

# Unleashing the Untouchable

## Subtier 12-13

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# Armies of Flame

## AVALANCHE LEGIONS (2)

CR 11

N Medium outsider (earth, elemental, extraplanar, troop)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +25

**Aura** quake aura (5 ft., DC 23)

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### DEFENSE

**AC** 25, touch 9, flat-footed 25 (–1 Dex, +16 natural)

**hp** 168 (16d10+80)

**Fort** +17, **Ref** +4, **Will** +12

**Defensive Abilities** troop traits; **DR** 10/—; **Immune** elemental traits

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### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide

**Melee** troop (4d6+12)

**Special Attacks** avalanche (4d6+12; DC 23), volley

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### TACTICS

**Before Combat** An avalanche legion uses its earth glide ability to travel below the ground and surprises enemies by erupting from below them.

**During Combat** An avalanche stays focused on a single opponent, moving only to keep the opponent within its space until that foe is dead.

**Morale** An avalanche legion is absolutely loyal to Ayrzul and fights to the death.

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### STATISTICS

**Str** 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +28; **CMD** 37 (can't be tripped)

**Feats** Great Fortitude, Improved Great Fortitude, Improved Initiative, Iron Will, Run, Skill Focus (Intimidate), Skill Focus (Perception), Step Up

**Skills** Acrobatics +18, Appraise +16, Climb +31, Intimidate +25, Knowledge (planes) +19, Perception +25

**Languages** Terran

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### SPECIAL ABILITIES

**Avalanche (Ex)** As a full-round action an avalanche legion can move up to twice its speed and overrun creatures in its path. This ability is identical to the trample universal monster rule, except the damage dealt is equal to the avalanche legion's troop attack (and creatures damaged by this ability are automatically affected by the avalanche legion's quake aura). Each creature occupying the avalanche legion's space or reach when it ends its movement takes an additional 2d6+6 points of damage.

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

**Quake Aura (Su)** An avalanche legion upturns and shatters natural earth or stone terrain within its space and in all adjacent spaces. This causes the space an avalanche legion occupies and all adjacent spaces to be treated as difficult terrain to creatures without the earth glide ability. A creature that ends its turn adjacent to an avalanche legion must succeed at a Reflex save (DC 23) or fall prone.

**Volley (Ex)** An avalanche legion troop can hurl a volley of rocks as a standard action. This attack takes the form of up to four lines with a range of 100 feet. These lines can start from the corner of any square in

the troops space. All creatures in any of these lines take 4d8 points of bludgeoning damage (Reflex DC 19 half). The save DC is Dexterity-based and includes a +2 racial bonus.

## **PYROCLASM LEGIONS (2)**

**CR 11**

N Medium outsider (elemental, extraplanar, fire, troop)

**Init** +13; **Senses** darkvision 60 ft., *see invisibility*; Perception +19

**Aura** fire aura (DC 22)

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### **DEFENSE**

**AC** 26, touch 20, flat-footed 16 (+9 Dex, +1 dodge, +6 natural)

**hp** 152 (16d10+64)

**Fort** +9, **Ref** +19, **Will** +12

**Defensive Abilities** troop traits; **DR** 10/—; **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

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### **OFFENSE**

**Speed** 60 ft.

**Melee** troop (4d6+8 plus burn)

**Ranged** flame jet +25 touch (6d6 fire plus burn)

**Special Attacks** burn (4d6; DC 22), conflagration, flame jet (6d6; 60 ft.), hit and run

**Spell-Like Abilities** (CL 12th, concentration +12)

Constant—*see invisibility*

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### **TACTICS**

**During Combat** A pyroclasm legion makes hit-and-run attacks.

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### **STATISTICS**

**Str** 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +24; **CMD** 44 (can't be tripped)

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Mobility, Wind Stance

**Skills** Acrobatics +28 (+40 to jump), Climb +27, Fly +25, Intimidate +19, Knowledge (planes) +19, Perception +19

**Languages** Ignan

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### **SPECIAL ABILITIES**

**Conflagration (Ex)** As a move action, a pyroclasm legion can join together to burn brighter and hotter, focusing their heat to create a powerful downdraft. This grants the troop a fly speed of 30 with average maneuverability for 1 round. The fire elemental troop can maintain this flight by expending a swift action at the start of its turn each round. While this ability is active, the troop's fire aura damage increases to 6d6.

**Fire Aura (Ex)** Creatures ending their turn within 10 feet of a pyroclasm legion take 3d6 points of fire damage and must succeed at a Reflex save (DC 22) or catch fire as the troop's burn ability. This save DC is Constitution-based.

**Flame Jet (Su)** As a standard action, a pyroclasm legion can launch a jet of flame as a ranged touch attack at one creature within 60 feet. This attack deals 6d6 points of fire damage on a successful hit and creatures damaged by flame jet are affected by the pyroclasm legion's burn ability.

**Hit and Run (Ex)** A pyroclasm legion is trained to move and strike as a unit, allowing them to make a move or double move action and use their troop attack once against every creature in their space or in their reach at any point during their movement, rather than only at the end of movement.

## Universal Monster Rules

**Burn (Ex)** A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

**Elemental Subtype:** An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features:

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

**Trample (Ex)** As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

**Troop Traits:** A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop. Until that point, however, any damage taken by the troop does not degrade its ability to attack or resist attacks. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to a bull rush, dirty trick<sup>APG</sup>, disarm, drag<sup>APG</sup>, grapple, reposition<sup>APG</sup>, or trip combat maneuver, unless it's affected by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate and multiple-target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed the nonlethal damage it has taken.

**Troop Attack:** Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given.

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage or deal more damage than their Hit Dice would normally suggest. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes such an attack of opportunity. Troops are still limited to making one such attack per round unless the text states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

## B. Kandirion's Gate

**AZHGHAZARA**

**CR 15**

Variant phoenix

NE Gargantuan magical beast (fire)

**Init** +11; **Senses** darkvision 60 ft., *detect magic*, *detect poison*, low-light vision, *see invisibility*; Perception +37

**Aura** shroud of flame (20 ft., 4d6 fire, DC 25)

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### DEFENSE

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**AC** 28, touch 14, flat-footed 20 (+7 Dex, +1 dodge, +14 natural, -4 size)

**hp** 210 (20d10+100); regeneration 10 (cold or good)

**Fort** +17, **Ref** +19, **Will** +14

**Defensive Abilities** self-resurrection; **DR** 15/good; **Immune** fire **SR** 26

**Weaknesses** vulnerable to cold

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### OFFENSE

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**Speed** 30 ft., fly 90 ft. (good)

**Melee** 2 talons +24 (2d6+8/19-20 plus 1d6 fire) and bite +24 (2d8+8 plus 1d6 fire)

**Space** 20 ft.; **Reach** 20 ft.

**Spell-Like Abilities** (CL 18th; concentration +26)

Constant—*detect magic*, *detect poison*, *see invisibility*

At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure critical wounds*, *quicken wall of fire*

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### STATISTICS

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**Str** 27, **Dex** 25, **Con** 20, **Int** 23, **Wis** 22, **Cha** 22

**Base Atk** +20; **CMB** +32; **CMD** 50

**Feats** Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (*wall of fire*)

**Skills** Acrobatics +30, Diplomacy +26, Fly +28, Intimidate +26, Knowledge (nature plus any one other) +26, Perception +37, Sense Motive +26; **Racial Modifiers** +8 Perception

**Languages** Auran, Celestial, Common, Ignan

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### SPECIAL ABILITIES

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**Corrupted Flames (Su)** In addition to the normal effects of a phoenix's shroud of flame, an evil phoenix's fire corrupts those it touches. Whenever a creature begins its turn within the area affected by the shroud of flame, it must succeed at a Will save (DC 25) or gain 1d4 temporary negative levels as per the *enervation* spell. Whether or not it succeeded at this save, an affected creature is immune to this effect for 24 hours. The save DC is Charisma-based.

**Self-Resurrection (Su)** A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The phoenix gains 1 permanent negative level when this occurs, although most use *greater restoration* to remove this negative level as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the desecrate effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

**Shroud of Flame (Su)** A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and each creature within reach (20 feet for most phoenixes) must succeed at a DC 25 Reflex save each round or take 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural

or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

### Azhghazara's Cheat Sheet

#### Feats

**Blinding Critical** – On crit, FORT30 or permanently blind. Pass FORT and dazzled for 1d4 rds. Undo by heal, regeneration, remove blindness or similar effects.

**Fly-By Attack** – While flying, take a move and a standard anywhere during the move.

#### Spell-Like Abilities

**Continual Flame** (evocation[light], VSM, object touched, permanent) – heatless flame like a torch

**Cure Critical Wounds** (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing

**Fire Storm** (evocation[fire], VS, medium, two 10ft cubes/lvl, SRyes) – 1d6/lvl fire, REF half. Fail REF and catch on fire for 4d6 fire. Extinguish by full round REF 20.

**Greater Dispel Magic** (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

**Greater Restoration** (conjuration[healing], 3 rounds, VSM, creature touched, SRyes) – dispel all permanent and temp neg lvls, ability penalties, ability dmg, ability drained, fatigue, exhaustion, insanity, confusion, and similar mental effects.

**Heal** (conjuration[healing], VS, creature touched, SRyes) – Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned

**Mass Cure Critical Wounds** (conjuration[healing], VS, close, one creature/lvl, all within no more than 30ft.) – 4d8+lvl healing

**Remove Curse** (abjuration, VS, creature touched, SRyes) – CL check vs. the DC of every curse on the target.

**Wall of Fire** (evocation[fire], VSM, medium, concentration + 1rd/lvl, SRyes) – Form a 20ft.long sheet/lvl or ring with radius 5ft/2lvls. On your turn, 2d4 fire [0,10], 1d4 fire to (10,20). If you pass through, deals 2d6+lvl fire damage.

Fiery young umbral dragon

CE Large dragon (extraplanar, fire)

**Init** +5; **Senses** dragon senses; **Perception** +17

#### DEFENSE

**AC** 26, touch 10, flat-footed 25 (+4 armor, +1 Dex, +12 natural, -1 size)

**hp** 104 (11d12+33)

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

**Defensive Abilities** negative energy affinity; **DR** 5/—; **Immune** cold, death effects, fire, negative energy, paralysis, sleep

#### OFFENSE

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +15 (2d6+7/19–20 plus 3d6 fire), 2 claws +15 (1d8+5 plus 3d6 fire), tail slap +13 (1d8+7 plus 3d6 fire), 2 wings +13 (1d6+2 plus 3d6 fire)

**w/ Power Attack** bite +12 (2d6+16/19–20 plus 3d6 fire), 2 claws +12 (1d8+11 plus 3d6 fire), tail slap +10 (1d8+16 plus 3d6 fire), 2 wings +10 (1d6+5 plus 3d6 fire)

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

**Special Attacks** breath weapon (40-ft. cone, 6d8 negative energy, Reflex DC 18 half)

**Spell-Like Abilities** (CL 11th; concentration +14)

At will—*darkness*

**Sorcerer Spells Known** (CL 1st; concentration +4)

1st (4/day)—*alarm, mage armor*

0 (at will)—*daze* (DC 13), *detect magic, mage hand, message*

#### TACTICS

**Before Combat** Vorvirex casts *mage armor* on himself.

**During Combat** Vorvirex engages the PCs from a distance using his breath weapon and sticking to the air.

If facing opponents with superior ranged abilities, he instead lands and uses his natural attacks.

**Morale** If Azhghazara is slain and Vorvirex is reduced to 15 or fewer hit points, he attempts to flee across the chasm and into the Plane of Fire.

#### STATISTICS

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

**Base Atk** +11; **CMB** +17; **CMD** 28 (32 vs. trip)

**Feats** Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, **Vital Strike**

**Skills** Bluff +17, Diplomacy +17, Fly +9, Knowledge (arcana, local, planes) +17, Perception +17, Sense Motive +17, Stealth +11

**Languages** Abyssal, Common, Draconic, Ignan

**SQ** ghost bane, umbral scion

#### SPECIAL ABILITIES

**Dragon Senses (Ex)** Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

**Ghost Bane (Su)** Vorvirex's physical attacks deal damage to incorporeal creatures normally.

**Umbral Scion (Ex)** Vorvirex has negative energy affinity and is immune to energy drain and death effects.

**CINDERGHOSTS (4)****CR 7**

NE Medium undead (extraplanar, fire, incorporeal)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +14**DEFENSE****AC** 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)**hp** 85 (9d8+45); fast healing 5**Fort** +10, **Ref** +7, **Will** +8;**Defensive Abilities** cleansing fire, incorporeal; channel resistance +2; **Immune** fire, undead traits**Weaknesses** vulnerable to cold**OFFENSE****Speed** fly 80 ft. (perfect)**Melee** incorporeal touch +11 (1d8 plus desiccation and heat)**Special Attacks** heat (3d6 fire)**STATISTICS****Str** —, **Dex** 18, **Con** —, **Int** 14, **Wis** 14, **Cha** 21**Base Atk** +6; **CMB** +10; **CMD** 26**Feats** Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Weapon Focus (incorporeal touch)**Skills** Bluff +14, Fly +24, Intimidate +17, Knowledge (planes) +11, Perception +14, Stealth +16**Languages** Common, Ignan**SPECIAL ABILITIES**

**Cleansing Fire (Ex)** As long as a cinderghost is in an environment where ashes are plentiful (such as a non-urban area on the Plane of Fire, or a burned-out settlement or field on another plane), it has fast healing 5. It loses this fast healing if it leaves such an area.

**Desiccating Touch (Su)** As part of its incorporeal touch attack, a cinderghost draws the moisture from its opponent's body, causing the victim to wither into ash. The target must succeed at a DC 19 Fortitude check or take 1d8 points of Constitution damage.

**Heat (Ex)** The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.

**Incorporeal (Ex)** An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

*Format:* incorporeal; *Location:* Defensive Abilities.

**Incorporeal Subtype:** An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

## C. Magma Caverns

**SAKRISKA**

**CR 14**

Mythic fire elemental

N Huge outsider (elemental, extraplanar, fire, mythic)

**Init** +13; **Senses** darkvision 60 ft.; Perception +20

**Aura** frightful presence (60 ft., DC 18), shroud of flame (15 ft., 2d6 fire, DC 22), smoke cloud (10 ft., DC 22)

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### DEFENSE

**AC** 32, touch 19, flat-footed 21 (+9 Dex, +2 dodge, +13 natural, -2 size); +4 vs. AoO

**hp** 202 (16d10+114)

**Fort** +14, **Ref** +19, **Will** +8; mythic iron will

**DR** 10/—; **Immune** elemental traits, fire

**Weaknesses** vulnerable to cold

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### OFFENSE

**Speed** 60 ft., fly 60 ft.

**Melee** 2 slams +23 (2d8+8 plus burn)

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

**Special Attacks** blinding blaze, burn (2d10, DC 22), inferno, mythic power (5/day, surge +1d8)

**Spell-Like Abilities** (CL 16th; concentration +16)

At will—*produce flame*

5/day—*flame arrow, wall of fire*

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### STATISTICS

**Str** 26, **Dex** 29, **Con** 18, **Int** 12, **Wis** 13, **Cha** 11

**Base Atk** +16; **CMB** +26; **CMD** 47

**Feats** Blind-Fight, Combat Reflexes<sup>M</sup>, Dodge<sup>M</sup>, Improved Initiative<sup>B</sup>, Iron Will<sup>M</sup>, Lightning Stance, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>, Wind Stance

**Skills** Acrobatics +28 (+40 when jumping), Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +20, Perception +20, Sense Motive +20

**Languages** Ignan

**Other Gear** *wings of flying*

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### SPECIAL ABILITIES

**Blinding Blaze (Su)** A mythic fire elemental can expend one use of mythic power as a swift action to burn brightly, granting it a blinding gaze attack. This gaze causes permanent blindness and has a range of 60 feet. A creature that succeeds at a DC 22 Fortitude save is instead dazzled for 1 round. Fire elementals are immune to this blindness. The save DC is Constitution-based.

**Burn (Ex)** A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive

text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

**Inferno (Ex)** A mythic fire elemental can expend one use of mythic power as an immediate action to lose its vulnerability to cold for 1 round. During this time, any fire damage it deals ignores fire resistance and fire immunity.

**Lightning Stance** If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round.

**Shroud of Flame (Ex)** Any creature within a mythic fire elemental's reach must succeed at a DC 22 Reflex save at the start of its turn or take 2d6 points of fire damage. The elemental can suppress or reactivate this ability at will as a free action. The save DC is Constitution-based.

**Smoke Cloud (Ex)** As a swift action, a mythic fire elemental can create a choking cloud of smoke. This cloud is equivalent to that of *pyrotechnics* and lasts 1 minute. Fire elementals are immune to the effects of this ability.

Smoke forms within 10ft. of the mythic fire elemental. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude DC 22 negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud.

**Wind Stance** If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

#### Mythic Feats

**Combat Reflexes** You can make any number of additional attacks of opportunity per round. As a swift action, you can expend one use of mythic power to, until the start of your next turn, make attacks of opportunity against foes you've already made attacks of opportunity against this round if they provoke attacks of opportunity from you by moving.

**Dodge** The bonus to AC from Dodge increases by 1. As an immediate action, you can expend one use of mythic power to grant yourself an additional +10 dodge bonus to AC against one attack.

**Iron Will** Whenever you roll a Will saving throw against a spell, spell-like ability, or supernatural ability from a non-mythic source, roll twice and take the higher result.

**BURNING STRANGERS (3)****CR 11**

Fiery pale stranger

NE Medium undead (fire)

**Init** +9; **Senses** darkvision 60 ft.; Perception +22**Aura** fear (10 ft., DC 21)

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**DEFENSE****AC** 23, touch 19, flat-footed 17 (+5 Dex, +1 dodge, +3 luck, +4 natural)**hp** 127 each (15d8+60)**Fort** +9, **Ref** +12, **Will** +13**Defensive Abilities** channel resistance +4; **DR** 10/bludgeoning and magic, 5/—; **Immune** fire, undead traits; **SR** 21**Weaknesses** vulnerability to cold

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**OFFENSE****Speed** 30 ft.**Ranged** +1 *pepperbox rifle* +17/+12/+7 (1d10+1/19-20/×4 plus 3d6 fire)**w/ Deadly Aim** +1 *pepperbox rifle* +14/+9/+4 (1d10+7/19-20/×4 plus 3d6 fire)**Special Attacks** stranger's shot, superheated weapons

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**TACTICS****During Combat** A burning stranger stays within its first range increment and makes full attacks with a focus on heavily armored opponents.

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**STATISTICS****Str** 17, **Dex** 21, **Con** —, **Int** 11, **Wis** 18, **Cha** 18**Base Atk** +11; **CMB** +14; **CMD** 33**Feats** Deadly Aim, Dodge, Far Shot, Improved Critical (*pepperbox rifle*), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot, Quick Draw**Skills** Acrobatics +13, Climb +11, Intimidate +22, Perception +22, Ride +15, Stealth +13, Swim +8**Languages** Common**SQ** stranger's luck**Gear** *pepperbox musket*<sup>UE</sup>

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**SPECIAL ABILITIES****Far Shot** You only suffer a –1 penalty per full range increment between you and your target when using a ranged weapon.**Stranger's Luck (Su)** A burning stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.**Stranger's Shot (Ex)** As a full-round action, a burning stranger can take careful aim with its firearms and fire a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the burning stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals 6d6 additional points of damage.**Superheated Weapons (Su)** A burning stranger fights with a superheated *pepperbox rifle* fashioned from glowing-hot metal. This firearm has a range of 80 feet and deals both bludgeoning and piercing damage. At a range of up to 80 feet, a burning stranger's firearm attacks resolve as touch attacks. While firearms normally consume bullets and black powder when fired, a burning stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any *pepperbox musket* a burning stranger wields functions as a +1 *pepperbox musket*. A burning stranger does not provoke attacks of opportunity when it fires a superheated weapon in melee. When a burning stranger dies, its superheated weapon melts into a pile of slag.

## D3. Prisoner of Flame

**ISAH THE GOLDEN**

**CR 10**

Male efreeti

LE Large outsider (extraplanar, fire)

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

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### DEFENSE

**AC** 30, touch 11, flat-footed 28 (+11 armor, +1 Dex, +1 dodge, +8 natural, -1 size)

**hp** 95 (10d10+40)

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

**Immune** fire; **Vulnerability** cold

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### OFFENSE

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

**Melee** 2 slams +15 (1d8+6 plus 1d6 fire) or  
+2 trident +17/+12 (1d10+11 plus 1d6 fire)

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

**Special Attacks** change size, heat

**Spell-Like Abilities** (CL 11th, concentration +13, +17 defensively)

Constant—*detect magic*

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

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

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

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### STATISTICS

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

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

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

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

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

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

**Gear** +3 *full plate*, +2 *large trident*

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### SPECIAL ABILITIES

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

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

## D8. Kandirion's Forge

### AEVARUT

CR 17/MR 7

LN Large outsider (extraplanar, inevitable, lawful, mythic)

**Init** +15<sup>M</sup>; **Senses** darkvision 60 ft., *true seeing*; Perception +26

**Aura** ravages of time (30 ft., DC 26)

### DEFENSE

**AC** 33, touch 21, flat-footed 28 (+7 deflection, +4 Dex, +1 dodge, +12 natural, -1 size); +4 vs. AoO

**hp** 278 (18d10+190); regeneration (chaotic or horacalcum)

**Fort** +16, **Ref** +12, **Will** +16

**Defensive Abilities** *blur*, constructed, predictive defenses; **DR** 10/chaotic and epic; **Immune** aging; **SR** 31

**Weaknesses** horacalcum vulnerability

### OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** 2 slams +26 (2d6+9 plus erasure)

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

**Special Attacks** correction (DC 26), erasure (DC 26), mythic power (7/day, surge +1d10)

**Spell-Like Abilities** (CL 18th; concentration +25)

Constant—*blur*, *true seeing*

At will—*greater teleport*, *locate creature*, *locate object*, *vision*

3/day—*freedom of movement*, *haste*, *plane shift* (DC 24), quickened *slow* (DC 20)

1/week—*discern location*, *gate*, *temporal stasis* (DC 25)

### TACTICS

**Before Combat** Vector uses *vision* on each of the PCs to learn information about them. Then Vector spends 1 point of mythic power to use its temporal anomaly ability to create a simulacrum of Sorrina Westyr that contacts the PCs and attempts to dissuade them from their mission. Following that conversation, Vector casts *freedom of movement* on itself, *haste* on itself and its allies, and then *gate* to reach Kandirion's Forge.

**During Combat** Vector casts quickened *slow* on the first round of combat and then uses its correction ability on the most heavily armored opponent. It uses slipstream to close the distance with spellcasters, and pummels its greatest threats.

### STATISTICS

**Str** 28, **Dex** 19, **Con** 21, **Int** 16, **Wis** 21, **Cha** 24

**Base Atk** +18; **CMB** +28; **CMD** 50 (54 vs. trip)

**Feats** Dodge, Improved Initiative<sup>M</sup>, Improved Vital Strike, Lightning Reflexes, Mobility, Power Attack<sup>M</sup>, Quickened Spell-Like Ability (*slow*), Spring Attack, Vital Strike<sup>M</sup>

**Skills** Climb +17, Diplomacy +28, Disable Device +22, Intimidate +28, Knowledge (arcana, history, planes) +24, Perception +26, Sense Motive +26, Spellcraft +24

**Languages** truespeech

**SQ** erasure, out of town, slipstream, temporal anomaly

### SPECIAL ABILITIES

**Constructed (Ex)** Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability

damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

**Correction (Su)** An aavarut can expend one use of mythic power as a move action to make amends to perceived “errors” in continuity by targeting a creature within 100 feet and changing the course of future events, thereby absorbing the potential energy of actions that never happened. The target creature must succeed at a DC 26 Will save or become staggered until the end of its next turn. In return, the aavarut gains an additional standard or move action in the next round of combat. The save DC is Charisma-based.

**Erasure (Su)** When an aavarut successfully deals damage with a slam attack, its target must succeed at a DC 26 Will save or be temporarily erased from time for 1d4 rounds. A creature that fails this save ceases to exist, disappears instantly, and cannot be targeted by any spells or effects that attempt to reference the creature or interact with it. Such effects fail as if the target creature did not exist. After the duration of erasure expires, the target reappears exactly where it was as if no time had passed for it (and any remaining effects on the creature resume). If that space is occupied, it appears in the nearest unoccupied space. A creature that successfully saves against an aavarut’s erasure ability cannot be affected by the same aavarut’s erasure for 24 hours. Only a *miracle* or *wish* spell can prematurely end the effect of erasure. The save DC is Charisma-based.

**Horacalcum Vulnerability (Ex)** An aavarut’s damage reduction and regeneration are bypassed by damage from horacalcum weapons. Critical threats made by a horacalcum weapon against an aavarut are automatically confirmed.

**Out of Time (Su)** An aavarut is a caretaker of time and can take actions when it would normally be affected by *time stop*. While in an area of a *time stop* spell, an aavarut is free to attack or otherwise interact with any other creatures that can act during the duration of the spell.

**Predictive Defense (Su)** An aavarut adds its Charisma modifier as a deflection bonus to its Armor Class.

**Ravages of Time (Su)** An aavarut’s aura is disruptive to creatures that experience time in a linear direction. A living creature that begins its turn within 30 feet of an aavarut must succeed at a DC 26 Fortitude save or become exhausted until it leaves the aavarut’s aura. A creature that successfully saves against ravages of time is immune to the effects of this ability for 24 hours. The save DC is Charisma-based.

**Slipstream (Su)** An aavarut can spend one use of mythic power as a swift action to slip into the timestream and emerge anywhere within 50 feet. This ability overwhelms most teleportation countermeasures such as *dimensional anchor*. When an aavarut activates slipstream, it can attempt a caster level check (DC = 11 + the effect’s caster level) against each such countermeasure; if successful, it ignores that countermeasure for the duration of the effect. The aavarut has a 75% chance to ignore any countermeasure that does not have a caster level.

**Temporal Anomaly (Su)** Once per day as a full-round action, an aavarut can expend one use of its mythic power to create a temporal anomaly that duplicates any creature it can see that whose total number of Hit Dice is no greater than half the aavarut’s Hit Dice plus half its mythic tier. This is identical to the effect of a *simulacrum* spell, except the duplicate is made entirely of sand and shares a telepathic connection to the aavarut across any distance. A creature created by this ability lasts for 24 hours or until the inevitable dismisses it as a free action, and then collapses into a pile of glowing sand. An aavarut may not have more than one temporal anomaly active at a time.

#### Mythic Feats

**Improved Initiative** – The bonus on initiative checks granted by Improved Initiative increases by an amount equal to your tier. This bonus stacks with the bonus from Improved Initiative. In addition, instead of rolling initiative, you can expend one use of mythic power to treat your roll as a natural 20.

**Power Attack** – When you use Power Attack, you gain a +3 bonus on melee damage rolls instead of +2. When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage

increases by +3 instead of +2. In addition, the bonus damage from this feat is multiplied on a critical hit, before it's multiplied by the weapon's critical multiplier.

You can expend one use of mythic power when you activate Power Attack to ignore the penalties on melee attack rolls and combat maneuver checks for 1 minute.

**Vital Strike** – Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, multiply the Strength bonus, magic bonus, and other bonuses that would normally be multiplied on a critical hit by the number of weapon damage dice you roll for that feat.

Extra damage from sources that wouldn't normally be multiplied on a critical hit isn't multiplied by this feat.

#### Attack Grid

VS	PA	PA no penalty	Crit	
				2 slams +26 (2d6+9 plus erasure)
			X	2 slams +26 (4d6+18 plus erasure)
	X			2 slams +21 (2d6+24 plus erasure)
	X		X	2 slams +21 (4d6+78 plus erasure)
	X	X		2 slams +26 (2d6+24 plus erasure)
	X	X	X	2 slams +26 (4d6+78 plus erasure)
X				slam +26 (6d6+27 plus erasure)
X			X	slam +26 (8d6+36 plus erasure)
X	X			slam +21 (6d6+72 plus erasure)
X	X		X	slam +21 (8d6+156 plus erasure)
X	X	X		slam +26 (6d6+72 plus erasure)
X	X	X	X	slam +26 (8d6+156 plus erasure)

#### Aevarut Actions

##### Full Round Action

Attack with both Slam Attacks + Erasure

##### Standard Action

Cast a Spell-Like Ability

Vital Strike Slam + Erasure

##### Move Action

Correction – Mythic Power to target w/in 120 ft W26 or staggered & gain a move or standard next turn.

Move – Walk or Climb 40 ft.

##### Swift Action

Cast Quickened Slow

Slipstream – Mythic Power to teleport w/in 50 ft.

##### Immediate Action

Use a Mythic Surge on a d20 roll

Axiomite oracle 6

LN Medium outsider (extraplanar, lawful)

**Init** +8; **Senses** darkvision 60 ft.; Perception +25

### DEFENSE

**AC** 27, touch 15, flat-footed 22 (+6 armor, +4 Dex, +1 dodge, +6 natural)

**hp** 152 each (6d8+10d10+70); regeneration 5 (chaotic or magic)

**Fort** +11, **Ref** +15, **Will** +22; improved iron will

**DR** 10/chaotic; **Immune** disease, electricity, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 19

### OFFENSE

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

**Melee** +1 *axiomatic longspear* +22/+17/+12 (1d8+11/×3 plus 2d6 vs. chaotic)

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

**Spell-Like Abilities** (CL 9th; concentration +16)

3/day—*dispel chaos*, *haste*, *hold monster* (DC 22), *lightning bolt* (DC 20), empowered *order's wrath* (DC 21), *telekinesis*, *true strike*

1/day—*summon* (level 6, 1 zelekhut, see text), *true seeing*

**Oracle Spells Known** (CL 6th; concentration +13)

3rd (5/day)—*cure serious wounds*, *protection from energy*, *sands of time*<sup>UM</sup>

2nd (7/day)—*cure moderate wounds*, *gentle repose* (DC 19), *grace*<sup>APG</sup>, *hold person* (DC 19)

1st (8/day)—*command* (DC 18), *cure light wounds*, *divine favor*, *forbid action*<sup>UM</sup> (DC 18), *memory lapse*<sup>APG</sup> (DC 18), *sanctuary* (DC 18)

0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *read magic*, *stabilize*, *virtue*

**Mystery** time<sup>UM</sup>

### TACTICS

**Before Combat** An Unwavering Path acolyte casts *true seeing* before combat begins.

**During Combat** The acolytes provide various forms of support to Vector, such as pinning down troublesome melee combatants, performing hit-and-run tactics, blasting enemies with empowered *order's wrath*, or even providing the inevitable healing. If harried by a vexing opponent, an acolyte attempts to erase the creature using its *erase from time* revelation.

### STATISTICS

**Str** 25, **Dex** 19, **Con** 18, **Int** 19, **Wis** 22, **Cha** 25

**Base Atk** +14; **CMB** +21; **CMD** 36

**Feats** Combat Reflexes, Dodge, Empower Spell-Like Ability (*order's wrath*), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Spring Attack

**Skills** Craft (weaving) +15, Diplomacy +26, Fly +7, Knowledge (arcana, history, nature) +14, Knowledge (planes) +23, Perception +25, Sense Motive +25, Spellcraft +23, Stealth +20, Survival +23

**Languages** Abyssal, Celestial, Common, Draconic, Infernal

**SQ** crystalline dust form, oracle's curse (clouded vision), revelations (*erase from time*<sup>UM</sup>, *time flicker*<sup>UM</sup>), unwavering blade

**Other Gear** +2 *chain shirt*, mwk longspear, *cloak of resistance* +2

### SPECIAL ABILITIES

**Crystalline Dust Form (Su)** An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly.

Both shapes are the axiomite's true form, and it does not revert to a different form if killed. A *true seeing* spell reveals both forms simultaneously.

**Erase from Time (Su)** As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save or vanish completely for a number of rounds equal to 1/2 your oracle level (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once per day, plus one additional time per day at 11th level.

**Summon Inevitable (Sp)** Once per day, four axiomites can join hands to summon a single zelekhut inevitable with 100% chance of success as a full-round action.

**Time Flicker (Su)** As a standard action, you can flicker in and out of time, gaining concealment (as the *blur* spell). You can use this ability for 1 minute per oracle level that you possess per day. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 7th level, each time you activate this ability, you can treat it as the *blink* spell, though each round spent this way counts as 1 minute of your normal time flicker duration. You must be at least 3rd level to select this revelation.

**Unwavering Blade (Su)** Any weapon an Unwavering Path acolyte wields (including its longspear) is treated as a *+1 axiomatic weapon* in addition to its other qualities. Weapons retain this quality for 1 round after the axiomite releases the weapon.

## Unwavering Path Acolyte Cheat Sheet

### 3<sup>rd</sup> level spells

- Cure Serious Wounds** (conjunction (healing), VS) – creature touched heals 3d8+lvl (max +15)
- Protection from Energy** (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage
- Sands of Time** (necromancy, VS, touched creature or object, 10min/lvl, SRyes) – Touched creature ages to next age category, gets penalties but not bonuses. Object, construct or undead takes 3d6 + 1lvl (max +15) damage instantaneously.

### 2<sup>nd</sup> level spells

- Cure Moderate Wounds** (conjunction (healing), VS) – creature touched heals 2d8+lvl (max +10)
- Gentle Repose** (necromancy, VSMDf, corpse touched, 1day/lvl, SRyes) – Corpse doesn't decay, stalls the time limit for *raise dead*.
- Grace** (abjuration, 1 swift action, V, personal) – Your movement doesn't provoke AoOs this turn.
- Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

### 1<sup>st</sup> level spells

- Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.
- Cure Light Wounds** (conjunction (healing), VS) – creature touched heals 1d8+lvl (max +5)
- Divine Favor** (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.
- Forbid Action** (enchantment (compulsion)[language-dependent, mind-affecting], V, close, one creature, 1rd, SRyes) – Forbid target from Attack, Cast, Communicate, Draw, or Move.
- Memory Lapse** (enchantment [mind-affecting], VS, close, one living creature, SRyes) – WILL or the target forgets all actions from the casting back to the beginning of its last turn. Retry Diplo, Intimidate, or opposed skill check with that target.
- Sanctuary** (abjuration, VSDF, 1rd/lvl) – If you attack me, WILL or lose the action and you can't attack me anymore. Attacking breaks the spell.

### Spell-Like Abilities

- Dispel Chaos** (abjuration[good], VSDF, touch, 1rd/lvl) – +4 deflection vs. chaotic creatures, can end the spell when making a melee touch to dismiss an chaotic creature from another plane (WILL negates, SRyes) or end the spell to dispel an enchantment spell from a chaotic creature.
- Haste** (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.
- Hold Monster** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or creature is paralyzed. Full-round gives another save.
- Lightning Bolt** (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.
- Empowered Order's Wrath** (evocation [lawful], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls \* 150% (max 5d8). Chaotic WILL?half:full + dazed for 1d4 rds. Neutral WILL?quarter:half
- Telekinesis** (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:  
*Sustained Force* = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.  
*Combat Maneuver* = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.
- True Strike** (divination, VF, personal) – Next attack gets a +20 insight bonus