



BESTIARY

“The scholars tried to warn us. From their parchment-filled chambers at the university, they told us stories about lizard-giants whose crystalline towers marked their cliffside territories. Ancient Thassilon besieged these giants’ clans, but did the giants surrender to the waves, their reign finished? They did not. The monstrosities instead embraced a dark power. They fed from it and followed its siren song deep into the seas and through a passage to Orv. Here the clans dwell still, hunting and blasting their enemies’ minds with psychic might. Our expedition, the scholars warned, would take us into a lizard-giant demesne. How we scoffed! Surely we seasoned adventurers could avoid a few spear-throwing lizards, we thought. We were wrong. The giants knew of our intrusion the moment we arrived. They dragged the others away in chains, and here I cower, hidden, waiting for a chance to sneak away. I fear it will never come.”

—Excerpt from an adventurer’s journal recovered in Orv

In the final installment of the Ironfang Invasion, the PCs venture into the Vault of the Onyx Citadel to put an end to the Ironfang Legion once and for all. This bestiary provides additional threats to augment such extraplanar exploration, including two new creatures native to the Plane of Earth, three hobgoblin troops representing the most elite forces in the Ironfang Legion, and a reptilian giant native to the deepest layers of the Darklands.

ADDITIONAL ENCOUNTERS

The Vault of the Onyx Citadel is a self-contained demiplane rife with adventure, and it provides plentiful opportunities for exploration beyond the adventure's scope. While the PCs are assumed to travel directly to the locations in the adventure, they may linger in the vault or undertake independent expeditions there. The Vault Encounters table features dangers the PCs can confront beyond those in the adventure. During the course of their travels, the PCs have a 30% chance of a random encounter every hour they spend exploring the Vault of the Onyx Citadel. They should have at most three random encounters per 24-hour period. Additional information on the earthen demiplane can be found in the "Continuing the Campaign" article on page 64.

Since the adventure spans a range of character levels, some random encounters might be too simple or too difficult for the PCs, depending on where the party is in the course of the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter. Additionally, if the result rolled is inappropriate for the terrain the PCs are traversing, roll again or choose a different encounter.

Keep Guardians (CR 18): Although the xiomorns struggle to keep it secret, one of the jewels from the archives of the Singing Keep has gone missing. Several powerful inevitables have guarded these archives for millennia, but none have any memory of intruders infiltrating the keep, nor do they know exactly when the jewel went missing. Rumor has it that the xiomorns suspect some powerful mindwiping enchantments were involved in addition to the actual heist.

It remains unclear what information is housed within the stolen gem—or whether the xiomorns even know what they've lost—but the xiomorns have spared no effort in trying to retrieve the jewel. They have sent a recovery team made up of three marut inevitables (*Pathfinder RPG Bestiary 2 166*): Morantha, Rikothe, and Warvord.

If the PCs encounter these keep guardians, the inevitables are short about their motivations for traveling across the Vault of the Onyx Citadel. However, if the PCs can earn their trust, the inevitables reveal they are tracking a pair of pit fiends (*Pathfinder RPG Bestiary 80*) they suspect are the thieves. The inevitables offer the PCs a great treasure from the Singing Keep if they aid them in this solemn mission.

VAULT ENCOUNTERS

d%	Result	Avg. CR	Source
1–6	4 elder mud elementals	15	<i>Bestiary 2 121</i>
7–11	Noble Shaitans	16	See below
12–17	1 grootslang	16	<i>Bestiary 3 144</i>
18–22	1 hollow serpent	16	<i>Bestiary 3 149</i>
23–28	1 plasma ooze	16	<i>Bestiary 3 220</i>
29–34	Mother's Emissaries	16	See below
35–40	1 onyx scourge	16	See page 86
41–48	1 bhole	17	<i>Bestiary 4 18</i>
49–54	1 plankta	17	<i>Bestiary 5 195</i>
55–60	1 vault giant	17	See page 84
61–66	1 adv. formian queen	18	<i>Bestiary 4 110</i>
67–71	Keep Guardians	18	See below
72–78	2 mithral golems	18	<i>Bestiary 2 139</i>
79–86	1 thunder behemoth	18	<i>Bestiary 3 39</i>
87–92	1 adamantine golem	19	<i>Bestiary 2 134</i>
93–97	1 tzitzimitl	19	<i>Bestiary 3 276</i>
98–99	1 sard	19	<i>Bestiary 2 237</i>
100	1 jinushigami	20	<i>Bestiary 3 160</i>

Mother's Emissaries (CR 16): Most in the Vault of the Onyx Citadel believe that the three formian queens of Greensend have no lesser formian servants, but that's not quite the case. Each of the queens—who call themselves the Mother of Apathy, the Mother of Love, and the Mother of Pain—has myrmarchs serving her in secret. Each queen tries to hide her servants' existence from her sisters even while she sends them throughout the vault on missions to gather allies. Not content with merely sharing courtly duties for a kingdom of sentient insects, each formian queen hopes to gain the loyalty of more powerful creatures and eventually become the sole matriarch of Greensend.

Six advanced myrmarchs (*Pathfinder RPG Bestiary 4 288, 109*) are en route to one of the more formidable locations in the vault when they stumble across the PCs. They typically initiate combat with the PCs on sight, but if the PCs handily defeat the formians, they attempt to surrender and offer a place of great power beside their queen should the PCs return with them to Greensend. Of course, if the PCs agree, they find much more than they bargained for once they discover the matriarchs' secret war.

Noble Shaitans (CR 16): As prone to roving as they might be, the shaitans of the Vault of the Onyx Citadel also value a good camping place. As such, the PCs may encounter three noble shaitans (*Pathfinder RPG Bestiary 143*) who are on the lookout for another place for the realm's shaitans to stay—preferably one with plenty of resources and as little danger as possible. If the PCs can point them toward a suitable locale, the shaitans reward them handsomely.

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ECOLOGY OF THE VAULT BUILDERS

RELICS OF THE VAULT BUILDERS

BESTIARY

GIANT, VAULT

This saurian giant's body is covered in pale aquamarine scales, and a dark, rigid crest runs from its head to the tip of its thick tail. Its blue eyes give off a soft glow.

VAULT GIANT

CR 17



XP 102,400

LE Gargantuan humanoid (aquatic, giant, reptilian)

Init +6; **Senses** darkvision 120 ft., low-light vision, scent; Perception +29

DEFENSE

AC 32, touch 8, flat-footed 30 (+2 Dex, +24 natural, -4 size)

hp 270 (20d8+180)

Fort +15, **Ref** +10, **Will** +20

Immune cold, mind-affecting effects; **SR** 28

OFFENSE

Speed 50 ft., swim 60 ft.

Melee +1 *returning spear* +26/+21/+16 (4d6+20/19-20/×3), bite +19 (2d8+6), or bite +24 (2d8+13), 2 claws +24 (2d6+13)

Ranged +1 *returning spear* +15 (4d6+14/19-20/×3)

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

Special Attacks tail swat

Psychic Magic (CL 19th; concentration +24)

20 PE—*anticipate thoughts*^{OA} (2 PE, DC 17), *greater synaptic pulse*^{OA} (5 PE, DC 20), *mental barrier IV*^{OA} (5 PE), *mindlink*^{OA} (1 PE), *mind probe*^{OA} (4 PE, DC 19), *mind thrust V*^{OA} (5 PE, DC 20), *riding possession*^{OA} (4 PE, DC 19)

STATISTICS

Str 36, **Dex** 15, **Con** 29, **Int** 20, **Wis** 23, **Cha** 16

Base Atk +15; **CMB** +32 (+34 bull rush); **CMD** 44 (46 vs. bull rush)

Feats Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (spear), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (spear)

Skills Acrobatics +12 (+20 when jumping), Climb +36, Knowledge (arcana, local) +15, Perception +29, Sense Motive +26, Spellcraft +20, Survival +24, Swim +44

Languages Aquan, Common, Draconic, Giant, Undercommon

SQ amphibious

ECOLOGY

Environment any coastal (Sightless Sea)

Organization solitary, pair, hunting party (3-9), or war band (10-18 plus 1 mesmerist^{OA} or psychic^{OA} of 3rd-6th level)

Treasure standard (Gargantuan +1 *returning spear*, other treasure)

SPECIAL ABILITIES

Tail Swat (Ex) As a swift action once every 1d4 rounds, a vault giant can use its tail to swat all creatures in a 30-foot cone extending from an intersection on the edge of the giant's space in any direction. Creatures within the area are affected if they are three or more size categories smaller than the giant. Affected creatures take 4d6 points of bludgeoning damage and are knocked

prone (Reflex DC 22 negates both the damage and being knocked prone). The save DC is Dexterity-based.

Vault giants are gargantuan, bipedal lizards that live on the coast of the Sightless Sea of Orv, the lowest level of the Darklands. Their hands and feet are webbed, affording them great mobility in water, and they have powerfully built bodies capable of great feats of strength. In addition to their great size and physical power, vault giants are quick, logical thinkers who employ powerful psychic magic to study and overcome their foes. Despite their formidable natural weapons, vault giants prefer to wield massive, ornamented spears, which function effectively both above and below the surface of the Sightless Sea. Vault giants engage in great hunts, capturing and observing any new creatures they encounter before either consuming or releasing them, as dictated by their leaders.

Vault giants adorn their scales with glowing, waterproof paint brewed from luminescent fungi. The painted markings come in a dizzying array of shapes and colors, displaying clan affiliation, status, and noteworthy personal deeds. A vault giant takes both individual and clan pride in these glowing designs, and mocking or defacing them is certain to earn a vault giant's ire.

Vault giants are 42 feet tall and weigh 25,000 pounds.

ECOLOGY

In the mysterious Age of Serpents, the vault giants' civilization spread across the shores of Golarion. Each vault giant clan raised mighty, translucent crystalline spires along the sea cliffs bordering its territory. Like the ancient xulgaths, vault giants were hard-pressed by usurper civilizations, most predominantly Thassilon and its rune giant servants. The divided nature of vault giant clan structure made them ill-prepared to resist a united empire. Thus, to this day, rune giants are hated foes in vault giant legends, and the reptilian giants attack rune giants on sight (though rune giants are rarely found in the deepest layers of the Darklands).

When the vault giant clans were brought to the brink of extinction by Thassilon, their leaders struck a bargain with unnamed dark powers promising salvation. The clans surrendered their spires to the waves and journeyed deep into the sea. There, a passage led them to the shores of the Sightless Sea of Orv, where the vault giants made their new homes. They have adapted well to subterranean life and hunt the great beasts that roam the depths of the Sightless Sea for sustenance. Modern vault giants do not differ physically from their surface-dwelling ancestors, except that their once-vibrant aquamarine scales have paled over time. To compensate, vault giants paint themselves with glowing designs that show clan affiliation and personal status.

HABITAT AND SOCIETY

Vault giant clans build strongholds on the shores of the Sightless Sea. While most reside on the outer shores, some powerful clans claim steep, rocky islands. From the outside, vault giant clanholds resemble natural stone, with cunningly concealed openings for lookouts. The main entrance of a vault giant clanhold is always underwater, although the interior has portions both above and below sea level. On the inside, the structure is carefully designed to accommodate the entire clan, with defensive structures near the entrance to resist attack from rival clans or other creatures. Vault giants use the same glowing paint with which they adorn their bodies to decorate and mark the rooms inside a clanhold, including the communal heated baths where the giants sleep.

Vault giant society is strict and ritualistic. A giant's role within the clan is established by his actions, and each giant knows the rituals and tasks that will cause his status within the clan to rise or fall. Each clan is led by a circle of powerful female psychics. The circle communes with the dark entities they serve and consults with the governing circles from other clans to decide the direction for vault giant raids and expeditions. A female vault giant who hears the psychic call to join a circle dives deep into the Sightless Sea. She returns changed many years later, with psychic abilities surpassing those of her ordinary kin—if she returns at all. Members of the circle do not age like others of their kind, but are eventually drawn back into the depths of the sea, never to be seen again.

Beyond the ruling circle, vault giant clans assign roles to their members according to individual talents, regardless of gender. Vault giant culture places the unity of the clan above familial ties. The clans decree who mates with whom and when, and females lay their eggs in a clan's communal hatchery. Vault giant eggs mature slowly, taking a year to hatch; offspring that hatch too quickly usually have deformities and are destroyed. The whole clan is responsible for guiding healthy children to adulthood—which they reach at the age of 30—and for teaching them combat and psychic magic along the way. Vault giants can live for several hundred years.

Vault giants place the survival of their clan above all else, and self-image is closely tied to status in the clan. The worst punishment a vault giant can receive is exile. An exile's markings of status are erased, and the individual is sent alone away from the Sightless Sea. Vault giants deprived of their clan become psychotic and usually seek out a group of smaller creatures to bully into

submission—often, a tribe of degenerate troglodytes. This leadership is a pale shadow of the sense of belonging the giant felt within the clan, and these giants often vent their frustrations in mighty rages.

In their interactions with other intelligent denizens of the Sightless Sea, such as aboleths, munavris (*Pathfinder RPG Bestiary 6* 197), and urdefhans (*Pathfinder RPG Bestiary 2* 276), vault giants seem to operate according to an inscrutable agenda. They might raid one settlement, lavish gifts upon another, or raze yet another to the ground and take all of its inhabitants as prisoners. Intelligent captives receive equally erratic treatment: they might be eaten in a communal feast or set free in a distant corner of Orv. Vault giants are cautious when they meet unfamiliar intelligent creatures for the first time, preferring to take them captive until they receive instructions from their leaders. Vault giants know only that they loyally follow the orders of their psychic circle; few realize that these powerful psychics take their commands in turn from unknown masters far below the Sightless Sea.



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BESTIARY

ONYX SCOURGE

This gigantic creature's stony body is laced with veins of deep red and black minerals that pulse with dark energy. Its face is a mask of rage with glowing red eyes and a pit of pitch blackness for a mouth.

ONYX SCOURGE

CR 16

XP 76,800

CE Huge outsider (earth, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft., see in darkness, tremorsense 60 ft.; **Perception** +27

DEFENSE

AC 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, -2 size)

hp 231 (22d10+110)

Fort +18, **Ref** +11, **Will** +15

DR 10/—; **Immune** death effects, elemental traits, energy drain, negative energy

OFFENSE

Speed 30 ft., burrow 20 ft.; earth glide

Melee 2 slams +32 (2d12+12/19–20 plus 3d6 negative energy)

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

Special Attacks channel negative energy (8d6, DC 19, 4/day), entropic strikes, negative energy capacitance

Spell-Like Abilities (CL 16th; concentration +17)
3/day—*waves of exhaustion* (DC 18)

STATISTICS

Str 34, **Dex** 14, **Con** 21, **Int** 12, **Wis** 15, **Cha** 13

Base Atk +22; **CMB** +36 (+40 bull rush, +38 sunder); **CMD** 48 (50 vs. bull rush or sunder)

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Intimidating Prowess, Lightning Reflexes, Power Attack, Sundering Strike^{APG}

Skills Appraise +26, Climb +37, Intimidate +38, Knowledge (dungeoneering, planes) +26, Perception +27, Stealth +19

Languages Terrain

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Channel Negative Energy (Su) As a standard action, an onyx scourge can channel negative energy in a 30-foot burst as a 16th-level evil cleric. This ability requires no divine focus. The save DC is Charisma-based.

Entropic Strikes (Ex) An onyx scourge's slam attack deals an additional 3d6 points of negative energy damage. When used against an object, its slam attack ignores the first 5 points of hardness.

Negative Energy Capacitance (Su) An onyx scourge's body stores negative energy, making it immune to death effects, energy drain, and negative energy. Additionally, if an onyx scourge is targeted by a negative energy attack, the next time it channels negative energy within 1 minute, it deals 50% more damage, as though this were an empowered spell.

Onyx scourges are vicious brutes from the Plane of Earth that revel in their deadly power. They resemble elder earth elementals with striations of red and black onyx. Negative energy pulses and flows through the streaks of onyx like blood through exposed veins. The hollows and depressions that serve as an onyx scourge's eyes and mouth are deep voids warped into expressions of rage and hatred.

Negative energy flows through each strike an onyx scourge makes, disrupting living and unliving matter alike. Onyx scourges can also unleash this energy in a devastating blast, which they enjoy using to inflict damage on multiple opponents at once. They gleefully wade into battle whenever given the opportunity.

An onyx scourge is 40 feet tall and weighs 70,000 pounds.

ECOLOGY

The endless tunnels on the Plane of Earth are home to wondrous creatures. Elementals dwelling there are formed from the plane's very substance, displaying limitless variations in combinations of different ores, minerals, and materials. In most cases, elementals gain no special benefit from their constituent minerals other than distinctive coloration. In rare situations, however, an elemental encounters a phenomenon that interacts with its physical makeup in strange and terrible ways. Legends circulated among the shaitan posit that one such occurrence gave rise to the first onyx scourges.

Shaitan tales say that, in the distant past, the elder earth elemental Ozusteg discovered a strange anomaly: a sphere of black onyx the size of a small mountain exuding wisps of chill, dark power. Curious about the object's nature, Ozusteg entered the sphere to explore its interior, but discovered too late that the onyx sphere surrounded a breach between the Plane of Earth and the Negative Energy Plane.

Planar scholars theorize that the onyx sphere formed around the breach as a defense mechanism, to contain the destructive power of the Negative Energy Plane. Ozusteg should have been annihilated by its exposure to the negative energy of the breach, but its body absorbed the onyx to likewise contain the negative energy. The elemental survived the ordeal but emerged from the sphere radically changed—a twisted elemental creature infused with the essence of entropy and filled with the desire to destroy.

Ozusteg gathered other elementals through coercion, trickery, or promises of power, and then forced them to enter the onyx sphere just as it had done. Only the most powerful elementals survived, similarly transformed into creatures like Ozusteg. Infused with destructive energy and feeling no loyalty to each other nor to Ozusteg, these creatures spread ruin across the Plane of Earth and eventually into other planes. They came to be called onyx scourges, after the pulsing energy in their onyx striations and the devastation they leave in their wake.

No shaitan claims to know how many onyx scourges exist, or if they were all created by Ozusteg. Explorers have never

found Ozusteg's planar breach on the Plane of Earth or even definitive proof that Ozusteg existed at all. It is possible that more than one breach exists, each with the ability to create onyx scourges from elementals that venture too close yet are powerful enough to survive the exposure.

Tracing the origin of onyx scourges is difficult for several reasons. First, onyx scourges are truculent, prone to answering questions with lies if they deign to answer them at all. Second, the creatures are by nature powerful and incredibly destructive; they generally attack any creatures in their path and are disinclined to leave survivors. Finally, the creatures constantly wander until they find a territory to call their own and so are likely encountered far from whatever their point of origin might have been.

HABITAT AND SOCIETY

Onyx scourges are most often found on the Plane of Earth. They are generally solitary creatures that lay claim to a certain region of the plane—usually several miles wide—and viciously attack elementals and other denizens of that region. After dwelling in one area for a time, a scourge moves to a new area and wages war on whatever creatures happen to reside in its new chosen territory. If a scourge's domain encompasses a major trade route on the Plane of Earth, shaitan merchants soon dispatch agents to destroy or relocate the creature.

Although some scholars dispute the details of the story of Ozusteg, others believe there is a grain of truth within the tale and seek the fabled onyx sphere. Necromancers desire the negatively charged onyx to enhance their vile experiments or to create powerful new undead monsters and constructs. Forbidden tomes theorize that the black onyx can be used to unlock greater powers from the legendary *Shadowstaff* and other necromantic artifacts. The promise of such power has led many wizards to spend their fortunes and their lives to find Ozusteg's domain.

Onyx scourges on the Plane of Earth make terrifying predators. Although their primary motive is to wage war against all creatures in the territories they have claimed as their own, onyx scourges sometimes venture into other earth elementals' territories to capture prey, which is very rarely seen again. Ayrzul, the Fossilized King of the Plane of Earth, is mostly indifferent to his elemental subjects but appreciates

the destructive power of the onyx scourges and plots ways to use them as weapons against his rival, Ymeri, and her minions on the Plane of Fire. However, Ayrzul hasn't yet figured out how to compel the cruel and chaotic creatures to help him in any significant way.

On the Material Plane, onyx scourges present an even greater danger to mortals. Their destructive power is compounded by their ability to bolster nearby undead, creating devastating juggernauts that would be prized weapons in a necromancer's army. Onyx scourges can heal undead forces while annihilating living troops and their defensive fortifications. Thankfully, only the most powerful spellcasters can bring an onyx scourge through a gate, and the creatures are too strong to be magically controlled by normal means. That doesn't stop ambitious spellcasters from making the attempt, and the cleverest of them might even use the onyx scourges' love of destruction to convince one to join a campaign.



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BESTIARY

TROOPS, ELITE IRONFANG LEGION

The Legion utilizes a variety of specialized soldiers.

IRONFANG MAGEHUNTER TROOP

This grim band of hobgoblin hunters is equipped with sturdy armor and well-used weapons.

IRONFANG MAGEHUNTER TROOP CR 14

XP 38,400

LE Medium humanoid (goblinoid, troop)

Init +9; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 28, touch 15, flat-footed 23 (+5 armor, +5 Dex, +8 natural)

hp 199 (19d8+114)

Fort +16, **Ref** +13, **Will** +11

Defensive Abilities stalwart, troop traits

OFFENSE

Speed 30 ft.

Melee troop (4d6+3 plus distraction)

Space 20 ft.; **Reach** 5 ft.

Special Attacks arcane hunter, distraction (DC 24), magic weapons, volley

STATISTICS

Str 17, **Dex** 20, **Con** 20, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +14; **CMB** +17; **CMD** 32

Feats Combat Reflexes, Diehard, Disruptive, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Spellbreaker, Step Up, Toughness

Skills Knowledge (arcana) +10, Perception +12, Spellcraft +19, Stealth +9; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

ECOLOGY

Environment any

Organization solitary, pair, or division (3–6)

Treasure standard

SPECIAL ABILITIES

Arcane Hunter (Ex) A magehunter troop deals an additional 2d6 points of damage with its troop attack to creatures with levels of any arcane spellcasting class or that use spell-like abilities not derived from a divine spellcasting class.

Magic Weapons (Ex) A magehunter troop's attacks count as magic for the purpose of bypassing damage reduction.

Stalwart (Ex) When a magehunter troop succeeds at a Fortitude or Will saving throw against a spell or spell-like ability that has a partial effect even on a successful save, the troop is completely unaffected by it.

Volley (Ex) A magehunter troop can fire a volley of crossbow bolts 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 troop's space. All creatures in any of these lines take 4d8 points of piercing damage (Reflex DC 24 half). The save DC is Dexterity-based.

Most hobgoblins in this troop are equipped with +1 mithral chain shirts, +1 scimitars, and +1 heavy crossbows.

IRONFANG SIEGE ALCHEMIST TROOP

A wild-eyed band of hobgoblins cluster tightly around fortified carts containing hoses and reservoirs brimming with strange fluids.

IRONFANG SIEGE ALCHEMIST TROOP CR 16

XP 76,800

LE Medium humanoid (goblinoid, troop)

Init +10; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 29, touch 15, flat-footed 24 (+4 armor, +4 Dex, +1 dodge, +10 natural)

hp 241 (21d8+147)

Fort +20, **Ref** +15, **Will** +10

Defensive Abilities troop traits; Immune poison

OFFENSE

Speed 30 ft.

Melee troop (5d6+4 plus 3d6 fire)

Space 20 ft.; **Reach** 5 ft.

Special Attacks alchemical bombardment, firedrake spout

STATISTICS

Str 18, **Dex** 22, **Con** 23, **Int** 16, **Wis** 13, **Cha** 9

Base Atk +15; **CMB** +19; **CMD** 36

Feats Dodge, Endurance, Exotic Weapon Proficiency (firedrake), Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Siege Engineer^{UC}, Throw Anything, Toughness

Skills Craft (alchemy) +27, Craft (siege engines) +17, Heal +14, Knowledge (engineering) +24, Perception +22, Stealth +8, Survival +25; **Racial Modifiers** +4 Stealth

Languages Common, Draconic, Giant, Goblin, Orc

SQ alchemical revitalization

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Alchemical Bombardment (Ex) As a standard action, a siege alchemist troop can target up to 3 squares within 40 feet with a barrage of alchemical bombs. This attack deals 10d4 points of acid or fire damage (as selected by the troop) to all creatures in a 10-foot-radius burst (Reflex DC 26 half). A creature within the area of more than one burst must attempt separate saves against each. The save DC is Dexterity-based.

Alchemical Revitalization (Su) Three times per day as a swift action, this troop can grant itself fast healing 15 for 3 rounds.

Firedrake Spout (Ex) As a standard action, the siege alchemist troop spews forth large gouts of fire from its incendiary siege engines. This attack takes the form of a 120-foot line or a 60-foot cone (as selected by the troop). Targets in the area take 20d6 points of fire damage (Reflex DC 26 half); those who fail their saves also catch on fire. A siege alchemist troop produces enough alchemical ammunition to use this ability 10 times each day. The save DC is Dexterity-based.

Most members of this troop are supplied with chain shirts, longswords, and bandoliers of acid and alchemist's fire. As their creations are jury-rigged spontaneously, capturing a usable firedrake (*Pathfinder RPG Ultimate Combat* 163) after defeating one of these troops is rare.

IRONFANG YZOBU RIDER TROOP

These hobgoblin knights ride atop brutish stinking yaks that paw the ground angrily.

IRONFANG YZOBU RIDER TROOP CR 18

XP 153,600

LE Medium humanoid (goblinoid, troop)

Init +5; **Senses** darkvision 60 ft.; Perception +16

Aura stench (DC 30, 10 rounds)

DEFENSE

AC 32, touch 11, flat-footed 31 (+10 armor, +1 Dex, +8 natural, +3 shield)

hp 300 (24d8+192)

Fort +22, **Ref** +15, **Will** +10

Defensive Abilities troop traits; **Immune** fear

OFFENSE

Speed 40 ft.

Melee troop (5d6+10 plus bleed)

Space 20 ft.; **Reach** 10 ft.

Special Attacks bleed (2d6), magic weapons, mounted terror, mounted troop, volley

STATISTICS

Str 30, **Dex** 21, **Con** 26, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +18; **CMB** +28 (+30 bull rush, +32 overrun); **CMD** 43 (45 vs. bull rush or overrun, 47 vs. trip)

Feats Animal Affinity, Charge Through^{APC}, Combat Reflexes, Endurance, Greater Overrun, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack

Skills Handle Animal +15, Intimidate +36, Perception +16, Ride +30, Stealth +3; **Racial Modifiers** +4 Stealth

Languages Common, Giant, Goblin

ECOLOGY

Environment any

Organization solitary, pair, or division (3–6)

Treasure standard

SPECIAL ABILITIES

Magic Weapons (Ex) A yzobu rider troop's attacks count as magic for the purpose of bypassing damage reduction.

Mounted Terror (Su) Once per round as a free action, a yzobu rider troop can attempt an Intimidate check to demoralize a single foe that has been damaged by its troop attack. If the troop succeeds at demoralizing a shaken or frightened foe, the foe's fear level increases by one step.

Mounted Troop (Ex) A yzobu rider troop deals triple its troop damage if it moves at least 10 feet before making a troop attack. The hobgoblins in this troop are Medium creatures,

but the troop can fit only through areas that would accommodate their Large mounts.

Volley (Ex) A yzobu rider troop can fire a volley of arrows 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 troop's space. Creatures in any of these lines take 8d8 points of piercing damage (Reflex DC 27 half). The save DC is Dexterity-based.

Members of this battle-yak-mounted troop are equipped with +1 full plate, +1 lances, +1 composite longbows (+4 Str) with 20 arrows, and gory trophies of past victories. Their yzobu mounts (*Pathfinder RPG Monster Codex* 124) wear military saddles and chain barding.



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BESTIARY

ZARXORIN

This titanic earthen creature is humanoid-shaped with a hunched, pugnacious posture. The enormous hump of its back bears a ring of standing stones that crackle faintly with energy.

ZARXORIN

CR 19



XP 204,800

N Colossal outsider (earth, elemental, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +31

DEFENSE

AC 34, touch 2, flat-footed 34 (+32 natural, -8 size)

hp 350 (28d10+196)

Fort +18, **Ref** +16, **Will** +18

DR 15/—; **Immune** acid, elemental traits; **SR** 30

OFFENSE

Speed 30 ft.

Melee bite +36 (6d8+16 plus grab), 2 slams +36 (4d6+16/19–20)

Space 30 ft.; **Reach** 30 ft.

Special Attacks joggle, menhir focus pool, swallow whole (6d8+24 bludgeoning damage, AC 30, 70 hp), trample (4d6+24, DC 40)

STATISTICS

Str 42, **Dex** 10, **Con** 25, **Int** 7, **Wis** 11, **Cha** 10

Base Atk +28; **CMB** +52 (+56 bull rush, grapple); **CMD** 62 (64 vs. bull rush)

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Critical (slam), Improved Iron Will, Iron Will, Lunge, Power Attack, Skill Focus (Stealth), Staggering Critical

Skills Appraise +29, Intimidate +31, Perception +31, Stealth +21 (+29 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Terrain

SQ freeze, hill retreat, stony stomach

ECOLOGY

Environment any hills or underground (Plane of Earth)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Freeze (Ex) A zarxorin that has used its hill retreat ability appears to be a large earthen mound with a ring of standing stones around its crown, and it can take 20 on its Stealth check to hide in plain sight as a hill or rock. A zarxorin that has spent at least 10 years within its hill becomes covered with vegetation and nests for wildlife, gaining an additional +10 bonus on this Stealth check until it ends its hill retreat.

Hill Retreat (Ex) As a move action, a zarxorin can withdraw its body into the hump on its back to protect itself from danger and increase its connection to deep power within the earth. The zarxorin gains a +8 bonus on saving throws and to CMD against drag, bull rush, pull, or push attempts and against any other effect that would physically move it from its position. The zarxorin also gains a +8 enhancement bonus to its natural armor, although this benefit does not apply

against attacks made by creatures that the zarxorin has swallowed whole. While in its hill retreat, a zarxorin cannot take any action except to end the retreat or to use its joggle ability. The zarxorin recovers 1 point in its menhir focus pool for each year it spends using this ability. The zarxorin can end its retreat as a move action.

Joggle (Ex) As a full-round action, a zarxorin can rapidly shake its bulk to scatter its foes and churn the ground; all creatures in the zarxorin's space or adjacent to it that are at least three sizes smaller than the zarxorin take 5d6 points of bludgeoning damage (Reflex DC 40 negates); creatures that take damage from the zarxorin's joggle are pushed to the nearest unoccupied square and fall prone. The zarxorin's space and all adjacent spaces thereafter become difficult terrain. The save DC is Strength-based.

Menhir Focus Pool (Su) The standing stones on a zarxorin's back gather latent power from the earth into a menhir focus pool that the zarxorin can use to create a variety of powerful effects. The pool contains a maximum number of points equal to the zarxorin's Hit Dice (28 for most zarxorins), although a zarxorin is typically encountered with only 1d10+10 points in its menhir focus pool due to the slow rate at which they are recovered. A zarxorin can spend these points as noted below, but cannot spend more than 2 points from its menhir focus pool each round. A zarxorin can recover points in its menhir focus pool only through use of its hill retreat ability. The save DCs are Strength-based.

- As a free action, a zarxorin can expend 1 point from its menhir focus pool when it strikes an opponent with a slam attack to stun the opponent for 1d6 rounds (Fortitude DC 40 reduces the duration of the stun effect to only 1 round).
- As a swift action, a zarxorin can expend 1 point from its menhir focus pool to calcify a creature that it has swallowed whole, as per *flesh to stone* (Fortitude DC 40 negates).
- As a move action, a zarxorin can spend 2 points from its menhir focus pool to unleash a blast of power that deals 20d6 points of electricity damage to all creatures in a 300-foot-radius burst (Reflex DC 40 half) other than the zarxorin; creatures that take damage from this effect are slowed (as per the *slow* spell) for 1d6 rounds.

Stony Stomach (Ex) A zarxorin's stony interior makes it difficult for creatures it has swallowed to escape. Its stomach gains a +4 bonus to AC and has double the normal hit points when determining the success of a creature attempting to cut its way free.

A zarxorin is an immense, humanoid-shaped elemental with a vast hummock of rock and earth across its back like an enormous shell. Several weathered menhirs protrude from its back, resembling a circle of standing stones. The creatures are prone to long bouts of hibernation, during which they connect to the ley lines and energy sources of

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the deep earth and slowly gather power in their standing stones. A hibernating zarxorin is often mistaken for a hill, its standing stones believed to be evidence of some ancient, sacred site. Humanoids can live peacefully near one of these “druid hills” for decades, only to be flabbergasted when the hill suddenly rises up and lumbers away.

Zarxorins engage in short stretches of exploration between their long rests, treading doggedly across mountain ranges or through underground caverns. They are by nature pugnacious, likely to swat away anyone in their path, and they rarely back down from a fight. Although zarxorins have no need to eat, they have a vast, stony stomach and can swallow smaller creatures whole, grinding them up within their cavernous bellies.

A zarxorin is 75 feet tall and weighs more than 10,000 tons.

ECOLOGY

Zarxorins originate in the Plane of Earth, but many have migrated to the Material Plane through planar breaches. They prefer to inhabit hilly regions on the surface or massive caverns underground, where their titanic bulk can nestle within sunken valleys along ley lines. Zarxorins pull their bodies into the massive humps on their backs to rest, becoming indistinguishable from an ordinary hill capped with standing stones. When in this pose, zarxorins feel a peaceful connection to the energy sources that flow deep within the earth, restoring their energy. Once the zarxorin can draw no more energy—often after decades—it rises up to find a new resting place.

Although its heavy tread shakes the ground, knocking over trees and setting rockslides in motion, a zarxorin has very little further impact on its environment. While at rest, it serves as a place for plants to root and animals to nest; when it wakes, it simply shakes these creatures off before moving on. Despite featuring an enormous mouth with jagged stones for teeth and a belly filled with grinding rocks, a zarxorin does not need food and generally only swallows troublesome attackers who won't get out of its way or who wake it from hibernation.

An angry zarxorin can discharge the energy stored within its back-menhirs against its foes, either by channeling power through its stony body or by blasting the energy through the air. A zarxorin's menhirs cannot be removed without causing the creature great

pain, as with pulling a healthy tooth, but they grow back after several centuries if removed.

Zarxorins are effectively immortal, and some have been wandering through the Darklands and across Golarion for millennia.

HABITAT AND SOCIETY

Zarxorins prefer to be left alone, particularly while they are hibernating. Despite their connection to ley lines and natural forces, zarxorins feel no particular connection to druids, shamans, or powerful nature spirits. When zarxorins encounter one another, they share stories of their travels slowly, over many days, and then depart peacefully. Zarxorins are not particularly bright, and might be convinced to ally with another creature in exchange for directions to a magic-rich place to rest. They are generally too powerful to fear any other creatures, but great elemental rulers have been known to bully zarxorins into temporary service, creating an army of towering hills.

