

## 4 Soulslayers Fragments [3 with 4-player adjustment]

**ADVANCED SOULSLIVER FRAGMENT [RAGING]****CR 7**Advanced variant soulslayer barbarian 3 (*Pathfinder RPG Bestiary 4 250*)

NE Medium outsider (extraplanar, shapechanger)

**Init** +10; **Senses** darkvision 60 ft., low-light vision, Perception +12**DEFENSE****AC** 21, **touch** 15, **flat-footed** 21 (+3 armor, +6 Dex, +1 dodge, +3 natural, -2 rage)**hp** 81 (7 HD; 3d10+4d12+35) fast healing 1**Fort** +13, **Ref** +11, **Will** +8, +1 Reflex to avoid traps, +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities while raging but must resist all spells (including allies')**Defensive Abilities** trap sense+1, uncanny dodge; **Resist** acid 5, fire 5**Weaknesses** vulnerability to Sonic (+50% damage)**OFFENSE****Speed** 50 ft., Fast Movement**Melee** +1 *scimitar* +14/+9 (1d6+7/18-20), slam +8(1d4+7) or  
2 slams +13/+13 (1d4+9)**Special Attacks** death throes, rage (15 rounds/day), rage powers (knockback, superstition +3)  
Knockback +13 (6 damage) [in place of one melee attack]**Spell-Like Abilities: (CL 3; concentration +6)**3/day—*mage hand*, *open/close* (DC 13), *silent image* (DC 14)1/day—*mirror image***TACTICS****Before Combat** The soulslayers activate their mirror image spelllike ability before exiting their mirrors.**During Combat** The soulslayer fragments begin raging as soon as they exit the mirrors. The soulslayers attempt to use their knockback and mirror crash abilities to trap PCs in the mirrors until they have a numeric advantage before focusing their attacks on the remaining opponents.**Morale** The soulslayers fight to the death.**STATISTICS****Str** 22, **Dex** 22, **Con** 20, **Int** 15, **Wis** 16, **Cha** 17**Base Atk** +7; **CMB** +13; **CMD** 28**Feats** Combat Reflexes, Dodge, Extra Rage Power, Improved Initiative**Skills** Acrobatics +15 (to jump +23), Bluff +12, Disguise +12, (+16 when using change shape), Perception +12, Sense Motive +12, Stealth +15; **Racial Modifiers** +4 Disguise when using change shape**Languages** Aklo, Common, Draconic, Tien**SQ** compression, fast healing 1, fast movement, mirror travel, perfect copy, , change shape (any humanoid, alter self), sound mimicry (voices)**Gear** +1 *leather armor*, +1 *scimitar*, *cloak of resistance* +1, 175 gp

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## SPECIAL ABILITIES

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- Compression (Ex)** The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
- Death Throes (Su)** When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half).
- Fast Healing (Ex)** You regain hit points at 1 hit points per round. You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
- Knockback (Ex)** Once per round, you can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes points of damage and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity.
- Mirror Crash (Ex)** Whenever the soulsliver's knockback ability moves a creature adjacent to a mirror or other reflective surface (including mirror shards) the creature must succeed at a DC 14 Will saving throw or become trapped in the mirror for 2 rounds, similar to being trapped in a maze spell. A creature trapped in a mirror in this manner may attempt a new saving throw at the start of its turn each round to escape the mirror. When a creature escapes or is freed from a mirror, it appears in the nearest open square to the location it was in when it was trapped in the mirror.
- Mirror Travel (Su)** At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using dimension door (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.
- Perfect Copy (Su)** When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.
- Rage (Ex)** You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 11 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 12 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

**Scent (Ex)** You gain the scent ability while raging and can use this ability to locate unseen foes.

**Sound Mimicry (Ex)** The creature perfectly imitates certain sounds or even specific voices. The creature makes a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a -8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

**Superstition (Ex)** You gain a +3 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. While raging, you cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

**Trap Sense (Ex)** You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex)** You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

**Vulnerability to Sonic (Ex)** You take half again as much (+50%) damage as normal from Sonic, regardless of whether a saving throw is allowed, or if the save is a success or failure

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## SPELLS

### Mirror Image

**School** illusion (figment); Level bard 2, bloodrager 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2; Subdomain deception 2

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### CASTING

**Casting Time** 1 standard action

**Components** V, S

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### EFFECT

**Range** personal

**Target** you

**Duration** 1 min./level

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### DESCRIPTION

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).