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WENRA (CR 5) – Male Litorian – Ranger 7 – CG Medium Humanoid

DETECTION – low-light vision, Perception +10; **Init** +1; **Languages** Common, Goblin, Litorian

DEFENSES – **AC** 18 (+2 Dex, +1 Two-Weapon Defense, +5 +1 *chain shirt of silent moves*), touch 12, flat-footed 16; **hp** 61 (7d8+21)

ACTIONS – **Spd** 30 ft.; **Melee** +1 *battleaxe* +8/+8/+3/+3/+3 (1d8+5) or +1 *battleaxe* +12/+7 (1d8+5);

Ranged +8; **Base Atk** +7/+2; **Grapple** +11; **Atk Options** favored enemy (animal) +4; **Combat Feats**

Power Attack; **Combat Gear** caltrops, acid (x3), antitoxin (x2), holy water (x3), *potion of cure light wounds*

SQ animal companion, improved combat style (two-weapon), favored environment (underground), low-light vision, wild empathy, woodland stride

STR 18, **DEX** 15, **CON** 16, **INT** 13, **WIS** 10, **CHA** 12

FORT +8, **REF** +7, **WILL** +2

FEATS: Improved Animal Companion, Endurance*, Track*, Improved Two-Weapon Fighting*, Power Attack, Two-Weapon Defense, Two-Weapon Fighting* (* Bonus feat)

SKILLS: Climb +8, Handle Animal +11, Heal +5, Intimidate +3, Jump +8, Knowledge (dungeoneering) +9, Knowledge (geography) +3, Knowledge (nature) +7, Perception +12, Stealth +11, Search +12, Survival +4, Swim +7

POSSESSIONS: +1 *chain shirt of silent moves*, +1 *battleaxe* (x2), backpack (caltrops (x2), candle, chain, crowbar, grappling hook, hammer, pitons (x12), 50 ft. rope, torch (x12)), bandolier (acid x3, antitoxin x2, holy water x3, *potion of cure light wounds*), gillweed (12 doses)

Endurance (Ex): +4 on Swim checks to avoid nonlethal damage; Constitution checks to avoid nonlethal damage from forced march/starvation/thirst, hold breath, nonlethal damage from cold and hot environments; Fort saves vs. suffocation damage. Can sleep in light or medium armor without becoming fatigued.

Favored Enemy (Ex): Gains +4 bonus on weapon damage, Bluff, Knowledge, Listen, Sense Motive, Spot, and Survival checks vs. Animals.

Favored Environment (Ex): Gains +4 bonus Hide, Listen, Move Silently, Spot, and Survival checks in Underground environments.

Wild Empathy (Ex): 1d20 + ranger level to improve animal's reaction, resolve as Diplomacy.

Woodland Stride (Ex): Move through any non-magical undergrowth without speed penalty or damage.

Ranger Spells Prepared (CL 3)

1st (DC 12)—*speak with animals*

SEENMAE (CR 4) – N Large Animal

DETECTION – low-light vision, scent, Listen +4, Spot +7; **Init** +1

DEFENSES – **AC** 20 (-1 size, +1 Dex, +5 natural, +5 partial plate barding), touch 10, flat-footed 19; **hp** 72 (6d8+24)

ACTIONS – **Spd** 30 ft. (40 ft. w/o barding); **Melee** 2 claws +11 (1d8+8) and bite +6 (2d6+4); **Ranged**

+4; **Space** 10 ft.; **Reach** 5 ft.; **Base Atk** +4; **Grapple** +16; **SA** improved grab; **Combat Feats** Run
SQ familiar abilities (link, share spells), low-light vision, scent
STR 27, **DEX** 13, **CON** 19, **INT** 2, **WIS** 12, **CHA** 6
FEATS: Endurance, Run, Track
SKILLS: Listen +4, Spot +7, Swim +8* (+12 w/o barding)
POSSESSIONS: partial plate barding

Improved Grab (Ex): Start grapple as free action off claw attack, no attack of opportunity.

***Skills**: +4 racial bonus on Swim checks.

TRACK THE BLOOD

Necromancy

Level: Rgr 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Blood from the target

Target: One living creature

Duration: 1 min/Level

Saving Throw: None

Spell Resistance: No

By tasting the blood of the caster's chosen target, he creates a connection with that person or creature, enabling a way of tracking it through all kinds of terrain. For some young wizards (level 1-3) this can be a rather tough experience, and they have to make a Fortitude save (DC 15) or lose the blood connection. The blood must still be liquid for this spell to work.

There is no defined range of this spell, but when the duration ends the connection is broken and new blood must be procured to cast the spell anew. The blood can come from an animal as well as a person, and even if that creature lies dead somewhere, this spell will lead the caster to it.

Arcane Focus: The blood from the target.

MONSTROUS CRAB (CR 2) – Medium Vermin (Aquatic)

DETECTION – darkvision 60 ft., Spot +4; **Init** +1; **Languages** —

DEFENSES – **AC 16** (+1 Dex, +5 natural), touch 11, flat-footed 15; **hp** 19 (3d8+6)

ACTIONS – **Spd** 30 ft., swim 20 ft.; **Melee** 2 claws +4 (1d4+2); **Ranged** +3; **Base Atk** +2; **Grapple** +3;

Atk Options constrict 1d4+2, improved grab

SQ darkvision 60 ft., water dependency, vermin traits

STR 14, **DEX** 12, **CON** 14, **INT** –, **WIS** 10, **CHA** 2

FORT +5, **REF** +2, **WILL** +1

FEATS: —

SKILLS: Spot +4*, Swim +10

Constrict (Ex): On successful grapple check (including grapple check to establish grapple), 1d4+2 damage.

Improved Grab (Ex): On hit with claw attack, grapple as free action without provoking attack of opportunity. On success, establishes hold and can immediately constrict.

Water Dependency (Ex): Survive outside of water for 1 hour per point of Constitution (then refer to drowning rules).

***Skills:** +4 racial bonus to Spot checks. +8 racial bonus to Swim checks to perform special action or avoid hazard. Can always take 10 on Swim checks. Can perform run action while swimming.

LESSER KRAKEN (CR 6): 60 (8d8+24), AC 19, tentacles +11/+11 (2d6+4), Save +9, Ability DC 16

Str 24, Dex 10, Con 19, Int 18, Wis 17, Cha 17

Skills: Concentration +13, Diplomacy +12, Hide +9, Intimidate +12, Knowledge (geography) +13, Knowledge (nature) +13, Listen +12, Search +12, Sense Motive +12, Spot +12, Survival +12, Swim +16, Use Magic Device +13

Constrict: On a successful grapple check (including grapple check to establish grapple), deal 2d6 damage.

Jet: As full-round action, can jet at a speed of 200 feet. Movement while jetting does not provoke attacks of opportunity.

Improved Grab: On hit with tentacle attack, grapple as free action without provoking attack of opportunity. On success, establishes hold and can immediately constrict.

Ink Cloud: 40-foot spread once per minute as free action. Cloud provides total concealment.

SAHAUGIN ELITE (CR 7): 75 hp (10d8+30), AC 20, talon or trident +14/+14 (2d8+3), Save +10, Ability DC 17

Str 16, Dex 15, Con 14, Int 14, Wis 13, Cha 11

Skills: Handle Animal +13, Hide +15, Perception +14, Profession (hunter) +14, Ride +15, Survival +14

Blindsense 30 ft.

Bloodfrenzy (Ex): 14 rounds, cannot end voluntarily. +2 to attacks, +2d6 damage.

Pounce and Rake (Ex): Full action. Move up to twice speed and then perform a full attack. Gains two additional attacks that each deal 2d6.

Speak with Sharks: Telepathically, 100 ft.

SAHUAGIN SHAMAN (CR 7+2*): 75 hp (10d8+30), AC 20, talon or trident +14/+14 (2d8+3), Save +10, Ability DC 17

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

Skills: Handle Animal +13, Hide +15, Perception +14, Profession (hunter) +14, Ride +15, Survival +14

Possessions: *gold pearl* (operates as *pearl of power* (2nd level) 4 times per day, but only with divine spells)

Blindsense 30 ft.

Bloodfrenzy (Ex): 14 rounds, cannot end voluntarily. +2 to attacks, +2d6 damage.

Pounce and Rake (Ex): Full action. Move up to twice speed and then perform a full attack. Gains two additional attacks that each deal 2d6.

Speak with Sharks: Telepathically, 100 ft.

***6th Level Cleric**

Cleric Spells Prepared (CL 6)

3rd (DC 16)—*magic circle against good, bestow curse, water breathing*

2nd (DC 15)—*desecrate, bull's strength, resist energy, make whole*

1st (DC 14)—*obscuring mist, bless, entropic shield, shield of faith*

0th (DC 13)—*create water, detect magic, detect poison, guidance, light*

Deity: Sea

Domains: Evil, Water

SAHUAGIN CHIEFTAIN (CR 7+2*): 220 hp (10d8+30), AC 20, talon or trident +14/+14/+14/+14 (2d8+3), Save +10, Ability DC 17

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

Skills: Handle Animal +13, Hide +15, Perception +14, Profession (hunter) +14, Ride +15, Survival +14

Blindsense 30 ft.

Bloodfrenzy (Ex): 14 rounds, cannot end voluntarily. +2 to attacks, +2d6 damage.

Pounce and Rake (Ex): Full action. Move up to twice speed and then perform a full attack. Gains two additional attacks that each deal 2d6.

Speak with Sharks: Telepathically, 100 ft.

***Potentate** (calculated into stat block, see *Legends & Labyrinths*)

BAD AIR: The air here cannot be breathed (having been consumed by the opalettes).

Reflex (DC 15) to hold breath for 2 rounds per point of Constitution, then Constitution checks (DC 10 + 1 per round) to continue. On failure, only hold breath for 1 round per 2 points of Constitution, followed by checks. Then unconscious (0 hp), dying (-1 hp), then suffocates (dead).

OPALETTES: The opalettes are currently in a comatose state. If brought into an oxygenated area, the “gemstones” will open their eyes, unfold faceted arms and legs, and begin crawling around like slow-motion puppies.

Arcana (DC 18): Opalettes feed on the vestigial auras of magical items. This doesn’t harm the magical items an can actually be beneficial in magical laboratories (where it prevents potential wild magic surges and the like).

Arcana (DC 25): Opalettes can be crushed, releasing the magical energy they’ve fed on and functioning as a one-use *1st level pearl of power* (this kills the opalette).

If left in at least pairs, there is a 1 in 20 chance per week per opalette that it will give birth to a baby opalette.

HIDDEN KNOWLEDGE

Transmutation

Level: Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This subtle but useful spell allows the caster to safeguard important knowledge—even from himself. While casting this spell, you recite one piece of knowledge you possess (up to a maximum of 50 words). Upon completion of the spell’s casting, you transfer the knowledge from your mind to your skin in the form of an intricate, runic tattoo placed anywhere you choose on your body. The knowledge disappears utterly from your mind, and you might not realize you forgot something. The magic of the spell patches over gaps in your memory with recollections from the past. Until the spell’s duration ends, the knowledge is lost to you.

Many cyphermages commission nonmagical tattoos to disguise the effects of this spell. A detect magic spell or a Decipher Script check (DC 15 + your Int modifier) reveals an enchanted tattoo but not its contents. The effects of hidden knowledge can be dispelled normally, in which case the knowledge is completely lost.

Material Component: A drop of ink.

DIRE ETHEREAL MARAUDER (CR 5) – Large Magical Beast (Extraplanar)

DETECTION – darkvision 60 ft., Listen +8, Spot +6; **Init** +5; **Languages** —

DEFENSES – AC 18 (+1 Dex, +7 natural), touch 11, flat-footed 17; **hp** 43 (5d10+15)

ACTIONS – **Spd** 50 ft.; **Melee** Bite +13 (1d6+9); **Ranged** +6; **Base Atk** +5; **Grapple** +9

SQ darkvision 60 ft., *ethereal jaunt*

STR 26, **DEX** 12, **CON** 16, **INT** 7, **WIS** 12, **CHA** 10

FORT +13, **REF** +11, **WILL** +6

FEATS: Alertness, Improved Initiative, Weapon Focus (Bite)

SKILLS: Listen +8, Move Silently +6, Spot +6

Ethereal Jaunt (Su): Shift from Ethereal Plane to Material Plane as free action; shift back as move action (per *ethereal jaunt*, caster level 15th).

***Skills:** +2 racial bonus on Listen, Move Silently, and Spot checks.

PAINSHRIEKER (CR 8) – 89 hp (11d8+40), AC 20, handscythes +14/+14 (2d8+4), Save +11, Ability DC 18

Str 12, **Dex** 15, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Skills: Hide +16, Listen +14, Move Silently +16, Search +16, Spot +14

Blindsight 30 ft. (high-frequency shrieks)

DR 10/silver

Painshriek (Su): 60 ft. cone once every 1d4 rounds. 2d6 first round; 4d6 second round; 6d6 third round.

SPINDER (CR 4) – LE Medium Outsider

DETECTION – Listen +7, Spot -1; **Init** +7; **Languages** telepathy

DEFENSES – AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; **hp** 32 (5d8+10); **Immune** fire, poison; **Resist** acid 10, cold 10

ACTIONS – Spd 40 ft.; **Melee** bite +6 (2d6+1) and 2 claws +1 (1d4); **Ranged** +8; **Base Atk** +4; **Grapple** +6; **Atk Options** impregnating bite; **SA** summon
SQ telepathy
STR 13, **DEX** 16, **CON** 14, **INT** 6, **WIS** 8, **CHA** 6
FORT +6, **REF** +7, **WILL** +3
FEATS: Dodge, Improved Initiative
SKILLS: Hide +6, Listen +7, Move Silently +6, Search +6, Spot +7

Pounce (Ex): Make a full attack in first round, even it has already taken a move action.

Improved Grab (Ex): Start grapple as free action if both claw attacks hit, no attack of opportunity.

Impregnating Bite (Ex): Bitten creature must make a Fort save (DC 15) or become impregnated with a spinder egg. Eggs attach to heart, whereupon larval spinders hatch and begin feeding. After 1 hour, victim suffers a -5 penalty to all ability scores. After 90 minutes, victim suffers -10 penalty to all ability scores. After 2 hours, larval spinders eat through the wall of the heart (resulting in death). After 1 day, 2d6 spinders eat their way out of the body. Spinder eggs/larva can be treated with a *remove disease* spell.

Greater Pipes of Haunting: Those within 30 feet who hear the tune must succeed at a Will save (DC 18) or become frightened for 4 rounds. Those with less than 6 HD are panicked. Can be used twice per day.

GLASS COFFINS – SEARCH (DC 20): A large black opal worth 500 gp is concealed within the mechanisms surrounding the head of one of the glass coffins. Twin diamonds worth 750 gp each are concealed in two others. The fourth coffin has a hollow, but no gemstone.

- **Black Opal Coffin**: If someone is placed within it and the coffin closed, it acts as a *magic jar* spell (capturing the soul in the black opal). If the coffin is opened and then closed, the soul will transfer back to the body in the coffin (even if it isn't the original body). If the black opal is removed, the person in the coffin must make a Fortitude save (DC 22) or suffer 10d6 points of damage as the soul is ripped from their body and then reflected back.
- **Diamond Coffins**: If people are in both coffins and the lids are closed, there is a 50% chance of a permanent *shield other* connection being forged (determine the direction of the damage shift randomly) and a 50% chance that both characters will suffer the full damage suffered by either.

- **No Gemstone Coffin:** Malfunctioning from age. If activated (person in coffin; lid closed) an instant crystalline growth will fetter and crust over the coffin. Crystal had adamantine hardness. 15 minutes of air inside. Break DC 26; hardness 20; 320 hp.

ARCHER DEMON (CR 7+2*) – CE Medium Outsider (Chaotic, Evil, Extraplanar, Tanar’ri)

DETECTION – darkvision 60 ft., Listen +16, Spot +16; **Init** +4; **Languages** Old Arathian, Darconic, telepathy 100 ft.

DEFENSES – **AC** 19 (+4 Dex, +5 natural), touch 14, flat-footed 15; **hp** 340; **DR** 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10, spell 18

ACTIONS – **Spd** 40 ft.; **Melee** 4 claws +15 (1d6+5); **Ranged** 2 +1 *large composite longbow* (+5 Str) +12/+12/+12/+7+7 (2d6+6/x3); **Base Atk** +10; **Grapple** +15; **Atk Options** close combat shot; **SA** spell-like abilities, summon; **Combat Feats** Point Blank Shot, Precise Shot

SQ darkvision 60 ft., oversized weapons, mirrored archery, telepathy 100 ft.

STR 21, **DEX** 19, **CON** 29, **INT** 14, **WIS** 16, **CHA** 12

FORT +16, **REF** +11, **WILL** +10

FEATS: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

SKILLS: Balance +17, Bluff +14, Climb +18, Concentration +21, Hide +17, Jump +22, Listen +16, Move Silently +17, Sense Motive +16, Spot +16

POSSESSIONS: +1 *large composite longbows* (Str +5) (x2)

Spell-Like Abilities (CL 10)

At will – dimension door

Close Combat (Ex): Does not provoke attacks of opportunity from shooting ranged weapon.

Oversized Weapons (Ex): Can use bows up to one size larger than normal.

Summon (Su): 1/day — 1d6 dretches or 35% chance of summoning an archer demon

Mirrored Archery (Ex): Make additional attack with second bow, -2 penalty on all attacks.

* Potentate (see *Legends & Labyrinths*).

BONESHATTER

Necromancy

Level: Cleric 5, Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature or object

Duration: Instantaneous and 1 minute/level (see text)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

The target's bones or exoskeleton shiver and splinter, dealing 1d6 points of damage per caster level (maximum 15d6) to the target, who is also exhausted for 1 minute per caster level from the pain and exertion of the transformation.

If the target makes its save, it takes half damage and is fatigued rather than exhausted. Objects made of bone, chitin, or similar material take half again as much (+50%) damage from this spell. This spell has no effect on creatures that lack both skeletons and hard carapaces.

Material Component: A broken bone.

CODESPEAK

Transmutation

Level: Bard 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

Components: V, S, M

Range: Close (25 ft. + 5 ft./2 levels)

Target: You plus one willing creature per two levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: No

Spell Resistance: No

Upon casting this spell, all recipients gain the ability to speak a new language. This language sounds like random, babbling syllables to anyone not under the influence of the spell, but the targets understand each other perfectly.

Anyone using codespeak can read and write in this new language as well. Once the spell expires, however, any coded writing suddenly appears as gibberish. If the same

individuals become the targets of a codespeak spell again, cast by the same caster, they can once again read any coded writings.

Comprehend languages does not enable a caster to understand the language of another's codespeak spell, but it does reveal that the targets are speaking a magical language. Tongues translates codespeak normally.

Material Component: A complex rune inscribed on a slip of paper that is then placed under your tongue.

UNQUIET WORMS (CR 3+3*): 20 hp (4d8+2), AC 22, bite +6 (1d6+3), Save +6, Ability DC 14
Str 5, Dex 12, Con 11, Int 18, Wis 21, Cha 15

Skills: Alchemy +7, Intimidate +7, Knowledge (arcana) +11, Knowledge (planes) +11, Listen +12, Sense Motive +12, Spellcraft +11, Spot +12, Stealth +8

Scabrous Slime +6 AC (calculated in stat block)

* Class abilities of 8th-level wizard (casting spells per list below).

THE LICH'S SPELLS (4/5/5/5/3, CL 8)

4th (DC 18)—*fire shield, ice storm, wall of fire*

3rd (DC 17)—*blink, dispel magic (x2), fireball, lightning bolt*

2nd (DC 16)—*darkness, false life, protection from arrows, rope trick, shatter*

1st (DC 15)—*burning hands, color spray, magic missile, ray of enfeeblement, shocking grasp*

0th (DC 14)—*dancing lights (x2), mage hand, resistance*

SANDS OF TIME

Necromancy

Level: Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One creature or object

Duration: 10 minutes/level or instantaneous (see text)

Saving Throw: None

Spell Resistance: Yes

This spell accelerates a creature's aging, rendering them temporarily withered and haggard, applying a 1d6 penalty to Strength, Dexterity, and Constitution. This penalty can't reduce any of these scores below 1. This penalty lasts for 10 minutes per level.

When the spell ends, the target returns to its normal age and vigor. Immortal creatures (including most elementals, fey, outsiders, and incorporeal creatures) are immune to this spell. If you cast this on an object, construct, or undead creature, the spell weathers and corrodes it, inflicting 3d6 points of damage +1 per caster level (maximum +15). This version of the spell has an instantaneous duration.

SPELLBOOK OF LEAVES

This spellbook has 101 rare leaves pressed between its pages. The spells can only be read using a *true seeing* spell or similar methods of viewing invisible text.

1-level spells – *acidic grasp, animate rope, change self, charm person, chill touch, comprehend language, detect secret doors, enlarge, erase, grease, identify, jump, message, undetectable aura, ray of enfeeblement, shield, silent image, tensor's floating disk, unseen servant*

2-level spells – *absorb dead flesh, alarm (ethereal), blur, darkvision, flaming sphere, fog cloud, invisibility, knock, acid arrow, minor image, protection from arrows, spectral hand, hideous laughter*

3-level spells – *blade of shade and agony, blink, fireball, tiny hut, phantom steed, sleet storm*

4-level spells – *bestow curse, dispel magic field, emotion, illusory wall, phantasmal killer*

5-level spells – *interposing hand, secret chest, passwall, permanency, transmute rock to mud*

6-level spells – *mass suggestion, lubrication, freezing sphere, planar binding*

7-level spells – *grasping hand, delayed blast fireball, power word stun, simulacrum*

8-level spells – *antipathy, clenched fist, dispel magic field (greater), etherealness, incendiary cloud, maze, summon monster VIII, temporal slam*

9-level spells – *dominate monster, energy drain, horde of hell, meteor swarm, power word, kill, refuge, soul bind*

ABSORB DEAD FLESH

Necromancy (Evil)

Level: Sorcerer/Wizard 2

Components: S, M

Casting Time: 1 action

Range: Touch

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By playing a hand upon a corpse (a dead, and not undead, body) the caster absorbs the flesh of the corpse, healing himself for 1d6 points plus 1 point per level of the caster.

Once cast on a corpse, the corpse shrivels and decomposes rapidly, leaving only a bare skeleton. This spell may only be used once on any corpse.

Absorb dead flesh does not work on any corpse that does not have some rotten meat hanging from its bones.

Material Component: A corpse.

ACIDIC GRASP

Conjuration (Creation) [Acid]

Level: Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creatures touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster's hand becomes coated with a sickly, greenish secretion. This allows for a touch attack that causes 1d8 acid damage, which can be used once per caster level. The damage can also be dealt as extra damage when making an unarmed strike, attacking with a natural weapon, or dealing damage with a successful grapple check.

ALARM, ETHEREAL

Abjuration

Level: Bard 2, Ranger 2, Sorcerer/Wizard 2

Components: V, S, F

Duration: 4 hours/level (D)

This spell functions like *alarm*, but can also be triggered by creatures passing through the affected area on planes which are coterminous with the Material Plane (including ethereal and astral creatures, as well as creatures on the Plane of Shadows).

Focus: A bell made of carved crystal and a very fine piece of mithril wire.

BLADE OF SHADE AND AGONY

Evocation

Level: Assassin 2, Blackguard 2, Cleric 3, Sorcerer/Wizard 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Dagger-like blade of black flame in the palm

Duration: 1 round/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

The *blade of shade and agony* can be used to make melee touch attacks that deal 1d6 damage + 1 per two caster levels (maximum of +10). A creature struck by the *blade* must succeed on a Will saving throw or become shaken for 1d6 rounds.

DISPEL MAGIC FIELD

Abjuration

Level: Cleric 5, Sorcerer/Wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A contiguous area up to one 10 ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A *dispel magic field* is invisible and can be passed through. Anyone or anything entering it, however, become the target of a *dispel magic* effect at the caster's level.

DISPEL MAGIC FIELD, GREATER

Abjuration

Level: Cleric 8, Sorcerer/Wizard 8

This spell functions like *dispel magic field* except that the effect is that of *greater dispel magic*.

HORDE OF HELL

Conjuration (Summoning) [Evil, Lawful]

Level: Cleric 9, Sorcerer/Wizard 9

Components: V, S

Casting Time: 10-30 minutes (see text)

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Ten minutes after this ritual begins, 1d4 hellcats appear. Ten minutes later, 1d4 chain devils appear. Ten minutes later (at the completion of casting), one bone devil appears. If the casting is interrupted (or if the caster chooses to cease casting), any creatures which have already been summoned remain but no additional creatures will appear.

The summoned creatures obey the caster for the duration of the spell (which is calculated from the point where the casting came to an end). The caster can dismiss them individually, in groups, or in totality at any time.

SUMMON SHADOW RAVEN

Conjuration (Summoning)

Level: Clr 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: Summons shadow raven.

Duration: 1 round/level of caster

Saving Throw: None

Spell Resistance: No

This spell summons a shadow raven from the Demi-Plane of Shadow. Once the raven is on the spellcaster's plane, the spellcaster may attempt to bind it as a familiar.

The shadow raven enters this world through any shadow within range of the spell, so the spell won't work in total darkness or total light. The shadow raven serves faithfully for the spell's duration. If the spellcaster has the proper tribute, the shadow raven may serve as a familiar. The GM is the final arbiter for what tribute is appropriate.

Arcane Foci: A small, shiny object and a shadow.

TEMPORAL SLAM

Transmutation

Level: Sorcerer/Wizard 8

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 2 ft./level)

Target: 1 creature or object

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

For whatever duration he desires up to the spell's maximum, the caster pushes that target creature and its carried gear (or any one object of medium-size or smaller) out of time. The target vanishes immediately

and it no longer exists in the world's normal time stream while the spell lasts. If the target is a caster, any spells or effects the target was maintaining are affected as though the target just died.

During the period in which it is outside time, the target cannot be located with scrying or similar divinations. Not even a *wish* or *miracle* can bring the target back earlier or dispel the *temporal slam*, since no magic remains within the normal flow of time to dispel.

When the spell ends, the target returns to the same location from which it disappeared. If some other object occupies that space, the target is harmlessly shunted into the nearest open space. For the target, no time has elapsed. A target creature will have effectively transported into the future from its perspective. When the target returns, any timed phenomenon such as poison onset or the duration of abjuration spells will pick up from the point when the target vanished.

SHADOW RAVEN (CR 2) – CE Small Undead Animal (Incorporeal)

DETECTION – Listen +5, Spot +5; **Init** +3; **Languages** Common

DEFENSES – **AC 15** (+3 Dex, +1 size, +1 deflection), touch 15, flat-footed 12; **hp** 11 (2d8+2); **Miss** 50% (incorporeal); **Immune** non-magical effects, undead immunities (mind-affecting, disease, stun, critical hits, poison, paralysis, nonlethal damage, death from massive damage)

ACTIONS – **Spd** fly 60 ft. (good); **Melee** incorporeal claw +4 (1d2 Str); **Ranged** +4; **Base Atk** +1;

Grapple -3; **Combat Feats** Flyby Attack

SQ incorporeal

STR -, **DEX** 16, **CON** -, **INT** 2, **WIS** 11, **CHA** 12

FORT +1, **REF** +4, **WILL** +2

FEATS: Flyby Attack, Weapon Finesse

SKILLS: Hide +10, Listen +5, Spot +5

Incorporeal: Impervious to damage except by magical weapons, spells, or other incorporeal creatures. Any damage sustained from corporeal source has 50% chance of not affecting the shadow raven. Shadow ravens may pass through solid objects at will.

FROZEN SHADE (CR 9-1*) – 109 hp (13d8+50), AC 21, claws +16/+16 (2d8+5), Save +12, Ability DC 18

Str -, **Dex** 13, **Con** -, **Int** 6, **Wis** 12, **Cha** 13

Skills: Intimidate +17, Perception +17, Search +17

Aura of Fear (Su): 30 ft. radius, Will save or become panicked for 3d6 rounds

Incorporeal (Su): Immune to non-magical physical attacks. Ignore spells or magical weapons 50% of the time. Move through physical objects. Ignore any physical bonuses to AC (natural armor, armor, shields, etc.). Affected normally by positive energy, negative energy, or force effects.

Turn Resistance +6

* Undead

ZOMBIE MASTER (CR 9-1*) – 109 hp (13d8+50), AC 21, claws +16/+16 (2d8+5), Save +12, Ability DC 18

Str 16, **Dex** 12, **Con** -, **Int** 14, **Wis** 9, **Cha** 12

Skills: Diplomacy +17, Perception +15

Enthralling Pipes (Su): Standard action; enemies within 30 ft.; Will save or dazed.

Fast Healing 3

Zombie Regeneration (Su): Zombies within 120 ft. gain regeneration 10.

* Undead

CYCLOPEAN MUMMY (CR 12) – LE Huge Undead

DETECTION – darkvision 60 ft., Listen +8, Spot +8; **Init** +0; **Aura** despair

DEFENSES – **AC** 23 (-2 size, +15 natural), touch 8, flat-footed 23; **hp** 240 (32d12+32); **DR** 5/-;

Immune undead immunities (ability damage/drain, critical hits, death effects, energy drain, fatigue, mind-affecting, nonlethal damage, paralysis, poison, sleep, stunning, any effect requiring Fort save);

Vulnerable fire

ACTIONS – **Spd** 20 ft.; **Melee** slam +31 (3d8+18 plus mummy rot); **Ranged** +16; **Space** 15 ft.; **Reach** 15 ft.; **Base Atk** +16; **Grapple** +39; **Combat Feats** Awesome Blow, Improved Bull Rush, Power Attack

SQ darkvision 60 ft., undead traits

STR 40, **DEX** 10, **CON** -, **INT** 6, **WIS** 14, **CHA** 18

FORT +12, **REF** +10 **WILL** +20

FEATS: Ability Focus (despair), Awesome Blow, Alertness, Great Fortitude, Improved Bull Rush, Improved Natural Attack, Improved Toughness, Power Attack

SKILLS: Hide +12, Listen +13, Move Silently +12, Spot +13

Despair (Su): Those seeing mummy make Will save (DC 20) or paralyzed with fear for 1d4 rounds.

Mummy Rot (Su): Supernatural disease – Fort DC 16, 1 minute, 1d6 Con and 1d6 Cha. Cannot be cured without first casting *break enchantment* or *remove curse*; requires caster level check (DC 20) to apply those spells or any healing spells to victim.

Awesome Blow: -4 to melee attack roll. A smaller corporeal creature is knocked flying 10 feet and falls prone (1d6 damage if they strike obstacle). Reflex save (DC = damage dealt) negates.

LICH BRAIN (CR 6+3*): 60 hp (8d8+24), AC 19, Save +9, Ability DC 16, Tiny

Str -, **Dex** 10, **Con** -, **Int** 22, **Wis** 16, **Cha** 16

Skills: Spellcraft +15

DR 15/bludgeoning and magic

Immobile (can levitate in place)

Immune mind-affecting

Turn Resistance +8

*11th level wizard (+4), undead (-1)

Wizard Spells Prepared (CL 11)

6th (DC 22)—*chain lightning, globe of invulnerability*

5th (DC 21)—*dominate person, feblemind, wall of force*

4th (DC 20)—*greater invisibility, ice storm, summon monster IV, wall of ice*

3rd (DC 19)—*dispel magic, fireball, haste, lightning bolt, summon monster III*

2nd (DC 18)—*darkness, detect thoughts, hypnotic pattern, magic mouth, rope trick, see invisibility*

1st (DC 17)—*grease, magic missile (x3), mage armor, shield*
0th (DC 16)—*dancing lights, detect magic, mage hand, prestidigitation*

POWERLEECHES (CR 6): 60 hp (8d8+24), AC 19, leechfangs +11/+11 (2d6+4 and leech), Save +9, Ability DC 16, Tiny

Str 8, Dex 16, Con 12, Int 10, Wis 6, Cha 11

Skills: Balance +15, Climb +10, Perception +7, Stealth +15, Swim +10

Burrow 30 ft.

Leech (Su): On a successful attack, spellcasters lose a random spell of the highest level they have prepared. Magical equipment loses one +1 or a random ability. (The leech is a temporary draining of magical potential and equipment abilities return at a rate of +1 or one ability every 24 hours.)

Leeching Rake (Su): If the powerleech strikes a single creature with both attacks, they deal an additional 2d6 damage to the target and leech an additional spell or ability.

Pounce (Ex): As a full action, a powerleech can move up to twice its speed and then perform a full attack.

SR 14

SHADOW, IMPROVED (CR 4) – CE Medium Undead (Incorporeal)

DETECTION – darkvision 60 ft., Listen +7, Spot +7; **Init** +2 (Dex)

DEFENSES – AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; **hp** 45 (7d12); **Miss** 50% (except incorporeal attacks); **Immune** incorporeal immunities (grapple, nonmagical attacks, trip), undead immunities (ability damage, ability drain, critical hits, cold, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting, nonlethal damage, paralysis, poison, raise dead, sleep, stunning, and any effect requiring a Fortitude save (unless it also works on objects or is harmless))

ACTIONS – **Spd** fly 40 ft. (good); **Melee** incorporeal touch +5 (1d6 Str); **Ranged** +5; **Space** 5 ft.;

Reach 5 ft.; **Base Atk** +3; **Grapple** -; **SA** create spawn, strength damage; **Combat Feats** Dodge, Flyby Attack

SQ darkvision 60 ft., incorporeal traits, turn resistance +2, undead traits

STR -, **DEX** 14, **CON** -, **INT** 6, **WIS** 12, **CHA** 14

FORT +1, **REF** +3, **WILL** +4

FEATS: Alertness, Dodge, Flyby Attack

SKILLS: Hide +11*, Listen +8, Search +5, Spot +8

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under control its killer in 1d4 rounds.

Incorporeal Subtype: Immune to all nonmagical, corporeal attack forms. Even when hit by a magic weapon, spells, spell-like abilities, or supernatural ability it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, or ghost touch weapons). Holy water can affect incorporeal creatures. Can enter or pass through solid objects, but must remain adjacent to its surface (enemies have total concealment while the shadow remains inside the object). Automatically succeeds on Move Silently checks. Invisible to nonvisual senses (scent, blindsight).

Incorporeal Attacks: Attacks ignore natural armor, armor, and shields.

Skills: +2 racial bonus on Listen and Spot checks. +4 racial bonus on Search checks. *+4 racial bonus on Hide checks in areas of shadowy illumination, -4 penalty to Hide checks in brightly lit areas.

SYNAPTIC MASK

A *synaptic mask* consists of several thin leather straps that affix to the wearer's face. Most of the wearer's face is visible through the leather webbing. The strands that make up the mask all come together at the wearer's left temple, where a setting is affixed. The setting contains a clamp in which owners can set various types of special stones.

A *synaptic mask* uses up the same area on the body as a headband, hat, or helmet.

Synaptic masks have AC 5, 10 hp, hardness 3, Break DC 15.

Synaptic masks are always active while worn (they do not require activation). A *synaptic mask* confers an effect only when a *shard* or *meld stone* rests in its setting. Without a specified stone in its setting, the *synaptic mask* confers no extra abilities.

Manifester Level: 13th; *Prerequisites:* Craft Universal Item, *fabricate*; *Market Price:* 3,000 gp; *Cost to Create:* 1,500 gp and 120 XP; *Weight:* 1 lb.

Meld Stone of the Alchemist: When set in a *synaptic mask*, the *meld stone of the alchemist* grants its wearer a +8 competence bonus on their Alchemy checks, a +6 bonus on their Appraise and Use Magic Device checks, and a +4 competence bonus on their Knowledge (arcana) checks.

Manifester Level: 13th; *Prerequisites:* Craft Universal Item, *fabricate*; *Market Price:* 3,000 gp; *Cost to Create:* 1,500 gp and 120 XP; *Weight:* 1 lb.