; (–1 Dex, +12 natural, –1 size)

hp 79 (9d10+30)

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

DR 5/adamantine;

Immune construct traits, magic

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

Base Atk +9; **CMB** +15; **CMD** 24

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

Special Attacks berserk

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

DUSTY ROSE PRISM
INCANDESCENT BLUE SPHERE
PINK RHOMBOID
SCARLET AND BLUE SPHERE
DARK BLUE RHOMBOID

+1 insight bonus to AC
+2 enhancement bonus to Wisdom
+2 enhancement bonus to Constitution
+2 enhancement bonus to Intelligence
Alertness (feat)