

4-6 PCs



Levels 9-12

ROGUE WIZARD



OGL
3.5 SYSTEM COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

POWERED BY
HERO LAB

A9

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“Rogue Wizard” is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4–6 PCs of levels 9–12.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world’s oldest fantasy roleplaying game. The OGL can be found on [page 39](#) of this product.

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ADVENTURE BACKGROUND

This story starts with a man by the name of Setzer Salthazar. Setzer grew up in the Klavekian capital of Mohkba. Even at a very young age, Setzer knew he was different from the other children. Many times he found himself being bullied in school by the bigger kids. He outsmarted them on many occasions, but as he grew older avoiding the bullies became more and more difficult. Setzer had no clue what to do with his life and grew very depressed and unmotivated.

That all changed when Setzer met Geovoni Queldoor. Geovoni Queldoor was a skilled wizard who was sanctioned by King Tokolvor XIII to practice whatever magic he saw fit from his plush chambers within the high palace. Geovoni saw a great drive and intellect buried within Setzer, and decided to lend him a hand. Setzer would become his pupil. As Geovoni grew older he began to teach Setzer everything he knew. Geovoni had high hopes for Setzer assuming he would join the secret order of wizards which serve the Klavekian Monarchy. Setzer had other plans. Once he learned all he could from his master he tricked him into binding himself with a spell, then tortured Geovoni for information; finally killing him. Setzer Salthazar, drunk on power and mad with so many years of tempered restraint let out all the rage he had felt for so many years. Setzer stormed through the city of Mohkba on a murderous rampage, torturing and killing each and every bully who had picked on him in school. The Klavekian Guard (who had lost one of their own) responded quickly but Setzer Salthazar had disappeared along with the valuables from all of the people he had killed, thefts totaling over one hundred fifty thousand gold pieces.

Setzer fled deep into Vikmordere territory since he knew the Klavek Kingdom would never look for him there. Once he settled in, he hired rangers, explorers, fishermen, hunters, anyone he could to help him build his tower. He offered them great riches for their services. After they had completed their work Setzer sacrificed them to a powerful demon and dumped their bodies in the dungeon under his tower. After sacrificing many lives to a powerful demon lord (including the lives of innocent children) he was granted a powerful flying creature with which to bond named NITNAM. NITNAM's sole purpose is to bond with an evil wizard, together becoming a symbiotic life form. After NITNAM was granted to Setzer he remodeled his tower to provide a place for her to rest at the very top, and he would come to live inside her. The two have since become bonded for life. Setzer no longer requires sleep or sustenance due to the bond with NITNAM. Also his magical powers have been enhanced and his abilities strengthened which has only further reinforced his maniacal nature.

Setzer is manipulative, psychotic, and deranged. He originally hoped to start a new life for himself here, but bonding with demons and devils further enhanced his evil nature and thus progressed his sickness. He gets

immense pleasure out of watching others suffer and built this tower as a playground of sorts.

ADVENTURE HOOK

Sage Yuri Statel hires the PCs to track down and kill a rogue mage responsible for the murder of Klavekian citizens and government officials. This mage has been missing and at large for over 10 years but was recently spotted near Rybalka. The mage is rumored to live in a tower nestled within a small valley in the Jagged Craggs.

ADVENTURE SYNOPSIS

The PCs are hired to track down a rogue mage. They travel from Rybalka deep into a valley in the Jagged Craggs to a strange wizard tower.

Many dangerous rooms full of traps, monsters, and magic challenge the PCs as they attempt to locate the wizard.

Finally, they confront Setzer Salthazar within the creature NITNAM and slay Setzer, or die trying.

Adventure Location



Location: Wizard Tower in the Jagged Craggs

Dangers: Traps, Magical Rooms, Monsters

Lighting: Dim blue illumination emanating from cracks in gray stones.

Walls: Magical Gray stones (see above)

Doors: Varied (see description of each)

Mood/Theme: Magical, Eerie, Deliberate Gauntlet of Misfortune

WIZARD TOWER: EXTERIOR

RAZORVINE AND BLIND OGRES

The exterior of the tower is surrounded by thick Razorvine. Since Setzer hasn't exited the tower in quite some time the razorvine has grown up and over the path to the tower. Initial contact with the razorvine causes 1d4+3 damage and Fort Save DC 19 or 1d6 CON damage. Moving through the razorvine causes 1d4+3 damage for every 5 feet traveled.

While dealing with the razorvine the PCs will have to contend with a group of undead ogres, all of which are missing their eyeballs and seem to aimlessly wander around the outside of the tower, arms outstretched and feeling around to see where they are going. (Their eyes have been converted into Sentinel creatures within the tower, the occasional result of an ogre being killed only with spells that use light or color (an experiment of Setzer's long since abandoned).



Undead Ogre Guards (1-4) CR 3

hp 39 Pathfinder, see p 22
hp 35 3.5, see p 29

WIZARD TOWER: ENTRY

The front doors to this strange tower are tall and made from solid metal, rusted over the years. Only one door sports a handle, a large metal door knob in the shape of a raven. A small keyhole exists just to the bottom left of the knob. It looks such an ordinary way to get into such an imposing structure, but that's all you can see.

FRONT DOOR TRAP

This door is locked and the door knob itself is slathered in contact poison.

Open Locks DC 20

Success: With several soft clicks and clunks, the tumblers fall into place and you hear the lock moving with an oiled, easy action. It seems the door is now unlocked.

Door Knob: Contact Poison Trap

CR 5

Type: Mechanical

Search/Perception: DC 25

Disable Device: DC 19

Trigger: Touch trigger (attached)

Effect: Poison, Nitharit (DC 13 Fortitude Save resists, 0/3d6 Con)



WIZARD TOWER: LEVEL 1

1. ENTRY ROOM

The tower interior is mostly dark and shadowy, although some dim illumination comes via a strange magical blue light which emanates from the thin cracks in the gray cobblestone floor and walls.

The entry room to the tower is shaped very oddly, wider at the front and skinnier toward the back wall. The entry way itself is decorated with the pelt of an enormous grizzly bear. The head is still squarely attached, with mouth gaping, and fangs bared; its eyes seem oddly real as they stare back at you, as if they are following each of you around the room. The owner of this tower must be quite the skilled taxidermist. The walls are lined finely carved and polished wooden plaques displaying stuffed versions of most of the regions wildlife. The Vikmordere would not be too pleased with this, but to a Klavekian the art of taxidermy is all too common. At least you have a clue as to the occupants origins.

As you move further into the room you hear a ferocious roar! Turning around you see that the grizzly bear rug has come to life! It now lumbers toward you, a misshapen and ghastly reminder that foul magic may be at work in this tower.

In addition to the animated grizzly bear rug, many of the small animals come alive and start to swarm around the party further entrenching the battle in chaos. This close quarter combat should feel fast, panicked, and uncomfortable to the players.

Animated Grizzly Bear Rug CR 4

Unless the players stated they were keeping an eye on the rug or taxidermy they will be surprised the first round of combat.

hp 42 Pathfinder, see p 22
hp 51 3.5, see p 29



LEVEL 3



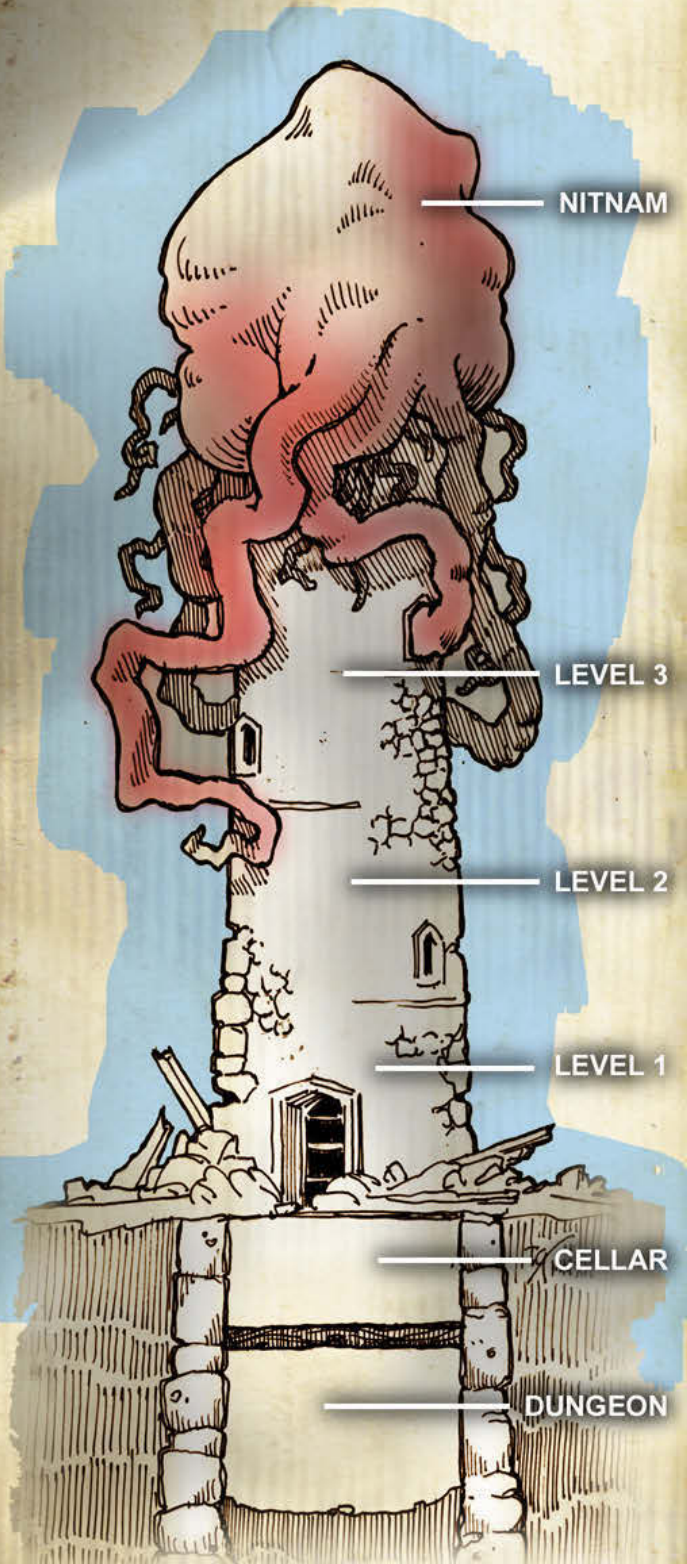
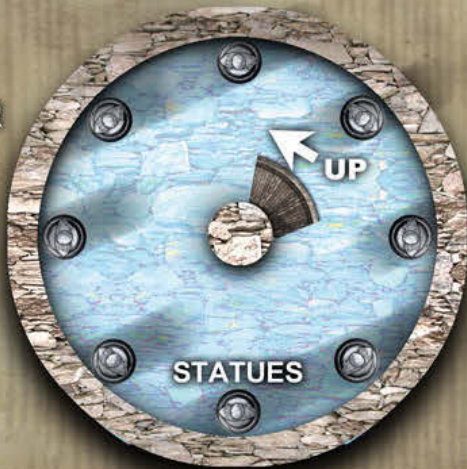
LEVEL 2



LEVEL 1



CELLAR



WIZARDS TOWER





GRIZZLY BEAR RUG

Typically these massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. However, this rug is a mere shadow of the bear he once was and weighs only 60 lbs. Bears are bad-tempered and territorial, the perfect creature to transform into a tower guardian, a rug or both!

TAXIDERMY SWARM (WILDLIFE/VERMIN)

This is actually a new spell created by Setzer. Use "Setzer's Storm of Sculpted Skin, Greater" unless the party is not of a high enough level to handle this. In that case introduce the "lesser" version of the spell. Both versions can be found on page 37.

THE SENTINELS

After the combat has resolved the door to the next room mysteriously opens on its own and 3-8 (1d6+2) Sentinels float into the entry way to watch the party. The Sentinels are essentially floating eyeballs created by the rogue wizard Setzer Salthazar. They will simply watch the PCs, instantly sending images to Setzer who immensely enjoys watching others suffer. If the PCs attempt to provoke the Sentinels they will attack, but otherwise will remain at a distance, simply watching the group move from room to room throughout their entire time here.

Sentinels (3-8) CR 2

hp 16 Pathfinder, see p 22

hp 16 3.5, see p 30



2. DINING ROOM

A traditional Klavekian Dining Room complete with a beautiful table made of solid Balkmore wood. A couple of finely detailed paintings of older Klavekian women hang on adjacent walls and a large glass display case holds a pair of plates painted with the crest of the Klavek Kingdom. Upon the table there are plates, glasses, cups, saucers, and bowls for 8 people to dine. The silverware, instead of being lined up on the table, is miraculously floating in the air over it. It slowly circles the table moving counter clockwise.

The silverware is under the effect of a spell Setzer cast years ago while angered with guests at the dinner table. He has since completely forgotten about it. Since he does not require food, he rarely visits the kitchen or adjacent dining room. The spell is completely harmless and silverware plucked from the air act normally thereafter.

Treasure



- 2 fine plates with the crest of the Klavek Kingdom – Value: 100-500 gold each
 - 56 pieces of silverware - Value: 1 gp each or 5 gp each if polished to a shine
 - 2 paintings by Vladimir Unshant II – Value: 10 gp each or 1,000 gp to an art collector
 - Balkmore Table – Value: 2,000 gp but is too heavy to move under any normal means
- Plates, saucers, and such are valued fairly low and are not considered "treasure."

3. KITCHEN

You step through the doorway into a fully functional kitchen. A large wood stove roars and shakes loose it's small metal door exposing a fire as hot as the depths of hell. The heat envelopes you and smoke starts to pour out of the stove filling the room. Before you can move an unseen force slams the door shut. Some muttering and obscenities can be heard faintly as if they are coming from someplace quite far away.

As the PCs proceed into the kitchen proper read this:

As you proceed into the kitchen you spy a long wooden chopping table lined with various sharp blades. A translucent form, which you can only call a ghost for lack of a better name, stands across from you on the other side of the chopping table. He appears to be a middle aged man, dressed in white with a small grey cap. He chops onions which cause him to wipe tears from his eyes. Suddenly he turns and screams, dropping his knife. His pure white clothing is rapidly stained

red and his form falls out of sight behind the chopping block and mountains of pots and pans.

The Ghost of Chef Sulak

This ghost was once a man by the name of Chef Wayne Sulak, who had served Setzer for over 10 years as his personal chef. As Setzer's psychosis gradually set in, he began to have delusions and nightmares based on the belief his chef wished to poison him. He became obsessed with this irrational idea and constantly hid in the shadows or spied from afar using invisible Sentinels, solely to watch chef Sulak. Growing up in a noble family and not knowing the effects cutting onions has on a person, Setzer assumed Sulak cried out of guilt while preparing to poison him. (Setzer later learned of his mistake, but in his insanity has no remorse for his course of actions.) He approached from behind and stabbed Sulak in the back using Sulak's father's family carving knife. Sulak stared at Setzer with confusion as the life bled out all over his hands and the floor; he fell to his knees and then face first into the flour-covered cobblestone floor of the tower.

Chef Wayne Sulak is now doomed to repeat this death over and over again. The PCs cannot free him from this torment although attempts to "Speak with Dead" may be undertaken in which case the chef will tell his morbid story before reenacting it again and again.

On the floor where the chef fell, a pile of bones lay with the gnaw marks of large rats. Nearby a dirty old gray hat lay covered in dust, dirt, and cobwebs. The PCs will only find this if they circle the chopping table. Thankfully none of the rats are present; anything big enough to break through human bones must be quite a size.

4. TORTURE CHAMBER

After the group of PCs pass the threshold into this room Setzer remotely triggers a trap which slams a thick wall of stone down behind them, blocking any means of retreat for the time being. This wall is automatically reset after 12 hours have passed. Read this after the entire group has entered this room:

Something gigantic slams down behind you causing everyone to whirl around. Apparently the way out has been blocked by a massive stone wall which descended from the ceiling. The room in which you stand is very dim and even the magical blue light seems somewhat muted in this room, providing only a minuscule amount of light by which to see.

If the PCs decide to wander about in the dark room someone will inevitably step in a bear trap. Roll randomly to determine who the lucky winner is.

Bear Trap CR 1

There are 12 of these set up throughout the floor of this room. They are easily spotted and avoided in normal light or with dark vision.

Type: Mechanical

Search/Perception: DC 10 (35 in darkness)

Disable Device: DC 10

Trigger: Touch Trigger

Effect: Stepping in one causes the iron jaws of the trap to snap down for 1d6+6 damage and traps the individual.

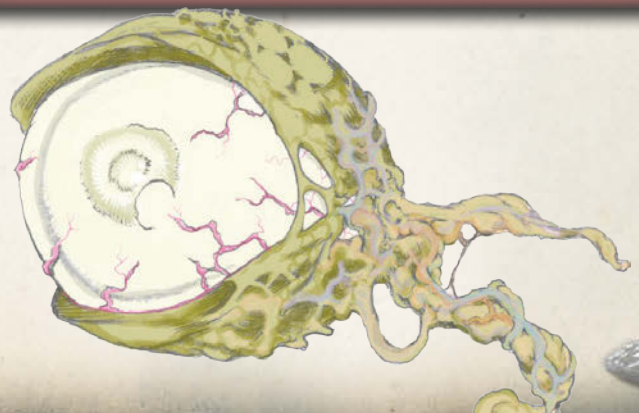
Once light is administered to this room, read the following:

This room appears to have once been a living room. Now the furniture is burned, broken, and tossed in piles. It looks as if the furniture was being used for campfires. Piles of refuse are scattered about and live bear traps litter the floor, one of which holds a complete halfling skeleton. Chains and harnesses are attached to the walls, some still dangle small skeletons from rotten and rusty mantacles. The skeletons of a group of small bodies lay huddled in one corner of the room. You remember hearing the occasional story of halflings and gnomes going missing from Rybalka, the original assumption being that the beasts or devils and demons of Dark Wood were responsible. Now you know the truth. You stare at the bones of the helpless people who appear to have been kept and tortured here in this gods-of-good-forsaken place. Chills run over your entire body imagining the horrific nightmare they must have gone through. A maniacal laughter can be heard from someplace far above. The shrill voice of a man who has lost his mind. Nearby, the large group of the strange eyeballs hover in the shadows, watching you.

Sentinels (10) CR 2

hp 16 Pathfinder, see p 22

hp 16 3.5, see p 30



5. WORSHIP CHAMBER

This room contains three circular glyphs drawn upon the floor in red and white chalk. Demonic symbols fill the circles and dark scorch marks from flame can be seen throughout this area. Deep scratches are seen on the floor and on the walls. Something quite powerful must have done this to have damaged the walls so badly. Blue light now filters through from the claw marks.

If any of the PCs set foot in the circles a portal will activate summoning a demon named “Beshablakaba” to the Worship Chamber. Beshablakaba is one of many demons that Setzer now worships, although it has been quite awhile since Setzer has been in this part of the tower.



Beshablakaba, Vrock Demon CR 9

hp 112 Pathfinder, see p 23

hp 115 3.5, see p 30



*Stairs down to Cellar – “Spiral stairs tucked into the corner of this room lead down into darkness. A cold draft wafts up from below.”

6. ROOM OF TEMPTATION

This room is much larger than it should be given the size of the tower. The entire room is full of water, the floor is recessed and the depth of the water is unknown. A series of stone pillars rise up about a finger’s length above the water. The stone pillars are too far apart to reach by jumping across. Nearby a stack of wooden planks of varying sizes rests, awaiting use. On the other side of the pool of water is a large stone landing with a finely decorated flight of stairs leading up to the second level of the tower. Next to the stairs is a large open treasure chest overflowing with gold and gems!

Temptation Puzzle



The planks must be placed from pillar to pillar in order to cross the expanse. Carrying a plank across another plank requires a balance skill check. When certain pillars are stepped on they will instantly free fall into the water below! The water is 6 feet deep and full of electric eels.

Additional images of the planks are included in the Index on page 38 for ease of printing for your players to work the puzzle.



Balance/Acrobatics DC 22



Action: Crossing a 5’ slippery wooden plank while carrying the same.
Success: The PC crosses one plank while carrying another successfully.
Failure: PC falls into the water and drops the plank: proceed with combat until the PC is able to get out of the water.

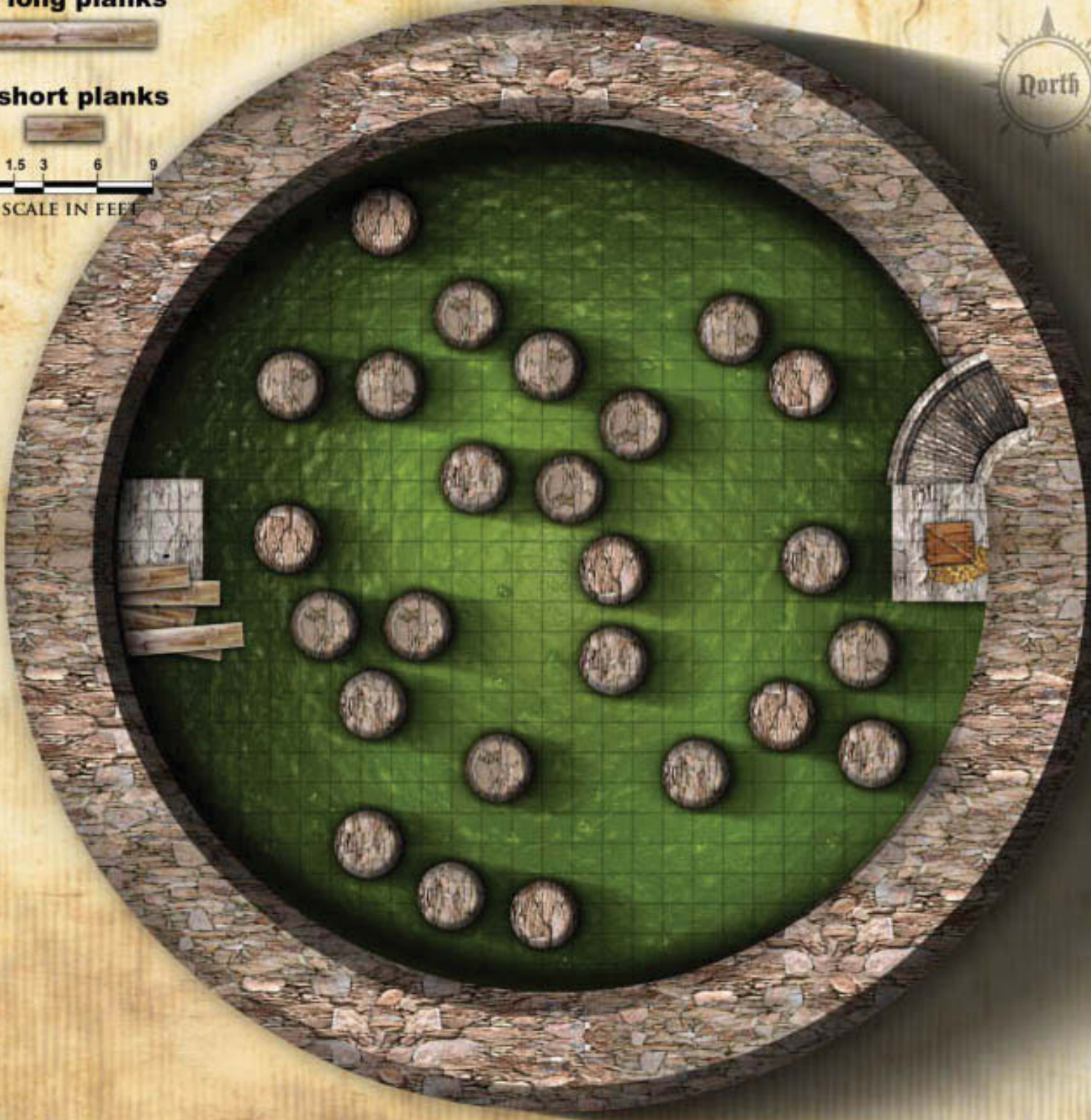
3 long planks



8 short planks



SCALE IN FEET



ROOM OF TEMPTATION



ROOM OF TEMPTATION

SOLVED PUZZLE



Electric Eels (22) CR 2

hp 17 Pathfinder, see p 24
hp 19 3.5, see p 31



Treasure Chest

- 583 pp
- 2,389 gp
- 3,016 sp
- 5,999 cp
- 12 random gems (determine randomly)



*Stairs up to Level 2: "A large stone landing with a finely decorated flight of stairs leads up to the second level of the tower."

WIZARD TOWER: CELLAR C. CELLAR

After descending the spiral stairs you arrive in a massive circular room beneath the tower. Against the wall on all sides like the end of spokes in a wheel are circular stone daises each with the statue of a human man in wizard robes upon it. Every statue is slightly different in appearance although most have a similar face, a man with a hawk like nose and long flowing hair wearing robes which seem to blow in the wind. He stands with arms outstretched in keen concentration. A long, smooth, featureless staff is held in his left hand.

The statues are arranged so that one faces the next in succession all the way around the room, save the statue directly before the end of the stairs. This statue faces you with arms outstretched, the staff pointed directly at you. Before you some text is carved into the floor, though it is difficult to read. Just beyond that a perfect circle is smoothly engraved into the flat stone floor beyond which is another etching of text.

Once the PCs take time to inspect the initial writing closer with a torch or lamp they glean the following:

*Wish ye my treasure doth thee?
Well I wish thee dead!
If ye guess the right answer to each riddle thine
will have thine treasure, if ye guess wrong then I
guess ye be dead!*

In Setzer's better days (merely exhibiting borderline insanity) he created this room as a testament of his keen wit so that someday when he died, his legend would live on. He imbued each of the statues with magical powers

and devised a series of riddles, traps, and treasure with which to tempt those who might plunder his riches.

The Statues and how they work

In front of each statue is a large circle etched into the floor. Within the circle is etched a riddle.

One must stand within the confines of the circle and speak the answer to the riddle aloud.

Correct? If the answer is correct the statue will slide off its base to reveal a treasure and face the next statue in succession. The next statue will then turn to face straight ahead and must be challenged next by the PCs.

Incorrect? If the answer is incorrect the statue will fire a spell at the PC. The PC will find they are immobilized within the circle only for the duration of the casting of the spell thus they will not obtain a Reflex save. If the spell save requires a Fortitude or Willpower save the PC will obtain this save as normal.

Reset: The spell-trap on each of the statues automatically resets. Each PC has only one chance to answer a riddle within a particular circle, but once an incorrect answer is given that particular PC may not enter the same circle twice. If they do, nothing happens.

Until a correct answer is given the next statue in succession will not respond.

Statue 1

Riddle: "I can travel from there to here by disappearing, and here to there by reappearing."

Answer: "T" or "the letter T"

Spell Trap: Magic Missile x3 – 3d4+3 damage total (no save)

Treasure: Wand of Magic Missile (50 charges)

Statue 2

Riddle: "I come out of the earth. I am sold at the market. He who buys me cuts my tail, takes off my suit of silk, and weeps beside me when I am injured."

Answer: "Onion"

Spell Trap: Stinking Cloud (caster level 5)

Treasure: Staff of Swarming Insects (30 charges)

Statue 3

Riddle: "I don't have eyes, but once I did see. Once I had thoughts, but now I'm white and empty."

Answer: "Skull"

Spell Trap: Phantasmal Killer (caster level 8th)

Treasure: Cloak of Poisonousness

Statue 4

Riddle: "I go around in circles but always straight ahead, never complain no matter where I am led."

Answer: "Wheel"

Spell Trap: Scorching Ray x2 – 8d6 damage (caster level 8th)

Treasure: Necklace of Fireballs – Type III

Statue 5

Riddle: "Weight in my belly, trees on my back, nails in my ribs, feet I do lack."

Answer: "Ship" or "Boat"

Spell Trap: Feeblemind

Treasure: Bag of Holding – Type II

Statue 6

Riddle: "I turn around to get in, I turn around to get out, I keep some in, I let others out."

Answer: "Lock" or "Key"

Spell Trap: Fireball – 8d6 damage (caster level 8th)

Treasure: Ring of Feather Falling

Statue 7

Riddle: "Until I am measured I am not known. Yet how you miss me, when I have flown."

Answer: "Time"

Spell Trap: Lightning Bolt – 8d6 damage (caster level 8th)

Treasure: Wand of Lightning Bolt (20 charges)

Statue 8

Riddle: "At night they come without being fetched and by day are lost without being stolen."

Answer: "Stars"

Spell Trap: Cone of Cold - 10d6 damage (caster level 10th)

Treasure: Boots of the Winterlands

WIZARD TOWER: DUNGEON

The Dungeon level is located at the bottom of the tower (under the cellar) and was sealed off by Setzer many years ago, covered with a rug and long forgotten. Should the PCs go searching (DC 25) they will locate a patch of floor under a rug that is slightly newer than the other stonework around it. If the PCs break through (DC 20) they will find a wooden circular skeleton staircase headed down into the dungeon. The stairs have completely rotted through and the way is not safe. If the stairs are used there is a 80% chance the stairs will collapse dropping the PCs 40 feet (4d6 damage) into a pile of skulls and bones.

If the PCs descend into the room they will find the remains of hundreds of servants and workers that were killed over the years, their bodies hidden here and sealed off for all time. All have been stripped of valuables and most have been ripped apart and partially ground up

by a massive mechanical device with huge blades and massive gears. The machine is currently jammed by bones, but there is a 5% cumulative chance per round spent moving through the area that the PCs will disturb the bones enough to free the jammed machinery. If actively searching and digging through the bones this increases to a 15% cumulative chance per round.

BONE GRINDING MACHINE

If activated the machinery pulls the PCs down along with the rest of the bones causing 8d6+20 damage (reflex save for 1/2) and dumps them into a pit below which is filled with bone dust.

BONEDUST (NEW TRAP MATERIAL)

Rooms and pits of bonedust present a deceptively solid appearance (often appearing as solid worked stone with a scattering of intact bones on top) that may trap careless characters. A character approaching a pit of bonedust at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden dust before blundering in. A typical pit of bonedust is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2x5 feet into the bonedust.

EFFECTS OF BONEDUST

Characters in bonedust must make a DC 10 Strength check every round to simply keep themselves in place, or a DC 15 Strength check to move 5 feet in whatever direction is desired, which takes a full round. If a trapped character fails either of these checks by 2 or more, he sinks a further 1 foot below the surface of the bonedust which adds to any further checks. This repeats until either the character is free or they are completely below the surface and starts to asphyxiate whenever he can no

longer hold his breath (this is similar to drowning in water).

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

Characters below the surface of bonedust may claw their way back to the surface with a successful Strength check (DC 15, +1 per consecutive round of being under the surface).

RESCUE

Pulling out a character trapped in bonedust can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Strength check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety. All bonedust pits have a scattering of sharp solid bones on their surface. Being pilled through these deals 1d6 damage for every round a creature moves through them.

WIZARD TOWER: LEVEL 2

7. A LONG FALL

As soon as the PCs open the door to this room they will be attacked by a gruesome creature. Setzer captured this gibbering moulder at a nearby bog during the summer months, it had come from the underground world to feed on top dwellers. Setzer keeps it as a pet and feeds it the occasional adventurer. As of late Setzer has forgotten about his precious pet and left the gibbering moulder to starve. The gibbering moulder will be very hungry by the time the PCs arrive. There are two ways out of this room, but the PCs will only find that out once the room's inhabitant has been dealt with.



Gibbering Moulder CR 5

hp 46 Pathfinder, see p 24

hp 42 3.5, see p 32



False Door

Search/Perception DC 35

Success: "As you carefully examine this door it becomes apparent that the hinges are false, the door knob does not turn, and the lock mechanism is not connected to anything." All attempts to open this door fail.



Breaking down the door



Strength Check DC 18

Success: "As you charge into the door with full force, it crashes down on the other side and falls to pieces. You tumble head over heels with it. Before you know what has happened you are crashing into a giant bush of Razorvine outside at the base of the tower."

2d6 damage from the fall + 2d4+6 damage from the Razorvine + Fort Save vs DC 19 OR 1d6 CON damage.

Moving through the Razorvine causes 1d4+3 damage for every 5 feet traveled. The PC has fallen 15 feet deep into the thick of the Razorvine.

8. DEATH BY WATER

This room is one gigantic trap.

GM tip: This is a good time to make use of an hourglass. Find one that gives the PCs a few minutes and as soon as the trap is activated flip the hour glass over and let the PCs rush to find the solution!

Death By Water Trap CR 3



Trigger: Once all PCs enter the room, stone walls slam down blocking both the entrance and exit.

Mechanism: Ten pipes run into this room from above which begin gushing cold water.

The room is 10 feet high, the buttons are at a height of 4 feet, the water fills the room at 1 foot per round and ceiling lowers 2 feet with each incorrect answer. This means that after three rounds of incorrect answers (one per round), the water is three feet deep and the ceiling has lowered 6 feet. If there is a fourth incorrect answer, the water reaches the height of the ceiling, the buttons are just below the ceiling and the ceiling stops moving. Once this has happened the room is completely filled with water and the PCs must hold their breath and then die of asphyxiation if unable to solve the puzzle.

Disarm: Upon the wall are a series of 4 buttons. They must be pressed in the correct order to disarm the trap. As each button is pressed it stay depressed until all four buttons have been selected at which point all four pop back out.

Incorrect Solutions: Each time an incorrect answer is entered the ceiling lowers by 2 feet as described above.

Correct Solution: When the correct solution is entered grates will slide open in the floor draining the water from the room. A few seconds later the walls will raise and the PCs may exit.

Keep in mind that the PCs are soaking wet, certain items could be ruined, and the chance of hypothermia is very high.

Writing on wall above glyphs:

*There stood three heirs to the throne
Upon the death of the father
Each man stood alone*

*A trial by design, a maze in each man's mind
One of the men they could not find
When the devilish greed was shown
The true successor had flown*

Correct Order:

1. Large circle surrounded by 3 smaller circles (Family Glyph) (B)
2. Mask of Death (Death Glyph) (A)
3. Devilish Minotaur (Trial Glyph) (D)
4. Face of the Bird (Freedom Glyph) (C)

Swim

Swim Check: DC 15 (due to chill temperature of water)

See Pathfinder or d20 SRD rules on holding your breath and drowning.



9. FOUNTAIN ROOM

This room was once decorated with all manner of rare plants that could handle the cold temperature in this region. The plants have long since died and rotted away leaving only large empty pots filled with frozen soil. The pots are arranged symmetrically three per corner.

In the middle of the room is a large fountain carved from solid white and grey marble to resemble Setzer Salthazar. The fountain is fully functional although the water is brown and murky. There are many gold and silver coins barely visible at the bottom of the fountain. There is an enchantment upon the coins, those who take them must roll a Will Save DC 18 or become confused for 8 rounds.

10. EMPTY ROOM

This room is completely empty. A single closed door waits on the far wall.

A gelatinous cube waits in a perfectly carved alcove behind the entry door to the room, and surprises the PCs after they have all entered.

Gelatinous Cube CR 3

hp 50 Pathfinder, see p 25
hp 54 3.5, see p 33



11. BIGGEST EGO

This room has a circular stone dais with a bright magical beam of light shining upon it from the ceiling.

The beam is actually just a focused continual light spell. The dais is permanently enchanted with a teleport spell linked to a location just outside. Anyone who steps into the light is instantly teleported outside the front entrance to the tower, 20 feet above the ground (2d6 falling damage). A Will Save DC 20 is permitted to negate the teleportation.

12. SLIPPERY SITUATION

This entire room is under the effects of a permanent grease spell. The walls are lined with tiny sharp spikes which cause 1d4 damage if touched or pressed up against. Other than that, the room is empty.

*Stairs up to Level 3 - "A large stone landing with a finely decorated flight of stairs leads up to the third level of the tower."

WIZARD TOWER LEVEL 3

13. CAPTIVE AASIMAR

An Aasimar named Awaain is being held captive here. Aasimar are mostly unknown in this world, Awaain was tricked by a powerful demon who brought him here as a toy for Setzer. Setzer has had his fun with him and now leaves him hunched over, chained the wall, bleeding and starving.

When the PCs discover Awaain he is near death. Should they heal him he will help them finish their quest to slay Setzer.

A strange being is held here, arms and legs chained tightly to the wall. He appears almost human except that his skin is golden, his eyes silver, and his hair copper. His hair grows only on the top of his head in an orange plume reminiscent of a birds plumage.

Two great white wings rise out of the creatures back and are stained heavily in dried blood. The creature looks to be badly injured, bleeding from numerous injuries. He attempts to speak but slumps over coughing up blood.

Awaain (Aasimar) CR 1/2

hp 11 Pathfinder, see p 26
hp 5 3.5, see p 34



Awaain is originally from Mount Celestia and radiates law and good from his inner being. He will do whatever is possible to bring Setzer to justice but will likely be forced to kill him, as Setzer will not come willingly. Awaain knows he cannot stand toe-to-toe with Setzer and plans to assist the PCs however possible in fulfilling their mission. Once this is done, Awaain will search for a way back to his home plane.

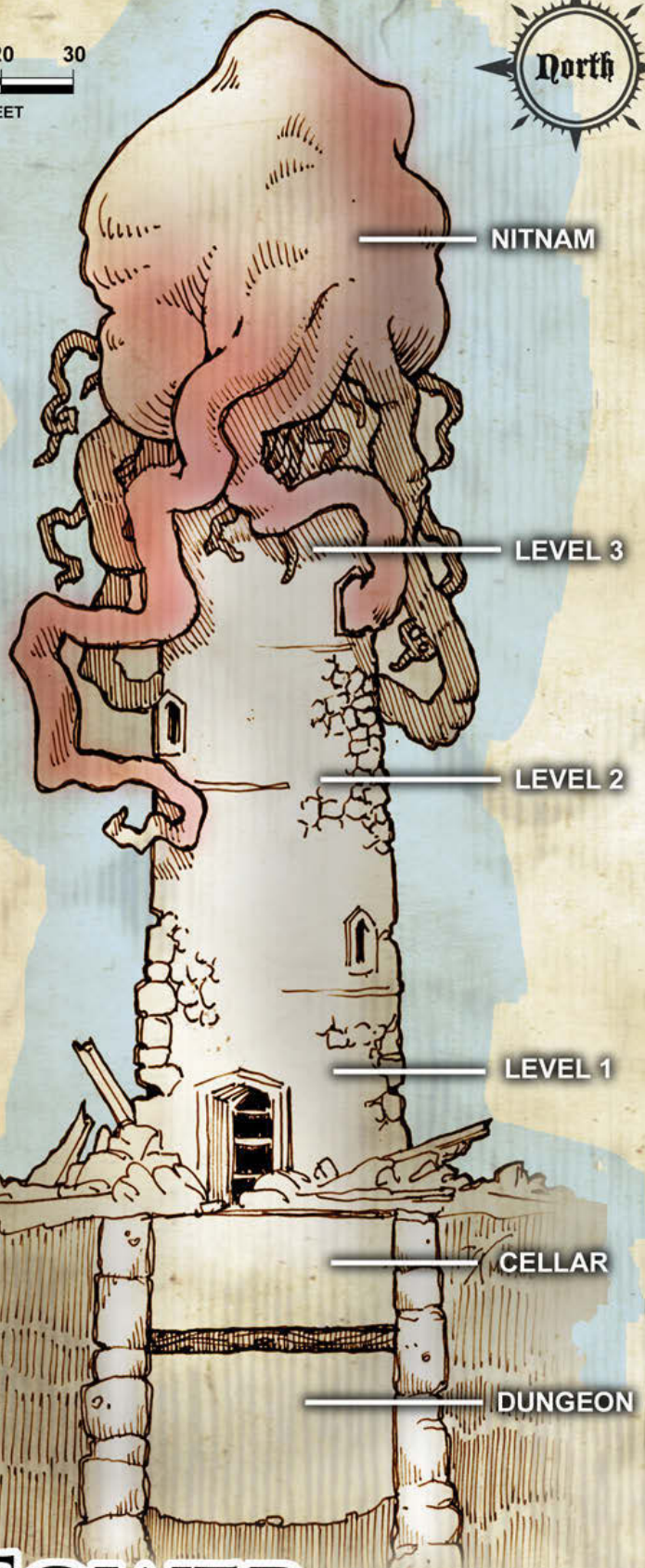
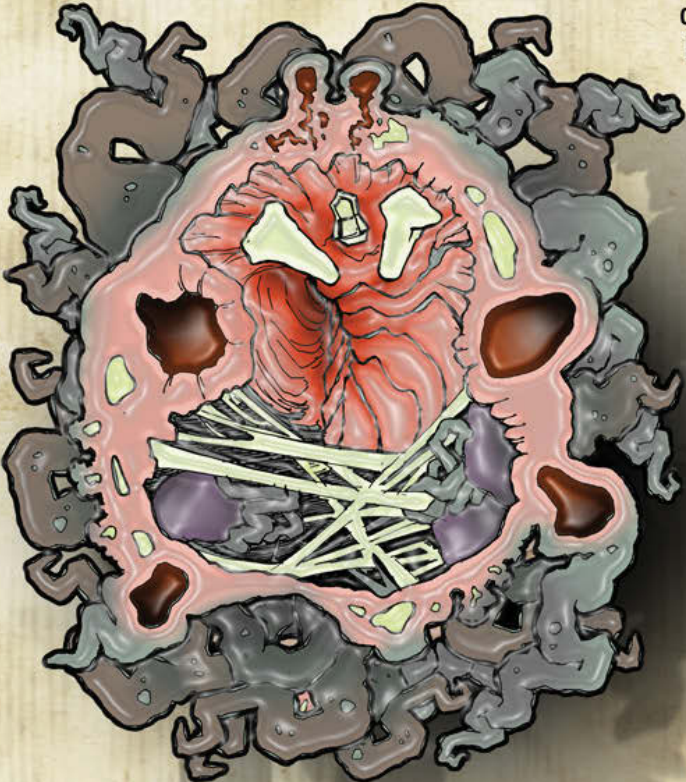
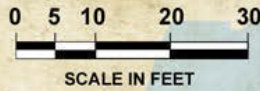


14. ZERO GRAV

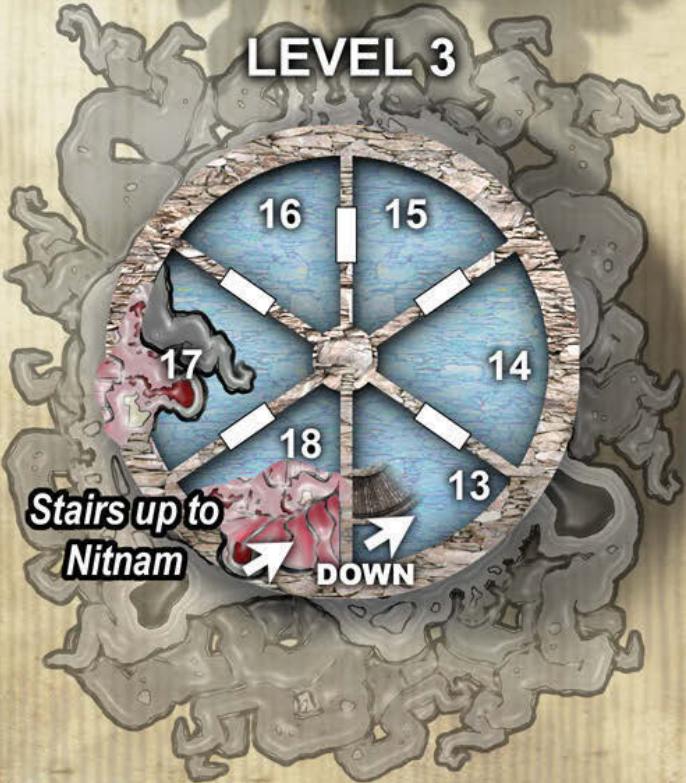
This room is completely devoid of gravity. As soon as the first PC crosses the threshold they will start to float forward, carried on by their momentum.

Three Gray Ooze creatures have been placed here by Setzer to provide additional fun for adventurers making their way to the top of his tower.

NITNAM LEVEL



LEVEL 3



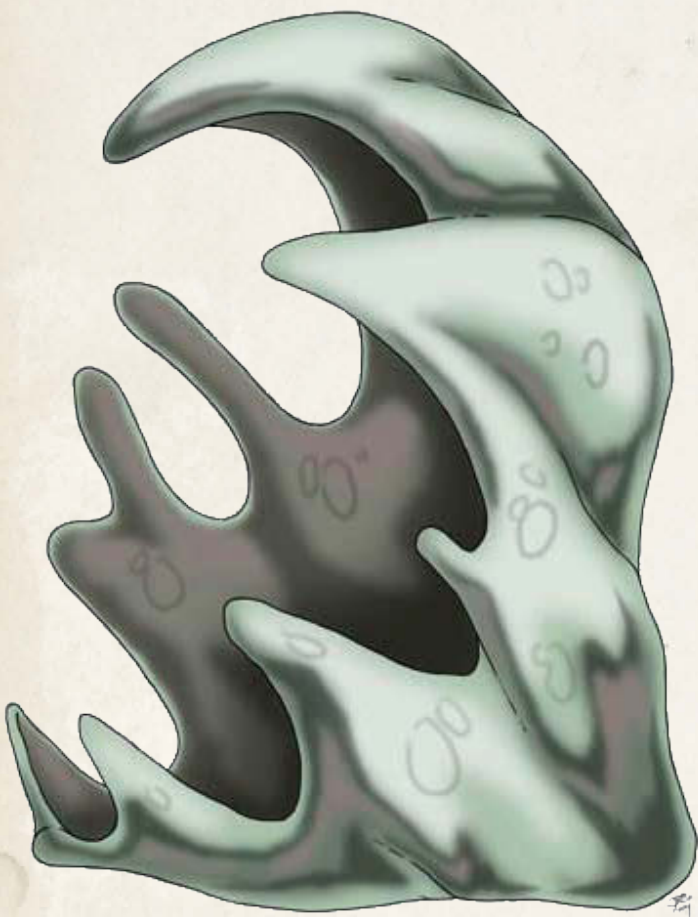
WIZARDS TOWER

Medium Gray Ooze (3) CR 4

hp 50 Pathfinder, see p 27
hp 31 3.5, see p 35



Tactics: The three Gray Oozes wait on the ceiling just above the door until the adventurers float into the room, then propel themselves downwards. They have adjusted to zero gravity quite well and receive no movement or attack penalties while within this room.



SETZER THE VOYEUR

This is one of Setzer's favorite rooms to watch using his Sentinel. Ten such creatures wait in the next room (room 15) watching the adventurers progress through the open doorway.

Use the rules below to manage combat in a zero gravity environment.

Functioning in a Zero Gravity Environment



Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Jump checks no longer apply.

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

Space Adaptation Syndrome: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are shaken, and those who fail the save by 5 or more are also nauseated. The effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero-g environment.

Speed: While in a zero-gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).

Carrying Capacity: A creature's normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.

Attack Roll Penalty: Creatures take a -4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment.

Modified Bull Rush Rules: A creature affected by a bull rush is pushed back 10 feet, plus 10 feet for every 5 points by which its opponent's Strength check result exceeds its own.

Weight vs. Mass: While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity—just more slowly.

For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

15. EXPLOSIVE PERSONALITY

The door to this room is already open (the PCs will initially float into this room from the zero grav room 14). This room contains a very dangerous trap and 10 ever watching Sentinels. As soon as the PCs cross the threshold the Sentinels immediately fly into room 14 to avoid the coming explosion.

Sentinels (10) CR 2

hp 16 Pathfinder, see p 22

hp 16 3.5, see p 30

Tactics: The Sentinels wait for the PCs to arrive and trigger the trap, then they quickly fly into room 14. They watch the PCs' every move so Setzer can enjoy their misery as they stumble through his tower.



Barrels of Black Powder Trap CR 5

10 barrels of black powder (gunpowder) are gathered in the middle of the room.

Trigger: As soon as the PCs cross the threshold to this room four fuses will start burning toward the barrels. Each fuse originates from a different corner of the room.

Time limit: 2 rounds or alternatively use a 30 second hourglass and ask the players what their characters are doing. The barrels explode when the sand runs out!

Disarm: The PCs must take immediate action in order to break the fuses. The only way to do so is to cut the fuse or pull it hard enough to break the connection to the barrels.

Failure: If they fail to do so all of the barrels will erupt in a massive explosion causing 10d6 damage (Reflex save to jump out of the room for 1/2). If anyone is directly adjacent or on the barrels when they explode they will take 20d6 damage (no save) and must make a Fort save or die.

16. MAGICAL PORTAL CHAMBER

Within this room are three strange magical disturbances. Each is circular with twisting, swirls of color and energy engaging in what can only be described as a vortex. The three disturbances are spaced equal distance from one another and dominate the wall adjacent to the entrance. There are no other exits to this room.

The three “disturbances” are magical portals. Each is one way and will transport the PCs to another room in the tower.

Magical Portals

Portal #1: Purple, green, and gray colors swirl within.

This portal leads to the cellar next to Statue #7

Portal #2: Yellow and red colors swirls with the occasional crackle of electrical energy.

This portal leads to room #6 halfway through the room and directly over the cold water filled with electrical eels.

Portal #3: Blue and gray energy swirls counterclockwise and pulsating with the beat of a heart.

This portal leads to room #5 directly over one of the demonic summoning circles. As soon as the first PC emerges from the portal and touches the ground a Vrock demon will appear in a burst of smoke and flame.

Secret Door

Search/Perception DC 30

An extremely well hidden secret door exists behind the 3 portals. Masked by the bright energy and colors radiating from the portals and by an illusion the PCs will have some difficulty tracking this one down.

Success: “You discover a handhold in between two bricks. The handhold is not visible and must be masked by a permanent illusion.”
The secret door slides open to reveal an entrance to room #17

17. PRIMARY GUARDIAN: DELVAZOR THE FLESH GOLEM

Setzer stitched this golem together from body parts of slain tortured victims.

Delvazor, Flesh Golem CR 7

hp 79 Pathfinder, see p 27
hp 79 3.5, see p 35



Description: “This creature is a seven foot tall patchwork of bodies sewn onto a massive muscular frame. The tortured bodies make up the skin of the beast with hands sporting disgustingly long fingernails. One eye seems to pop from a socket and brains bubble out from a grotesquely infected head wound”

Tactics: Delvazor is a tormented creature and emits constant anguish and confusion from deep within his being. He attacks normally, but once every 5 rounds of combat lets out a scream of anguish. All hearing this scream must make a Will save vs DC 15 or stop attacking for 1d6 rounds. This spell like effect is very weak but causes one to question if fighting this creature made up of tortured souls is a morally sound decision. Lawful or Neutral Good characters affected by this spell like effect will try and convince their adventuring companions to cease attacking the creature and withdraw.

After the battle has concluded the PCs finally get the chance to examine the room.

This room is the same size as the rest. There is a small bed and some food scraps on the floor. A large iron door with a complex looking lock mechanism and chains blocks passage any further into the tower. You must be getting close to your prey.

LOCKED & TRAPPED DOOR:

This door is made of solid iron and is triple reinforced. The hinges are twice as large as regular hinges and line one entire side of the door. On top of the physical defenses an Arcane Lock spell further protects it. Breaking down this door is nearly impossible through



any physical means. On top of all this security, the door is also protected by a trap.

Fireball Trap CR 5



Type: Magical

Reset: Automatic (this trap only has 1 charge left and thus will burn out after this blast.)

Search/Perception: DC 28

Disable Device: DC 28

Trigger: Touch Trigger (door)

Effect: 8d6 fire damage, DC 14 Reflex Save for 1/2.

Description: “Magical runes suddenly appear in a circle on the front of the door. Almost instantaneously a massive fireball bursts forth scorching your flesh and blasting through the room.”

Strength Check DC 38

Break down reinforced locked iron door



18. SECONDARY GUARDIAN: BLACK PUDDING KNIGHT

After passing through the vault-like door you find yourself standing before an unlikely adversary. A man resembling a member of the Klavekian High Guard stands before you, but he is made entirely of a glistening sludge that jiggles as it steps forward. All of his clothes, weapons, and even armor are made of solid stone which seals in the black ooze that makes up its body. The strange knight surges forward carried by blubbery legs.

This creature moves about in bipedal form and can hold and manipulate objects as well as a human. The creature cannot talk or otherwise converse and knows only to guard the entrance to NITNAM.

Guardian, Black Pudding Knight CR 11

hp 158 Pathfinder, see p 28

hp 172 3.5, see p 36

Details: This black pudding has been shaped to resemble a Knight of the Klavek Guard and given basic intellect by Setzer and NITNAM. Setzer's twisted mind envisioned this monstrosity as something to confuse the Klavekian Guard should they ever make it this far in their attempts to track him down. He also found great comedic value in the Ooze walking about, bumping into things while attempting to move about in bipedal form. The black pudding has since mastered the movements in this form and will make quite a dangerous adversary for the PCs.

Beyond the Black Pudding Knight is the entrance to NITNAM's body.

Strange organic matter like a cross between flesh and bone flow down in the shape of stairs from a horrifying orifice above. As your eyes are drawn upwards you notice that the entire ceiling is covered in red and purple veins which pulsate and bathe the room in an eerie crimson light.

Stairs into creature orifice: These stairs are like nothing you've ever seen. They seem to grow and flow from the orifice above. A strange pulsating rhythm not unlike multiple beating hearts vibrates against your feet as you start to climb the unnatural stairway. Maniacal cackling can be heard echoing inside this living structure.





INSIDE NITNAM

19. CONFRONTING SETZER THE ROGUE WIZARD

After climbing the stairs you pass through a terrifying orifice. You emerge in a place so alien it strikes fear in your heart. Every instinct in your being tells you to flee this place. You realize your hands are shaking as you grip your weapons tightly. You are inside a saucer shaped creature, the walls, ceiling, and floor appear to be made of an organic material similar to the shell of a crab. Purple and red veins dominate the inside of this place, wrapping around and crawling over everything. The strong sound of pulsating hearts beats in your ears and all around you like a

torturous war drum threatening your very sanity. Three enormous hearts, each as big as a man are spread throughout this creature. Large muscle masses are piled along the outer walls presumably attached to the strange tentacle arms you saw from the exterior of the tower.

Two large bone pillars frame another organic staircase leading up to a blood red flesh throne upon which sits a wild looking man. He sits scrunched up like a child in the throne cackling madly, his dark hair tousled and his face disheveled, dirty, and unshaven. He points in your general direction and yells out "You! You are the first to make it here! But... you... you will not take NITNAM from me! She is my soul and I am hers, and together we are gods... we are the gods of the world... of space... of time!! Now, your souls will be sacrificed to the demon lords as gifts to attain everlasting life!"

BOSS COMBAT



NITNAM

hp 142, see below

Setzer Salthazar

hp 117, see p 21

NITNAM and Setzer are bound together; if one is killed they both die. If the PCs decide to attack the three hearts and are able to destroy them NITNAM will perish followed by Setzer.

NITNAM cannot attack persons inside her body. She is only able to attack exterior foes using her tentacles. She will rely on Setzer to deal with the intruders.

Tactics

Setzer stands atop his throne loosing spells at the PCs starting with spells to block them from reaching him. If the PCs attempt to attack NITNAM or the hearts, Setzer will frantically charge any PCs that move against NITNAM, firing offensive spells.

CONCLUSION

Once evidence is presented to Sage Yuri Statel in Rybalka that the rogue wizard Setzer Salthazar is dead he will reward the PCs with 2,000 gp and 1 magical item each.

If they bring back Setzer alive, Sage Yuri Statel will give them 3,000 gp and 1 magical item each as well as 10 Homemade Healing Potions (Heal 1d8 hp each).

Which magical items the PCs receive may be determined randomly or chosen by the GM. If you wish, you may use the Magical-Items area or the Treasure Trove on AdventureWeek.com

Experience Awards

1,000 each: Bringing back evidence of Setzer Salthazar's death

1,500 each: Bringing back Setzer alive

250: Per "Statue Riddle" answered correctly

ENCOUNTER INDEX: NITNAM AND SETZER SALTHAZAR

NITNAM CR 11

XP 12,800

CE Huge aberration

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft., **Telepathy** 100 ft.; **Perception** +21

DEFENSE

AC 22(external), 12(internal), touch 8 flat-footed 22 (+14 natural, -2 size)

hp 142 (15d8+75); regeneration 5 (cold or fire)

Fort +12, **Ref** +3, **Will** +15

Defensive Abilities hearts; **Resist** acid 10; SR 21

OFFENSE

Speed 5 ft.

Melee 5 tentacles +16 (1d8+7/19-20 plus grab), pull (tentacle, 20 feet)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (1d8+7)

STATISTICS

Str 25, **Dex** 9, **Con** 23, **Int** 18, **Wis** 13, **Cha** 18

Base Atk +11; **CMB** +20 (+27 grapple); **CMD** 30 (can't be tripped)

Feats Improved Initiative, Blind-Fight, Cleave, Critical Focus, Improved Critical (tentacle), Iron Will, Lightning Reflexes, Power Attack

Skills Bluff +19, Intimidate +22, Knowledge (arcana) +28, Knowledge (dungeoneering) +12, Perception +21, Sense Motive +18

Languages Draconic, Common, Alko, Abyssal.

Hearts (Su) The source of the Nitnam's power is located in its' hearts. If the Nitnam's hearts are destroyed, it loses its regeneration ability and suffers a -2 penalty to Strength and Constitution for each heart removed (for a total penalty of -6 on both stats) until the hearts are reattached using a restore spell. The Nitnam's hearts cannot be removed unless it is done from the inside of the creature. It takes a successful DC 40 Strength from inside the creature to remove the hearts otherwise the hearts have the following statistics.

(3) NITNAM HEARTS

AC 12 (exterior hardness)

HP: 46 with a DR 5/silver, 50 DR 5/cold iron, 59 DR 5/magic

When all the hearts are destroyed NITNAM will perish followed by Setzer.

Acidic Pustules (Ex) The Nitnam has a multitude of pustules on its tentacles that spew acid on a successful grapple attack the Nitnam can deal 1d8 Acid damage the PC's a successful DC 20 Reflex save halves the damage.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls an opponent closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

NITNAM created by Jonathan Nelson, Statistical information by Cory Vickruck and Will Myers

Setzer Salthazar CR 14

(imbued with magic from NITNAM)

XP 38,400

Male Human (Klavekian) Wizard 15

CE Medium Humanoid (Human)

Init +2; Senses Perception +15

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 117 (15d6+45)

Fort +8, Ref +7, Will +10

OFFENSE

Spd 30 ft.

Melee Unarmed Strike +8/+3 (1d3+1/20/x2)

Wizard Spells Known (CL 15, 8 melee touch, 9 ranged touch):

8 (1/day) *symbol of insanity* (DC 23)

7 (2/day) *deflection* (DC 22), *hold person*, *mass* (DC 22)

6 (3/day) *globe of invulnerability*, *disintegrate* (DC 21), *flesh to stone* (DC 21)

5 (5/day) *dominate person* (DC 20), *dominate person* (DC 20), *major creation*, *hold monster* (DC 20), *teleport*

4 (5/day) *stoneskin* (DC 19), *fear* (DC 19), *form of shadow*, *reduce person*, *mass* (DC 19), *stone shape*

3 (5/day) *hold person* (DC 18), *haste* (DC 18), *vampiric touch*, *dispel magic*, *fly* (DC 18)

2 (5/day) *hideous laughter* (DC 17), *invisibility*, *spider climb* (DC 17), *mirror image* (DC 17), *summon swarm*

1 (6/day) *comprehend languages* (DC 16), *mage armor* (DC 16), *charm person* (DC 16), *grease*

(DC 16), *feather fall* (DC 16), *expeditious retreat* (DC 16)

0 (at will) *read magic* (DC 15), *bleed* (DC 15), *penumbra*, *summon pest*

STATISTICS

Str 12, **Dex** 15, **Con** 17, **Int** 21, **Wis** 12, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 20

Feats Craft Wondrous Item, Disruptive Spell, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Focused Spell, Intensified Spell, Persistent Spell, Quicken Spell, Scribe Scroll, Selective Spell, Still Spell, Widen Spell, Wizard Weapon Proficiencies

Skills Acrobatics +8, Bluff +18, Diplomacy +12, Disguise +12, Escape Artist +8, Fly +20, Intimidate +17, Perception +15, Sense Motive +16, Spellcraft +23, Stealth +4, Use Magic Device +18

Languages Abyssal, Aklo, Celestial, Common, Infernal, Klavekian, Vikmordere

SQ +2 Survival skill, Arcane Familiar Nearby, Deliver Touch Spells Through Familiar (Su), Empathic Link with Familiar (Su), Hand of the Apprentice (8/day) (Su), Metamagic Mastery (4/day) (Su), Scry on Familiar (1/day) (Sp), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex)

Possessions: NITNAM. Setzer no longer requires possession of any physical objects. He keeps material component needed for high level spells close at hand in NITNAM, but other than that he is naked. The creature that possesses him is also possessed by him, they are bound as symbiotic beings into a single entity. If one dies, so does the other.

SPECIAL ABILITIES

+2 Survival skill +2 to Survival when facing cold or frozen hostile environment

Arcane Familiar Nearby You gain the Alertness feat while your familiar is within arm's reach.

Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.

Disruptive Spell You can cast a spell that imposes concentration checks for those it affects to cast spells.

Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Empower Spell Numeric effects of a spell are increased 50%. +2 Levels.

Enlarge Spell Increase spell ranges. +1 Level.

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Extend Spell Spell duration lasts twice as normal. +1 Level.

Focused Spell You can cast a spell that gains +2 DC against one of its multiple targets.

Hand of the Apprentice (8/day) (Su) Throw the melee weapon you are holding 8/day.

Intensified Spell You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).

Metamagic Mastery (4/day) (Su) Apply a metamagic feat you know for free 4/day.

Persistent Spell You can cast a spell that requires targets to succeed at 2 saves or suffer the effects of the spell.

Quicken Spell Cast another spell in the same round you cast this one. +4 Levels.

Scry on Familiar (1/day) (Sp) You can scry on your familiar once per day.

Selective Spell You can cast a spell that does not affect some targets within its area.

Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals (Ex) Your familiar can communicate with similar animals to itself.

Speak With Familiar (Ex) You can communicate verbally with your familiar.

Still Spell You can cast a spell with no somatic components. +1 Level.

Widen Spell Alter area of a burst, emanation, line or spread spell. +3 Levels.

ENCOUNTER INDEX: PATHFINDER

Undead Ogre Guard (1-4) CR 3

XP 800

Neutral Evil undead

Init -2, **Senses** blind

DEFENSE

AC 15, touch 7, flat-footed 15 (-1 size, -2 Dex, +5 natural, +3 hide armor)

hp 39 (7d8)

Fort +2, **Ref** +0, **Will** +5

DR 5/slashing; Immunities undead traits

OFFENSE

Speed 30 ft.

Melee Greatclub +8 (2d8+8) or slam +8 (1d8+6)

Ranged Javelin +0 (1d8+6)

Space 10 ft. Reach 10ft.

STATISTICS

Str 23, **Dex** 6, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +9; **CMD** 17

Feats Toughness

Skill None

Special Qualities Staggered

Grizzly Bear Rug CR 4

XP 1,200

N Large animal

Init +1; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft.

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5 (+7 grapple); **CMD** 15 (19 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6

Sentinels CR 2

An eyeball about twice the size of a human fist floats effortlessly into the room. The white of the sclera is intensely contrasted by bright red blood vessels

which pulsate as it hovers before you. Disgusting sinewy material and musculature trails behind it like a tail. It does not seem to wish you harm but floats out of reach keeping a careful watch upon you.

XP 600

LE Small aberration

Init +7; **Senses** all-around vision, darkvision 60 ft., **Perception** +16

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 Dex, +1 dodge, +2 natural, +1 size)

hp 16 (3d8+3)

Fort +3, **Ref** +6, **Will** +8

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee Sinew Lashes (2d6) Space 5 ft.; Reach 5 ft.

Special Attacks none

TACTICS

Sentinels are capable of fighting with their sinewy tails but only fight back when desperate or cornered, otherwise they just fly out of reach.

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 16, **Wis** 16, **Cha** 11

Base Atk +4; **CMB** +4; **CMD** 9 (cannot be tripped)

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes

Skills Fly +15, Perception +16, Stealth +6; **Racial**

Modifiers +4 Perception

Languages telepathy 200 ft.

SQ flight

ECOLOGY

Environment cold hills & mountains, wizard towers, or underground

Organization cloud 3-8 (1d6+2)

Treasure none, although alchemists value each Sentinel's eye at 100 gp.

Sentinels are strictly watchdogs for rogue wizards in the Klavek Kingdom. They are used as both spies and guards to warn the rogue wizard of approaching "witch/wizard hunters".

Sentinels are the occasional result of an ogre being killed only through the use of light or color magic.

In most cases the ogre becomes a blind and undead shell of his former self while his limited intellect is transferred to the detached eyeballs. Sentinels gain both their ability to fly and their increased size due to the introduction of helium/gas spore gas, thus becoming lighter-than-air, and are able to move by suddenly pulling the muscles around them, which normally help them focus, sharply enough to induce movement. As they are hit in combat there is the hissing of gas which propels them backwards away from further danger at a

+10 feet movement rate which does not attract an attack of opportunity as it is an involuntary action brought about by the attacker. The sentinels know only absolute servitude to their arcane masters. Should a charm spell in anyway affect a sentinel it will be automatically dispelled if any information about its master or its master's whereabouts is requested from it.

A sentinel's tail is fully prehensile, allowing the sentinel to manipulate objects nearly as well as a human hand. They cannot audibly communicate but may use a pen to communicate basic information on paper.

A sentinel is about 1 foot in diameter, with a sinewy tail running an additional 2 to 3 feet, depending on the individual. A sentinel's iris can be blue, green, brown, or gold.

Beshablakaba , Vrock Demon CR 9

A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.

XP 6,400

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

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 112 (9d10+63)

Fort +13, **Ref** +10, **Will** +6

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

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

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

STATISTICS

Str 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 27

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial** **Modifiers** +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–10)

Treasure standard

Profane champions of the Abyss, vocks embody all the rage, hatred, and violence of that despicable realm. As ravenous and grotesquely opportunistic as the scavengers they resemble, vocks delight in bloodshed, relishing the sounds and sensations of ripping the still-pulsing entrails from a living husk.

A typical vrock stands 8 feet tall and weighs 400 pounds. Vocks generally form from the evil souls of hateful and wrathful mortals, particularly those who were career criminals, mercenaries, or assassins.

Electric Eel CR 2

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body.

XP 600

N Small animal

Init +6; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 17 (2d8+8)

Fort +7, **Ref** +5, **Will** +0

Resist electricity 10

OFFENSE

Speed 5 ft., swim 30 ft.

Melee bite +3 (1d6+1) and tail –2 touch (1d6 electricity)

STATISTICS

Str 13, **Dex** 14, **Con** 19, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)

Feats Improved Initiative

Skills Escape Artist +10, Perception +4, Stealth +10, Swim +9; **Racial Modifiers** +8 Escape Artist

SPECIAL ABILITIES

Electricity (Ex) An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

ECOLOGY

Environment warm fresh water

Organization solitary

Treasure none

The electric eel is a curious fish that breathes air instead of water, yet certainly its most unusual characteristic is its ability to generate powerful jolts of electricity. An electric eel is 6 feet long and weighs 45 pounds.

Gibbering Moulder CR 5

XP 1,600

N Medium aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.; **Perception** +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 46 (4d8+28)

Fort +8, **Ref** +4, **Will** +5

Defensive Abilities amorphous; DR 5/ bludgeoning; Immune critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)

STATISTICS

Str 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; Racial Modifiers +4 Perception

Language Aklo

SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering moulder sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

Disgusting, loathsome, and hungry—these are the only words that properly describe the gibbering moulder. A foul beast that lurks in underground caves, sewers, and nightmares, moulthers have no societal, ecological or religious significance other than their ability to drive those that listen to them mad. Some scholars believe that gibbering moulthers are a lesser variant of the much more dangerous shoggoth, while others theorize they are a punishment by some powerful being or deity inflicted on those who have offended it.

Gelatinous Cube CR 3

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

XP 800

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 50 (4d8+32)

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

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

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

Special Attacks engulf, paralysis

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4 **CMD** 9 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so

they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

One of the dungeon's most unusual and specialized predators, gelatinous cubes spend their existence mindlessly roaming dungeon halls and dark caverns, swallowing up organic material such as plants, refuse, carrion, and even living creatures. Materials the cube cannot digest, such as metal and stone, can eventually fill up the creature's mass with such detritus, and at times the creature may excrete some of this material out of its body. Often the treasure and possessions of past victims remain inside the gelatinous cube, leaving a ghostly impression of their material remains.

Sages believe these creatures evolved as a specialized advancement of gray oozes. Some beings use gelatinous cubes as protectors of dungeons and underground fortifications, trapping the immense creatures in massive metal crates and transporting them through either slave power or magic to their final guard posts. They make particularly efficient waste disposal mechanisms as well—a tribe that can trap a gelatinous cube in a pit or other area that cannot climb out of can use it as a midden or even a deadly trap, depending only on the ingenuity of the creatures who caught it.

Gelatinous cubes are generally 10 feet to a side and weigh upward of 15,000 pounds, though subterranean explorers report larger specimens trawling the deepest caves and corridors. In locations with plentiful sources of food, gelatinous cubes can exist for hundreds of years, if not



thousands. However, if denied organic material for more than 6 months, a gelatinous cube begins shrinking. Eventually this stresses its walls and the creature leaks rapidly evaporating slimy liquid until its body collapses and disappears completely.

Awaain the Aasimar CR ½

XP 200

Aasimar cleric 1

NG Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 11 (1d8+3)

Fort +4, **Ref** +0, **Will** +5

Resist acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee heavy mace –1 (1d8–1)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks channel positive energy (5/day, 1d6, DC 12); rebuke death (1d4+1, 6/day); touch of good (6/day)

Spell-Like Abilities (CL 1st) 1/day—daylight

Spells Prepared (CL 1st) 1st – *bles*, *command* (DC 14), *protection from evil** 0th (at will) – *detect magic*, *guidance*, *stabilize* * domain spell;

Domains Good, Healing

STATISTICS

Str 8, **Dex** 10, **Con** 14, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** -1; **CMD** 9

Feats Turn Undead

Skills Diplomacy +8, Heal +7, Knowledge (religion) +5; Racial Modifiers +2 Diplomacy, +2 Perception

Languages Celestial, Common, Draconic

ECOLOGY

Environment any land

Organization solitary, pair, or team (3-6)

Treasure NPC gear (scale mail, heavy mace, light crossbow with 10 bolts, other treasure)

Gray Ooze CR 4

XP 1,200

N Medium ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

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

Defensive Abilities ooze traits; Immune cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and

is immediately subject to a grab attempt by the ooze.

ECOLOGY

Environment cold marshes and underground

Organization solitary

Treasure none

Slinking their way through cold swamps and bleary marshlands, or sometimes even dungeons and caverns, gray oozes consume any organic materials they encounter. Despite its lack of intelligence, the gray ooze is a most problematic creature due to its transparency. While the ooze cannot easily climb walls or swim, its habit of lurking in the thick mud that lines the banks of marsh pools or lying in harmless-looking pools on dull-colored dungeon floors makes it dangerously easy to overlook and step on.

Some sages believe that the gray ooze is the result of a failed alchemical experiment, while others postulate that the first gray oozes spontaneously arose from a cesspit of magical detritus. Of course, these theories that gray oozes are not living organisms, but rather the alchemical result of an unfortunate mixture of rare caustic fluids and magical waste, are derided by many who dwell in areas plagued by the creatures but which do not have a long history of magical pollution.

Delvazor the Flesh Golem CR 7

A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

XP 3200

N Large construct (Flesh Golem)

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

DEFENSE

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

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

STATISTICS

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

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

Languages none

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and 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.

Stone Salve-Shaped Fiendish Enhanced Black Pudding CR 11

XP 12,800

Huge Ooze (Extraplanar)

Init -5; **Senses** blindsight 60 ft., darkvision 60 ft.

DEFENSE

AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex)

hp 158 (15d8+90)

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

Defensive Abilities Damage reduction 10/good and adamantine, ooze traits resistance to cold and fire 15, spell resistance 16, split

OFFENSE

Speed 20 ft.

Melee Slam +13 (19-20) (3d6+6 plus 3d6 acid)

Space 15 ft./**Reach** 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion, improved grab, smite good 1/day (+15 damage)

STATISTICS

Str 18, **Dex** 1, **Con** 22, **Int** 3, **Wis** 1, **Cha** 1

Base Atk +11; **CMB** +15 (+19 grapple); **CMD** 22 (+32 Bull Rush, can't be tripped)

Skills **Climb** +27

Feats Ability Focus (Acid); Improved Natural Attack (Slam); Improved Natural Attack (Acid); Improved Critical (Slam); Iron Will; Lightning Reflexes

Special Qualities Split, suction

This guardian creature is created when a black pudding is allowed to naturally grow before being exposed to sufficient demonic influences to instill sufficient low-level intelligence to grant it fiendish characteristics. When these traits and abilities are confirmed to be in place, the resulting creature is decanted into a stone giant-shaped, storm giant-sized mould and Stone Salve is magically applied to keep the form constant.

The resulting creature is a powerhouse of offensive capability, although somewhat vulnerable to magic if its spell resistance is breached. However, its huge number of hit points allows it to wade into battle with few cares, particularly as the Stone Salve protection is limitless. Its pseudopod is wielded as if it were a great sword of appropriate size for the creature, one dripping acid.

COMBAT

A black pudding attacks by grabbing and squeezing their prey.

Acid (Ex) The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 25 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 25 Reflex save. The save DCs are Constitution based. The pudding's acidic touch deals 23 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex) A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex) To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

SPECIAL ATTACKS

A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

SPECIAL QUALITIES

A fiendish creature retains all the special qualities of the base creature and also gains the following.
Darkvision out to 60 feet.

Damage reduction.

Resistance to cold and fire.

Spell resistance equal to the creature's HD + 5 (maximum 25).

As the fiendish black pudding gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

SKILLS

A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ABILITIES

Same as the base or enhanced ooze, but Intelligence is now 3. As the fiendish black pudding gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

ENCOUNTER INDEX: 3.5

Undead Ogre Guards (1-4)

Size/Type: Large Undead

Hit Dice: 5d12+3 (35 hp)

Initiative: 0

Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.

Armor Class: 16 (-1 Dex, -1 Size, +5 natural, +3 hide armor), touch 8, flat-footed 16

Base Attack/Grapple: +2/+11

Attack: Greatclub +7 melee (2d8+7) or javelin +0 ranged (1d8+5)

Full Attack: Greatclub +7 melee (2d8+7) or javelin +0 ranged (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: immunity to mind-affecting effects, immunity to poison, sleep effects, paralysis, stunning, disease, and death effects, immunity to any effect that requires a Fortitude save, not at risk from massive damage, not affected by raise dead and reincarnate but resurrection and true resurrection work, proficient with its natural weapons, simple weapons and greatclub, proficient with hide armor, undead do not breathe, eat or sleep

Saves: Fort +0, Ref +0, Will +4

Str 21, Dex 8, Con 0, Int 6, Wis 10, Cha 7

Skills: Climb+9, Jump +9, Listen +4, Spot +4

Feats: Toughness, Weapon focus (greatclub)

Environment: Temperate hills (Morrow: Temperate aquatic)

Organization: Solitary, pair, gang (3-4), or band (5-8)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: —

Level Adjustment: —

Grizzly Bear Rug

Size/Type: Large Animal

Hit Dice: 6d8+24 (51 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +2/+8

Attack: Claw +11 melee (1d8+8)

Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +6, Will +3

Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Listen +4, Spot +7, Swim +12

Feats: Endurance, Run, Track

Environment: —

Organization: —

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7–10 HD (Large)

Level Adjustment: —

Sentinel

Size/Type: Small Aberration

Hit Dice: 3d8+3 (16 hp)

Initiative: +6

Speed: 5 ft. (1 square), fly 30 ft. (good)

Armor class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13

Base Attack/Grapple: +2/-6

Attack: Tail sinew lash -2 melee (2d6 -4)

Full Attack: Tail sinew lash -2 melee (2d6 -4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: All-around vision, darkvision 60 ft., flight

Saves: Fort +2, Ref +6, Will +6

Str 3, Dex 15, Con 12, Int 16, Wis 16, Cha 11

Skills: Concentration +7, Hide +12, Move Silently +8, Search +15, Spot +15

Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes

Environment: cold hills & mountains, wizard towers, or underground

Organization: cloud 3-8 (1d6+2)

Challenge Rating: 2

Treasure: None (Individual value of 100 gp to alchemists for each eye)

Alignment: Always neutral

Advancement: —

Level Adjustment: —

All-Around Vision (Ex) A sentinel's over-wide eye allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A sentinel can't be flanked.

Telepathy (Su) A sentinel can communicate telepathically with any creature within 200 feet that has an Intelligence score. The creature can respond to the sentinel if it wishes—no common language is needed.

Concentration

Sentinels use this skill to continue to observe events for their mistress even when taking damage or in adverse weather conditions. They are able to see all that is taking place as clearly as if there is no distraction if they succeed at the roll. Sentinels are the occasional result of an ogre being killed only through the use of light or color

magic. In most cases the ogre becomes a blind and undead shell of its former self while its limited intellect is transferred to the detached eyeballs. Sentinels gain both their ability to fly and their increased size due to the introduction of helium/gas spore gas, thus becoming lighter-than-air, and are able to move by suddenly pulling the muscles around them, which normally help them focus, sharply enough to induce movement. As they are hit in combat there is the hissing of gas which propels them backwards away from further danger at a +10 feet movement rate, an act which does not attract an attack of opportunity as it is an involuntary action brought about by the attacker.

Sentinels are strictly watchdogs for rogue wizards in the Klavek Kingdom. They are used as both spies and guards to warn the rogue wizard of coming “witch/wizard hunters”. Rogue wizards practicing forbidden arcane magic create sentinels from the eyeballs of captured ogres. The sentinels know only absolute servitude to their arcane masters. Should a charm spell in anyway affect a sentinel it will be automatically dispelled if any information about its master or its master's whereabouts is requested from it. A sentinel's tail is fully prehensile, allowing the sentinel to manipulate objects nearly as well as a human hand. They cannot audibly communicate but may use a pen to communicate basic information on paper.

A sentinel is about 1 foot in diameter, with a sinewy tail running an additional 2 to 3 feet, depending on the individual. A Sentinel's iris can be blue, green, brown, or gold.

Tactics

Sentinels are capable of fighting with their sinewy tails but tend to only fight back when desperate or cornered. Usually they just fly out of reach and continue to observe.

Beshablakaba, Vrock Demon

Size/Type: Large Outsider (Chaotic, Demon, Extraplanar, Evil)

Hit Dice: 10d8+70 (115 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 50 ft. (average)

Armor Class: 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20

Base Attack/Grapple: +10/+20

Attack: Claw +15 melee (2d6+6)

Full Attack: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon

Special Qualities: Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.

Saves: Fort +14, Ref +9, Will +10

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16

Skills: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks)

Feats: Cleave, Combat Reflexes, Multiattack, Power Attack

Environment: A chaotic evil-aligned plane

Organization: Solitary, pair, gang (3–5), or squad (6–10)

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 11–14 HD (Large); 15–30 HD (Huge)

Level Adjustment: +8

A vrock is about 8 feet tall and weighs about 500 pounds.

COMBAT

Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play.

Despite their advantage in mobility, the vrocks' deep love of battle frequently leads them into melee combats against heavy odds.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma based.

Spell-Like Abilities: At will — *mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day — *heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim

is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

Electric Eel

Size/Type: Small Animal

Hit Dice: 2d8+8 (19 hp)

Initiative: +6

Speed: 5 ft. (1 square), swim 30 ft.n

Armor class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/-2

Attack: Bite +2 (1d6+1) or tail +2 touch (1d6 electricity)

Full Attack: Bite +2 (1d6+1) and tail –3 touch (1d6 electricity)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision 60 ft., resist electricity 10

Saves: Fort +7, Ref +5 Will +0

Str 13, Dex 14, Con 19, Int 1, Wis 10, Cha 6

Skills: Escape Artist +10, Move Silently +4, Spot +2, Swim +2

Feats: Improved Initiative

Environment: Warm water

Organization: Solitary or mating ball (2-50)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

The electric eel is a curious fish that breathes air instead of water, yet certainly its most unusual characteristic is its ability to generate powerful jolts of electricity. An electric eel is 6 feet long and weighs 45 pounds.

Electricity (Ex): An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

Skills: An electric eel has a +8 racial bonus on any Escape Artist check due to its coating of slime. It can always choose to take 10 on an Escape Artist check, even if distracted or endangered.

Tactics: An electric eel will try to bite an opponent and if successful, attempt a touch attack with its tail to deliver the electric jolt.

Gibbering Moulder

Size/Type: Medium Aberration

Hit Dice: 4d8+24 (42 hp)

Initiative: +1

Speed: 10 ft. (2 squares), swim 20 ft.

Armor Class: 9 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +3/+3

Attack: Bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness)

Full Attack: 6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)

Space/Reach: 5 ft./5 ft.

Special Attacks: Gibbering, spittle, improved grab, swallow whole, blood drain, ground manipulation

Special Qualities: Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.

Saves: Fort +7, Ref +4, Will +5

Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

Skills: Listen +4, Spot +9, Swim +8

Feats: Lightning Reflexes, Weapon Finesse

Environment: Underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral

Advancement: 5–12 HD (Large)

Level Adjustment: —

A gibbering moulder is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures. A gibbering moulder is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds. Gibbering moulders can speak Common, but seldom say anything other than gibberish.

COMBAT

A gibbering moulder attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A moulder can send out a total of six such members in any round.

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulders) within a 60-foot spread must succeed

on a DC 13 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Spittle (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a gibbering moulder must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (same AC). The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

Blood Drain (Ex): A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering moulder is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering moulders have a +4 racial bonus on Spot checks. A gibbering moulder has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Gelatinous Cube

Size/Type: Large Ooze

Hit Dice: 4d10+32 (54 hp)

Initiative: -5

Speed: 15 ft. (3 squares)

Armor Class: 4 (-1 size, -5 Dex), touch 4, flatfooted 4

Base Attack/Grapple: +3/+7

Attack: Slam +2 melee (1d6 plus 1d6 acid)

Full Attack: Slam +2 melee (1d6 plus 1d6 acid)

Space/Reach: 15 ft./10 ft.

Special Attacks: Acid, engulf, paralysis

Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent

Saves: Fort +9, Ref -4, Will -4

Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Underground

Organization: Solitary

Challenge Rating: 3

Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

Alignment: Always neutral

Advancement: 5–12 HD (Huge Large); 13–24 HD (Gargantuan Huge)

Level Adjustment: —

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body.

A typical gelatinous cube is 15–10 feet on a side and weighs about 50,000–15,000 pounds, though much larger specimens are not unknown.

COMBAT

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and

are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Aasimar the Aasimar

Aasimar, 1st-Level Warrior

Size/Type: Medium Outsider (Native)

Hit Dice: 1d8+1 (5 hp)

Initiative: +4

Speed: 20 ft. in scale mail (4 squares); base speed 30 ft.

Armor Class: 16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16

Base Attack/Grapple: +1/+2

Attack: Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)

Full Attack: Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Daylight

Special Qualities: Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5

Saves: Fort +3, Ref +0, Will +0

Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10

Skills: Heal +4, Knowledge (religion) +1, Listen +3, Ride +1, Spot +3

Feats: Improved Initiative

Environment: Temperate plains

Organization: Solitary, pair, or team (3–4)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually good (any)

Advancement: By character class

Level Adjustment: +1

Combat

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death.

Daylight (Sp): An aasimar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

The aasimar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Gray Ooze

Size/Type: Medium Ooze
Hit Dice: 3d10+15 (31 hp)
Initiative: -5
Speed: 10 ft. (2 squares)
Armor Class: 5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +2/+3
Attack: Slam +3 melee (1d6+1 plus 1d6 acid)
Full Attack: Slam +3 melee (1d6+1 plus 1d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid, constrict 1d6+1 plus 1d6 acid, improved grab
Special Qualities: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent
Saves: Fort +6, Ref -4, Will -4
Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Cold marshes
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

COMBAT

A gray ooze strikes like a snake, slamming opponents with its body.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution based. The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then

attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Delvazor the Flesh Golem

Size/Type: Large Construct
Hit Dice: 9d10+30 (79 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +6/+15
Attack: Slam +10 melee (2d8+5)
Full Attack: 2 slams +10 melee (2d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk
Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +3, Ref +2, Will +3
Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: —

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

COMBAT

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, with no saving throw.

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. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.



Fiendish Black Pudding Knight

Size/Type: Huge Ooze (Extraplanar)

Hit Dice: 15d10+90(172 hp)

Initiative: -5

Speed: 20 ft. (4 squares), climb 20 ft.

Armour Class: 3 (-2 size, -5 Dex), touch 3, flatfooted 3

Base Attack/Grapple: +11/+23

Attack: Slam+13 melee (19-20) (3d6+6 plus 3d6 acid)

Full Attack: Slam +13 melee (19-20) (3d6+6 plus 3d6 acid)

Space/Reach: 15 ft./10 ft.

Special Attacks: Acid, constrict 2d6+4 plus 2d6 acid, improved grab, smite good 1/day (+15 damage)

Special Qualities: Blindsight 60 ft., darkvision 60 ft., damage reduction 10/magic and adamantite, resistance to cold and fire 10, spell resistance 20, split, ooze traits

Saves: Fort +11, Ref +2, Will +2

Str 18, Dex 1, Con 22, Int 3, Wis 1, Cha 1

Skills: Climb +27

Feats: Ability Focus, Acid; Improved Natural Attack, Slam; Improved Natural Attack, Acid; Improved Critical, Slam; Iron Will; Lightning Reflexes

Environment: Underground

Organisation: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Neutral Evil

Advancement: 16-30 HD (Gargantuan)

Level Adjustment: —

This guardian creature is created when a black pudding is allowed to naturally grow before being exposed to sufficient demonic influences that instil the low-level intelligence required to grant it fiendish characteristics. When these traits and abilities are confirmed to be in place, the resulting creature is decanted into a storm giant-sized leather mould and Stone Salve is permanently magically applied to keep the form constant. The pudding dissolves the leather mould and is held in place by the Stone Salve.

The resulting creature is a powerhouse of offensive capability, although somewhat vulnerable to magic if its spell resistance is breached. However, its huge number of hit points allows it to wade into battle with few cares, particularly as the Stone Salve protection is limitless. Its pseudopod is wielded as if it were a great club of appropriate size for the creature, one dripping acid.

Combat

A black pudding attacks by grabbing and squeezing their prey.

Acid (Ex) The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 25 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 25 Reflex save. The save DCs are Constitutionbased. The pudding's acidic touch deals 23 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex) A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex) To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Special Attacks

A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su) Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities

A fiendish creature retains all the special qualities of the base creature and also gains the following.

- Darkvision out to 60 feet.
- Damage reduction.
- Resistance to cold and fire.
- Spell resistance equal to the creature's HD + 5 (maximum 25).

As the fiendish black pudding gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills

A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Abilities

Same as the base or enhanced ooze, but Intelligence is now 3.

NEW SPELLS

Setzer's Storm of Sculpted Skin (Lesser)

Evocation

Level Sor/Wiz 4

Components V, S, M

Casting Time 1 round

Range Medium (100 ft. plus 10 ft. per caster level)

Area Cylinder (30 ft. radius, 10 ft. high)

Duration 1 full round

Saving Throw None

Spell Resistance Yes

A series of fine, diminutive, and tiny taxidermy items are given magical energy so that they swirl around from their display positions in a storm of beak, claw, antler, feather, fur and scale. This maelstrom deals 2d6 points of bludgeoning damage, 2d6 points of piercing damage and 2d6 points of slashing damage to every creature in the area. A -4 penalty applies to each Spot check made withing the storm's effect and movement is at -10 ft.. At the end of the duration, the taxidermy items just lay damaged on the floor, but can be re-stuffed and re-used.

The spell causes no damage to any other spiritless animated item, such as the Animated Objects, Golems and similar constructs.

Arcane Material Component

A range of tiny, diminutive and/or fine stuffed creatures. As a minimum, there needs to be 56 tiny, 224 diminutive or 896 fine creatures if cast by a 7th wizard or 64 tiny, 256 diminutive or 1024 fine creatures if cast by an 8th level sorcerer (the minimum level for each class). These totals can be a mix-and-match display. (1 tiny creature equals 4 diminutive creatures or 16 fine creatures. 1 diminutive creature equals 4 fine creatures)

Setzer's Storm of Scupted Skin (Greater)

Evocation

Level Sor/Wiz 7

Components V, S, M

Casting Time 1 round

Range Medium (100 ft. plus 10 ft. per caster level)

Area One 10 ft cube per level

Duration Instantaneous

Saving Throw Reflex half

Spell Resistance Yes

When the spell is cast, the whole area is filled with an immobile, whirling cloud of stuffed creatures. The storm of beak, claw, antler, feather, fur and scale causes a range of types of damage: 1d2 points of bludgeoning damage, 1d2 points of piercing damage and 1d2 points of slashing damage per caster level (maximum 20d2 of each type), with a Reflex save for half damage. At the end of the duration, the taxidermy items just lay damaged on the floor, but can be re-stuffed and re-used.

The spell causes no damage to any other spiritless animated item, such as the Animated Objects, Golems and similar constructs.

The storm provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Arcane Material component

The spell uses 8 tiny, 32 diminutive or 128 fine creatures per level.

PLANK IMAGES FOR THE ROOM OF TEMPTATION PUZZLE

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