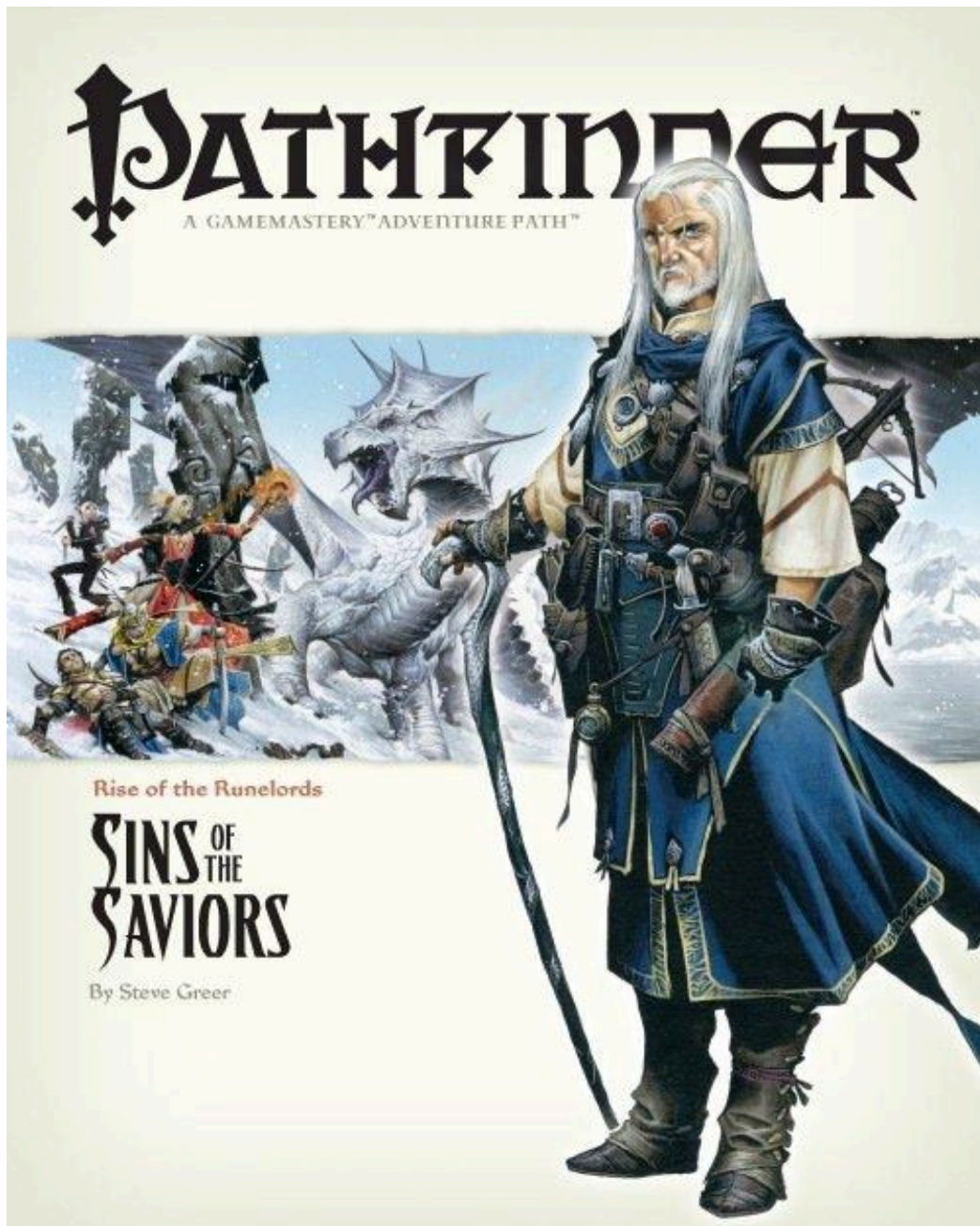


Monster Conversions for:

PF5 Sins of the Saviors

For Pathfinder Rpg



Xalissa "The Scribbler"**CR 14****XP 38,400**

Male Divine Guardian Human Thaumaturge of Lamashtu 12/ Fighter 2

CE Medium humanoid (chaotic, evil)

Init +5; **Senses** Blindsight 10 ft.; Perception +10**Aura** unsettling presence (30 ft.)

Defense**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 natural)**Hp** 95(12d6+2d10+36); **fast healing** 5**Fort** +9, **Ref** +5, **Will** +9 (+1 bonus on will saves vs fear)**Defensive Abilities** ability healing; **Immune** disease, mind-affecting effects, poison**Weakness** bound to faith

Offense**Speed** 60 ft (40 ft w/ breastplate)**Melee** fanged falchion +12/+7 (2d4+4+2d6/15-20)**Ranged** +1 cold iron returning dagger +10 (1d4+3/19-20)**Special Attacks** dimension door, instant summons 2/day**Domain Spell-Like Abilities** (CL 12th; concentration +19)

4/day – strength surge, copycat

12 rounds/day – might of the gods, master's illusion

Spell-Like Abilities (CL 14th; concentration +21)

3/day – alarm (1 already used), knock

1/day – arcane lock, augury, clairaudience/clairvoyance, commune, dismissal, forbiddance, guards and wards (already used) hold portal

Spells Prepared (CL 12th; concentration +19)6th – heal, quickened spiritual hammer, stonesskin^D, summon monster VI5th – quickened divine favor, extended greater magic weapon, righteous might^D, spell resistance, summon monster V4th – confusion^D (DC 21), cure critical wounds, divine power, freedom of movement, extended magic vestment3rd – blindness/deafness (DC 20), cure serious wounds, dispel magic, nondetection^D, protection from energy, summon monster III2nd – bear's endurance, bull's strength, cure moderate wounds (2), hold person (DC 19), invisibility^D, silence (DC 19)1st – command (DC 18), cure light wounds, disguise self^D, divine favor, obscuring mist, protection from good, sanctuary (DC 18)

Orisons – guidance, resistance, detect magic, mending

^D denotes domain spells; **Domains** Strength, Trickery

Statistics**Str** 14, **Dex** 12, **Con** 15, **Int** 10, **Wis** 12, **Cha** 24**Base Atk** +8; **CMB** +10; **CMD** 21**Feats** Combat Casting, Craft Magic Arms and Armor, Extend Spell, Improved Familiar, Improved Critical (Falchion), Power Attack, Quicken Spell, Skill Focus (Bluff), Vital Strike, Weapon Focus (Falchion)**Skills** Bluff +26, Diplomacy +13, Intimidate +24, Knowledge (arcana) +5, Knowledge (planes) +10, Knowledge (religion) +3, Linguistics +5, Perception +12, Perform (poetry) +11, Sense Motive +6, Spellcraft +12, Stealth +7**Languages** Abyssal, Giant, Thassilonian**SQ** blessed life, dimension door, divine swiftness, divine skills, milky eye, raspy voice, sacred site, scaly skin, summon familiar (not summoned)**Gear** +1 breastplate, fanged falchion, +1 cold iron returning dagger, headband of alluring Charisma +2, 750 gp in diamond dust

Special Abilities**Ability Healing (Ex)** The Scribbler heals 1 point of ability damage per round in each damaged ability score.**Blessed Life (Ex)** The Scribbler does not age or breathe and does not require food, drink, or sleep.**Bound to the Faith (Ex)** A cleric of Lamashtu can rebuke or command the Scribbler as if he were a 6 HD undead creature.**Copycat (Sp)** As a move action, you can create a single Mirror Image of yourself, which lasts 12 rounds (unless its dispelled or destroyed). You can only have one copycat at a time. This ability does not stack with the Mirror Image spell. Usable 10/day.**Dimension Door (Su)** The scribbler can dimension door (as the spell of the same name, CL 13th) to reach any location within the Shrine of Lamashtu under Sandpoint.**Divine Swiftness (Ex)** The Scribbler gains a +4 bonus on initiative checks and his base speed is 60 feet (or 40 feet when wearing his +1 breastplate).**Divine Skills (Ex)** The scribbler has a +5 racial bonus on Perception and Sense Motive checks.**Instant Summons (Su)** Twice a day, the Scribbler can cast a prepared *summon monster* spell as a free action, provided the monster summoned hails from the Abyss (i.e., is a demon or a Chaotic Evil fiendish creature).**Master's Illusion (Sp)** As a standard action create an illusion that changes the appearance of yourself and any allies within 30' up to 12 rounds (the rounds do not need to be consecutive). Will save (DC 23) Like the spell Veil, subjects appear to be anything you wish. They look, feel and smell like the creatures they resemble. To duplicate a specific individual, you must make a Disguise check with a +10 bonus.**Might of the Gods (Su)** Gain a +12 enhancement bonus to Str checks and Str-based skill checks, up to 12 rounds (the rounds do not need to be consecutive).**Milky Eye (Su)** The Scribbler's milky eye imparts a –2 penalty on his Perception checks, but also grants him blindsight to 10 feet.

Raspy Voice (Ex) The Scribbler's voice is harsh and unpleasant, granting a +3 bonus on Intimidate checks but a -3 penalty on Perform (oratory or sing) checks.

Sacred Site (Ex) The Scribbler is bound to the shrine of Lamashtu (areas **A1–A10**), and has been charged by Lamashtu with keeping the site sacred and free from intrusion. Should the Scribbler ever move beyond these areas, he loses the divine guardian template and his spellcasting ability until he atones and re-enters the site within one the loss.

Scaly Skin (Ex) The Scribbler's skin is covered with a layer of transparent scales that grant him a +2 natural armor bonus.

Strenght Surge (Sp) As a standard action, touch a creature to grant a +6 Str enhancement bonus for 1 round. Usable 10/day.

Unsettling Presence (Su) Animals within 30 feet of the Scribbler must make a DC 24 Will save or become hostile to him. This aura also grants him a +3 bonus on Intimidate checks. The save DC is Charisma-based.

Tactics

Before Combat Every day, the Scribbler wards the complex by casting *alarm* and *guards and wards*. He also casts *nondetection*, extended *magic vestment*, and extended *greater magic weapon* every day after finishing his daily prayer to Lamashtu. If he has time just before combat begins, he casts *stoneskin*, *spell resistance*, *freedom of movement*, *bull's strength*, and *bear's endurance* on himself.

During Combat The Scribbler's strength is in his magic. In the first 2 rounds of combat, he uses his instant summons ability to first cast *summon monster VI* and then *summon monster V* as free actions (summoning 1d3 shadow mastiffs on round 1 and a barghest on round 2). While these summoned monsters engage his foes, he casts *righteous might* and then *divine power*. On round 3, he casts quickened *divine favor* and then enters combat, casting a quickened *spiritual weapon* on round 4 to attack a spellcaster or healer.

Moral The Scribbler dimension doors to the hallway outside of area **A10** if brought below 10 hit points, then hides inside his lair and waits for his fast healing to fix him up before returning to continue a fight with intruders. If confronted in area **A10**, he fights to the death.

Yaenit-Ku
XP 25,600

CR 13

Male Glabrezu

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

Init +0; **Senses** darkvision 60 ft., *true seeing*; Perception +26

Defense

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold, 10, fire 10; **SR** 24

Offense

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19-20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

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

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, summon (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

Statistics

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Tactics

Before Combat Yaenit-ku keeps a *mirror image* in effect at all times.

During Combat Yaenit-ku's first act in combat is to attempt to summon another glabrezu—he does not try to summon vrocks, since they're more closely allied with Lamashtu's enemy Pazuzu. On the first round of combat, he uses *reverse gravity* to strand characters who can't fly, then hits whoever looks like the strongest healer with a *power word stun*. He then engages the remaining PCs in melee, saving *confusion* for parties who seem to be working together too well.

Yaenit-ku pursues foes throughout this complex, but does not follow them out of the shrine if they make it that far.

Morale Yaenit-ku is bound to this shrine for several more days and cannot leave—as a result, he fights to the death.

Hounds of Lamashtu CR 6

XP 2,400

Advanced Shadow Mastiff (Bonus Bestiary pg 16)

NE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., scent; Perception +10

Defense

AC 21, touch 14, flat-footed 17; (+4 Dex, +7 natural)

hp 61 (6d10+30)

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

Defensive Abilities shadow blend

Offense

Spd 50 ft.

Melee bite +12 (1d6+9 plus trip)

Special Attacks bay

Statistics

Str 23, **Dex** 19, **Con** 21, **Int** 8, **Wis** 16, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 26

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +12, Stealth +13, Survival +12

Languages Common (cannot speak)

Ecology

Environment any

Organization solitary, pair, or pack (5–8)

Treasure Value none

Special Abilities

Bay (Su) When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Tactics

During Combat The shadow mastiffs prefer to surround and attack the same foes rather than splitting into smaller groups. Note that these shadow mastiffs are of only animal intelligence (unlike standard shadow mastiffs, which can at least understand a few words) and only use relatively simple tactics as a result.

Morale The shadow mastiffs are relentless and fight to the death.

Arkrhyst CR 15

XP 51,200

CE Huge dragon (cold)

Init +4; **Senses** dragon senses, snow vision; Perception +32

Aura cold (10 ft., 2d6 cold damage), frightful presence (300 ft., DC 23)

Defense

AC 37, touch 8, flat-footed 37 (+29 natural, -2 size)

hp 283 (21d12+147)

Fort +19, **Ref** +14, **Will** +16

DR 15/magic; **Immune** cold, paralysis, sleep;

SR 26

Weaknesses vulnerability to fire

Offense

Speed 30 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +31 (2d8+16/19-20), 2 claws +30 (2d6+11), 2 wings +25 (1d8+5), tail slap +25 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks blizzard, breath weapon (50-ft. cone, DC 27, 20d4 cold), crush, freezing fog (3/day, DC 19)

Spell-Like Abilities (CL 21st)

At will—*fog cloud*, *gust of wind*, *wall of ice* (DC 17)

Spells Known (CL 9th)

4th (4/day)—*charm monster* (DC 17), *dimension door*

3rd (7/day)—*dispel magic*, *displacement*, *lightning bolt* (DC 16)

2nd (7/day)—*invisibility*, *fog cloud*, *resist energy*, *see invisibility*

1st (7/day)—*alarm*, *grease* (DC 14), *magic aura*, *shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *ray of frost*, *mending*, *acid splash*, *ghost sound*, *mage hand*, *message*

Statistics

Str 33, **Dex** 10, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +21; **CMB** +34; **CMD** 44 (48 vs. trip)

Feats Alertness, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +16, Intimidate +27, Knowledge (arcane) +27, Knowledge (history) +27, Perception +32, Sense Motive +32, Spellcraft +27, Stealth +16, Swim +43

Languages Common, Draconic

SQ icewalking, ice shape

Special Abilities

Blizzard (Su) An ancient white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Cold Aura (Su) An adult white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

Freezing Fog (Sp) An old white dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as *stone shape*, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

Spell-Like Abilities (Sp) A white dragon gains the following spell-like abilities usable at will upon reaching the listed age category.

Juvenile—*fog cloud*; Young adult—*gust of wind*; Ancient—*wall of ice*.

Tactics

Before Combat As soon as Arkrhyst sees the PCs approach, he casts *resist energy (fire)*, *bull's strength*, *mage armor*, *protection from good*, and *shield*. The effects of these spells are included in his stats.

During Combat Arkrhyst flies low over PCs (or just above the standing stones) and uses his breath weapon, at the same time relying on his frightful presence to weaken his enemies' morale. If his opponents scatter, he singles a random opponent out in between rounds when he can breathe and makes either a flyby tail slap or a bite so that he can snatch an opponent, carry him aloft, breathe on him, and drop him from at least 200 feet up onto the rocks below. If confronted with flying foes, Arkrhyst uses *gust of wind* to send smaller foes reeling and retreats to his cave above if he finds that their greater mobility is causing him too much trouble.

Morale If Arkrhyst is reduced to fewer than 100 hit points, he returns to his mountain lair in Rimeskull to heal and rethink his tactics based on the combat abilities displayed by his enemies.

Greater Earth Elemental CR 9

XP 6,400

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16

Defense

AC 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)

hp 136 (13d10+65)

Fort +13, **Ref** +3, **Will** +8

DR 10/—; **Immune** elemental traits

Offense

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

Melee 2 slams +21 (2d10+10)

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

Special Attacks earth mastery

Statistics

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +25; **CMD** 34

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^a, Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

Languages Terran

Special Abilities

Earth Glide (Ex) A burrowing earth elemental 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. Its 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 earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Tactics

During Combat Each of the elementals uses Awesome Blow and Improved Bull Rush to knock opponents back from the cave mouth. Weapons that cause them harm are targeted for Improved Sunder attacks. With each attack, the elementals use Power Attack (5 points). If possible, the elementals push opponents off the landing, either over the stone railing (this gives PCs a +2 on their opposed rolls) or down the steps. PCs pushed down the steep stairs take an additional 1d6 points of damage and the distance pushed might send them plummeting over the edge—a fall of up to 200 feet, depending on how high up the stairs the victim was.

Morale The earth elementals fight to the death.

Thassilonian Mummy CR 7

XP 3200

Advanced Mummy

LE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +18

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 22 negates)

Defense

AC 25, touch 13, flat-footed 22 (+2 dex, +1 dodge, +12 natural)

hp 104 (12d8+50)

Fort +8, **Ref** +6, **Will** +12

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

Offense

Speed 20 ft.

Melee slam +19 (1d8+13 plus mummy rot)

Statistics

Str 28, **Dex** 14, **Con** —, **Int** 10, **Wis** 19, **Cha** 19

Base Atk +9; **CMB** +18; **CMD** 30

Feats Ability Focus (despair), Dodge, Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Intimidate +11, Knowledge (religion) +7, Perception +22, Stealth +17

Languages Common

Special Abilities

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 22 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 20; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Tactics

During Combat These mummies focus their wrath on any envious or lustful characters in the group. They do not attack gluttonous characters unless such characters attack them first.

Morale The mummies fight until destroyed, pursuing foes throughout the crypts but not back into the Runeforge hub.

Armored Clay Golem CR 11

XP 12,800

N Large construct

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

Defense

AC 33, touch 8, flat-footed 33 (+9 armor, -1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

Offense

Speed 20 ft.

Melee 2 slams +19 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

Statistics

Str 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
 - A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
 - An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of
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Tactics

During Combat The golem emerges from the side room to confront anyone it sees or hears entering the main room. It does not attack gluttonous characters, even in self defense, but attacks all others on sight. This golem does not receive the bonuses for being a sinner detailed in the Sinners of Runeforge sidebar on page 24.

Morale The golem fights until destroyed but does not pursue foes from this chamber.

Dread Wraith **CR 11**
XP 12,800

LE Large undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifestance; Perception +10

Aura unnatural aura (30 ft.)

Defense

AC 19, touch 19, flat-footed 16 (+6 deflection, +3 Dex, +1 dodge, -1 size)

hp 168 (16d8+96)

Fort +11, **Ref** +8, **Will** +12

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

Weaknesses sunlight powerlessness

Offense

Speed fly 60 ft. (good)

Melee incorporeal touch +14 (2d6 negative energy plus 1d8 Con drain)

Special Attack create spawn

Statistics

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 22

Base Atk +12; **CMB** +16; **CMD** 29

Feats Ability Focus (Constitution Drain), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack, Mobility, Spring Attack

Skills Diplomacy +15, Fly +18, Intimidate +17, Knowledge (arcane) +15, Knowledge (planes) +11, Knowledge (religion) +16, Perception +16, Sense Motive +14, Spellcraft +15, Stealth +14

Languages Common, Infernal

Special Abilities

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 26 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based (10+1/2 hd +cha)

Lifestance (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Tactics

During Combat The dread wraiths find life to be an irresistible lure and attempt to snuff it out when in its proximity. Otherwise, the dread wraiths remain motionless, seething and roiling, having forgotten anything else but the task of maintaining the energized walls of the Ravenous Crypts.

Morale The dread wraiths fight until destroyed.

Xyoddin Xerriock CR 13

XP 25,600

Male ravenous dread zombie human aristocrat 13 (*Advanced Bestiary* 105, 211)

CE Medium undead

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura unnatural aura (30 ft.)

Defense

AC 23, touch 14, flat-footed 16 (+7 armor, +3 Dexterity, +1 Dodge, +2 natural)

hp 101 (13d8+39); fast healing 10

Fort +8, **Ref** +7, **Will** +7

Defensive Abilities channel resistance +2; **DR** 5/—; **Immune** undead traits

Offense

Spd 30 ft. (cannot run)

Melee +2 *human bane dagger* +21/+16 (1d4+10/17–20) and bite +13 (1d4+4)

Ranged mwk dagger +16/+11 (1d4+8/17–20)

Special Attacks brain consumption, command zombies, favored prey, sprint

Statistics

Str 24, **Dex** 16, **Con** —, **Int** 9, **Wis** 8, **Cha** 14

Base Atk +9; **CMB** +16; **CMD** 30

Feats Blind-Fight^B, Combat Reflexes, Dodge, Improved Critical (dagger), Improved Grapple^B, Improved Initiative, Improved Unarmed Strike^B, Lunge, Persuasive, Quick Draw, Toughness^B, Weapon Focus (dagger)

Skills Acrobatics +11, Bluff +18, Climb +15, Diplomacy +19, Escape Artist +7, Intimidate +25, Knowledge (nobility) +11, Perception +11, Perform (stringed instruments) +17, Profession (cook) +7, Stealth +8, Survival +11

Languages Giant, Thassilonian

SQ cannibalistic healing, hungry special attacks, ravenous body, telepathic bond

Gear +3 *chain shirt*, +2 *human-bane dagger*, 8 masterwork daggers

Special Abilities

Brain Consumption (Ex) When Xyoddin makes a successful grapple check to deal damage with his bite against a pinned or helpless living foe, the foe must make a DC 23 Fortitude save or die as Xyoddin consumes his brain. Creatures immune to critical hits and those with multiple heads are not killed by this attack. The save DC is Strength-based.

Cannibalistic Healing (Ex) So long as Xyoddin has fed on human flesh within the last 24 hours, he gains fast healing 10. Feeding on a human killed in the last hour heals all ability damage and ability drain he has taken.

Command Zombies (Su) Xyoddin can automatically command all normal zombies within 30 feet as a free action. Normal zombies never attack him unless they are compelled.

Favored Prey (Ex) Xyoddin gains a +2 bonus on damage rolls against humanoids and a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humanoids. Against humans, these bonuses increase to +4.

Hungry Special Attacks (Ex) Humans take a –2 penalty on saving throws against Xyoddin's special attacks.

Ravenous Body (Su) Normally, Xyoddin must eat human flesh at least once every 3 days or he begins to starve, but the sustaining presence radiated by Runeforge prevents this.

Sprint (Ex) Once per day, Xyoddin can move at a speed of 300 feet when he makes a charge.

Telepathic Bond (Sp) Xyoddin has a permanent telepathic bond with Kazaven.

Unnatural Aura (Su) Any animal within 30 feet of Xyoddin becomes panicked and remains so for as long as it remains within this proximity.

Tactics

Before Combat Xyoddin tears free a portion of the torso's liver and eats it before combat begins if he has a chance, gaining the benefits of fast healing 10 for the fight to come.

During Combat If faced with enemies that include humans in their ranks, Xyoddin's terrible hunger pulls him to them that, causing him to ignore all non-human targets. He's able to hold back his ravenous urgings enough to resist taking the time to feast on a slain human if there remain other enemies to defeat, but only barely.

Morale Xyoddin fights until destroyed.

Kazaven CR 15

XP 51,200

Male human lich necromancer 14

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; life sight; Perception +18

Aura fear (60-ft. radius, DC 20)

Defense

AC 24, touch 14, flat-footed 22 (+5 armor, +2 deflection, +1 Dexterity, +1 dodge, +5 natural)

hp 101 (14d8+50)

Fort +6, **Ref** +7, **Will** +12

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and magic;

Immune cold, electricity, mind-affecting, polymorph, undead traits

Offense

Spd 30 ft.

Melee touch +7 (1d8+7 negative energy plus paralysis; Fort DC 22 negates paralysis)

Arcane School Spell-Like Abilities

9/day – grave touch (7 rounds), power over undead (command undead DC 20)

Spells Prepared (CL 14th; +7 touch, +8 ranged touch, concentration +22)

7th [DC 25] -- Displacement [dc21](qui), Vampiric touch [dc23](qui), Reverse Gravity, Finger of Death [dc27](s)

6th [DC 24] -- Blindness/Deafness [dc22](qui), Cat's Grace [dc20](qui), Chain Lightning, Mislead, Waves of Fatigue [dc25](s)

5th [DC 23] -- Magic Missile [dc19](qui), Telekinesis, True Strike [dc19](qui), Wall of Force, Waves of Fatigue [dc25](s)

4th [DC 22] -- Bestow Curse [dc24], Contagion [dc24], Dimension Door, Invisibility, Greater, Reduce Person, Mass, Stone Shape, Fear [dc24](s)

3rd [DC 21] -- False Life [dc22](ext), Fly, Gaseous Form, Stinking Cloud, Slow, Tongues, Ray of Exhaustion [dc23](s)

2nd [DC 20] -- Blindness/Deafness [dc22], Ghoul touch [dc22], Glitterdust, Invisibility, Mirror Image, Scorching Ray, Spectral Hand [dc22](s)

1st [DC 19] -- Grease, Obscuring Mist, Reduce Person, Magic Missile x3, Chill Touch [dc21](s)

0 [DC 18] -- Arcane Mark, Mage Hand, Mending, Prestidigitation

Prohibited Schools abjuration, enchantment

Statistics

Str 10, **Dex** 13, **Con** —, **Int** 26, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +7; **CMD** 21

Feats Ability Focus (paralyzing touch), Combat Casting, Command Undead, Craft Staff, Craft Wondrous Item, Dodge, Extend Spell, Greater Spell Focus (necromancy), Maximize Spell, Quickened Spell, Scribe Scroll, Spell Focus (necromancy)

Skills Knowledge (arcana) +25, Knowledge (architecture and engineering) +22, Knowledge (nobility and royalty) +25, Knowledge (religion) +25, Perception +18, Sense Motive +13, Spellcraft +24, Stealth +9

Languages Abyssal, Giant, Infernal, Thassilonian

SQ *contingency*, summon familiar (currently none), *telepathic bond*

Combat Gear *staff of hungry shadows* (9 charges); **Other Gear** *bracers of armor* +5, *headband of intellect* +4, *ring of protection* +2, contingency statuette of Kazaven worth 2,000 gp,

Kazaven's Spellbook:

•0th Level Spells: Read Magic; Acid Splash; Arcane Mark; Bleed; Dancing Lights; Detect Magic; Detect Poison; Disrupt Undead; Flare; Ghost Sound; Light; Mage Hand; Mending; Message; Open/Close; Prestidigitation; Ray of Frost

•1st Level Spells: Chill Touch; Grease; Magic Missile; Obscuring Mist; Reduce Person; True Strike; Mage Armor; Shocking Grasp

•2nd Level Spells: Blindness/Deafness; Ghoul touch; Glitterdust; Invisibility; Mirror Image; Scorching Ray; Spectral Hand; False Life; Cat's Grace

•3rd Level Spells: Fly; Gaseous Form; Ray of Exhaustion; Slow; Stinking Cloud; Tongues; Displacement; Vampiric touch

•4th Level Spells: Bestow Curse; Contagion; Dimension Door; Fear; Invisibility, Greater; Reduce Person, Mass; Stone Shape

•5th Level Spells: Telekinesis; Wall of Force; Waves of Fatigue; Cloudkill

•6th Level Spells: Chain Lightning; Mislead; Circle of Death; Create Undead

•7th Level Spells: Finger of Death; Waves of Exhaustion; Reverse Gravity; Prismatic Spray

Special Abilities

Contingency (Sp) If Kazaven is grappled, a *dimension door* spell activates on him.

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Grave Touch (Sp) Can make a melee touch attack to cause a living creature to become shaken for 7 rounds as a standard action. If you touch a shaken creature with fewer hit dice than wizard level, it becomes frightened for 1 round.

Life Sight (Su) Gain 20' blindsight for 14 rounds (rounds need not be consecutive). Can detect living and undead creatures, and you can determine if they are living or undead (cannot detect constructs).

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Power Over Undead (Su) Receive Command Undead as a bonus feat and you can channel energy to use this feat.

Telepathic Bond (Sp) Kazaven has a permanent *telepathic bond* with his minion Xyoddin and with one of the Thassilonian mummies in area **F1**.

Tactics

Before Combat Once he knows the PCs are in the crypts, Kazaven casts extended *false life* and *tongues* on himself. He then calls a devourer to guard him using his *staff of hungry shadows*.

During Combat Kazaven opens battles by casting *finger of death* at a spellcaster and quickened *displacement* on himself. He then casts *wall of force* to seal himself off from the PCs, giving him time to cast *greater invisibility*, quickened *cat's grace*, *fly*, *mirror image*, and *spectral hand*. During this time, he lets the conjured devourer keep the PCs busy. If the PCs haven't breached his wall by the time he's done casting preparatory spells, he *dimension doors* back into their midst and begins hitting them with spells. If he needs more minions, Kazaven casts *stone shape* on a nearby wall to release several wraiths, hoping they provide additional distractions.

Morale Kazaven values his own immortal existence too much to stick around in a fight he's losing. If reduced to less than 30 hit points, he uses *mislead* to escape by casting *gaseous form* and retreating to area **F10**, where he gathers his phylactery before triggering the trap in the room to heal his damage. Given time, he recovers his spells and then seeks revenge on the PCs. If confronted there, Kazaven has little choice but to fight until destroyed, but he makes sure to trigger the trap in the room before a fight begins.

Water Mephit CR 3

XP 800

N Small outsider (varies)

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

Defense

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 (Works only while the mephit is underwater)

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

Offense

Speed 30 ft., fly 40 ft. (average), Swim 30 ft.

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day— summon (level 2, 1 mephit of the same type 25%), *stinking cloud* (DC 15)

1/hour -- *acid arrow*

Statistics

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Aquan

Special Abilities

Breath Weapon (Su) A cone of acid that deals 1d8 acid damage every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Tactics

During Combat The mephits recently had a run-in with Ordikon and take the PCs for more enemies. Half of them hurl their acidic globs at the PCs while the others attempt to summon more water mephits to aid them. They prefer to use their acidic globs and breath weapons over melee.

Morale If more than half of the water mephits are destroyed, the rest dive through the ice whale's blowhole to flee back to the Elemental Plane of Water.

Ordikon, the Mithral Mage CR 14

XP 38,400

Male mithral-clad human transmuter 13 (Advanced Bestiary pg 169)

NE Medium humanoid

Init +1; **Senses** Perception +8

Defense

AC 19, touch 11, flat-footed 18 (+1 Dexterity, +8 natural)

hp 108 (13d6+60)

Fort +9, **Ref** +8, **Will** +10

Defensive Abilities moderate fortification

Resist fire 15

Weaknesses vulnerable to electricity

Offense

Spd 30 ft.

Melee *staff of mithral might* +10/+5 (1d6+4)

Arcane School Spell-Like Abilities

9/day – telekinetic fist (range 30', 1d4+6)

13 rnds/day – change shape

Spells Prepared (CL 13th, concentration +19, +7 touch, +7 ranged touch)

7th [DC 23] -- Delayed Blast Fireball, Form of the Dragon II [dc25](s)

6th [DC 22] -- Dispel Magic, Greater, Mirror Image [dc18](qui), Disintegrate [dc24](s)

5th [DC 21] -- Cone of Cold, Dismissal, Shield [dc17](qui), Wall of Force, Baleful Polymorph [dc23](s)

4th [DC 20] -- Dimension Door x2, Fear, Stoneskin, Fireball [dc19] x2, Reduce Person, Mass [dc22](s)

3rd [DC 19] -- Dispel Magic, False Life [dc18](ext), Slow [dc21], Protection from Energy, Fly [dc21](s)

2nd [DC 18] -- Acid Arrow, Glitterdust, Mage Armor [dc17](ext), Unseen Servant [dc17](ext), Scorching Ray x2, Cat's Grace [dc20](s)

1st [DC 17] -- Expeditious Retreat [dc19], Grease, Magic Missile x3, True Strike, Reduce Person [dc19](s)

0 [DC 16] -- Acid Splash, Arcane Mark, Mage Hand [dc18], Open/Close [dc18]

Statistics

Str 15, **Dex** 12, **Con** 18, **Int** 22, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8; **CMD** 19

Feats Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Extend Spell, Greater Spell Focus (transmutation), Lightning Reflexes, Scribe Scroll, Spell Focus (transmutation)

Skills Appraise +14, Bluff +7, Craft (metalworking) +18, Diplomacy +6, Fly +12, Intimidate +2, Knowledge (arcana) +22, Knowledge (nature) +22, Knowledge (the planes) +17, Linguistics +10, Perception +8, Sense Motive +7, Spellcraft +22, Swim –2

Languages Draconic, Dwarven, Osiriani, Terran, Thassilonian

SQ summon familiar (currently none)

Combat Gear *staff of mithral might* (CL 12th, 9 charges); **Other**

Gear *robe of resistance +1* (as *cloak of resistance +1*), *rod of metal and mineral detection*, *belt of mighty constitution* +2, 500 gp in diamond dust,

Ordikon's spellbook:

•0th Level Spells: Read Magic; Acid Splash; Arcane Mark; Bleed; Cloak of Shade; Dancing Lights; Detect Magic; Detect Poison; Disrupt Undead; Flare; Light; Mage Hand; Mending; Message; Open/Close; Prestidigitation; Ray of Frost; Resistance; Spark; Touch of Fatigue

•1st Level Spells: Expeditious Retreat; Grease; Magic Missile; Reduce Person; True Strike; Mage Armor; Unseen Servant; Shield

•2nd Level Spells: Acid Arrow; Cat's Grace; Glitterdust; Scorching Ray; False Life; Mirror Image

•3rd Level Spells: Dispel Magic; Fireball; Fly; Slow; Protection from Energy

•4th Level Spells: Dimension Door; Fear; Reduce Person, Mass; Stoneskin

•5th Level Spells: Baleful Polymorph; Cone of Cold; Dismissal; Wall of Force

•6th Level Spells: Disintegrate; Dispel Magic, Greater

•7th Level Spells: Delayed Blast Fireball; Form of the Dragon II

Special Abilities

Change Shape (Sp) Change shape as Beast Shape III or Elemental Body II. 13 rounds/day, need not be consecutive.

Moderate Fortification (Ex) When ever a sneak attack or critical hit is scored against Ordikon, there is a 50% chance that the extra damage is negated.

Physical Enhancement (Su) An ability score chosen when you prepare spells receives a +3 bonus. (*applied to Str*)

Telekinetic Fist (Sp) Ranged touch attack within 30 ft. does 1d4+6 bludgeoning damage. Standard action. 9 times/day.

Vulnerable to Electricity (Ex) Ordikon takes 150% normal damage from electricity attacks.

Tactics

Before Combat Ordikon starts every day by casting extended *false life*, *mage armor*, and *unseen servant*. In the event that he hears combat nearby, he takes the time to cast the following spells before investigating: *shield*, *stoneskin*, *fly*,

protection from energy (electricity), *cat's grace*, and *expeditious retreat*. These effects are included in his stats above.

During Combat If caught off-guard, Ordikon *dimension doors* to area **G8**, casts his short-term defensive spells as outlined above, then returns to **G6** to confront the PCs. He always opens with a *disintegrate* against any obvious clerics, along with a quickened *mirror image*. He also uses his *unseen servants* to pick up and carry away items that PCs drop or lose to his telekinetic disarming attempts.

Morale Ordikon fights until reduced to 20 hit points or less, whereupon he *dimension doors* to area **G8**. If confronted there, he fights to the death.

Eryalla, Lelyrin, Voivod, and Zevashala CR 10

XP 9,600

Female alu-demon submissive 5 (*Tome of Horrors Complete* 154, *Plot & Poison* 73)

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

Init +5; **Senses** darkvision 120 ft.; **Perception** +21

Defense

AC 24, touch 15, flat-footed 21 (+3 armor, +2 Dex, +2 deflection, +1 dodge, +6 natural)

hp 120 (6d10+5d12+55)

Fort +13, **Ref** +13, **Will** +9

Defensive Abilities evasion, pain is pleasure, the beauty of blood; **DR** 5/cold iron or good, 1/piercing or bludgeoning;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16

Offense

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

Melee mw ranseur +15/10/+5 (2d4+6/+3) or 2 claws +15 (1d6+4 plus vampiric touch)

Spell-Like Abilities (CL 8th)

3/day—*charm person* (DC 14), *detect thoughts* (DC 15), *disguise self*, *suggestion* (DC 16);

1/day—*dimension door*

Statistics

Str 19, **Dex** 20, **Con** 21, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +15; **CMD** 33

Feats Blind-Fight, Cleave, Power Attack, Dodge, Mobility, Flyby Attack

Skills Bluff +15, Diplomacy +12, Escape Artist +16, Fly +10, Heal +8, Intimidate +13, Knowledge (planes) +11, Perception +21, Perform (dance) +11, Sense Motive +8, Stealth +15, Survival +13; **Racial Modifiers** +4 Perception

Languages Abyssal, Common; telepathy 100 ft.

Gear masterwork ranseur, *bracers of armor* +3, *amulet of health* +2, *ring of protection* +2

Special Abilities

Mistress Said So (Su) A submissive acting on Delvahine's commands gains a +1 morale bonus on all attack rolls, saving throws, skill checks, and ability checks; these bonuses are not included in the stats above.

Mistress These alu-demons acknowledge Delvahine as their mistress. If they ever voluntarily disobey her or willingly allow her to come to harm, they lose the mistress said so and mock obedience abilities and take a permanent –6 penalty on saves to resist Enchantment spells. Should Delvahine die despite their efforts, the alu-demons suffer this penalty as well until they are accepted by a new mistress or master.

Mock Obedience (Su) Any time a submissive alu-demon falls prey to a spell or effect that charms or controls her, she may make a second saving throw to break its hold at any time, regardless of the spellcaster's normal degree of control or whether or not the submissive was commanded to do something against her nature. If that saving throw fails, the submissive cannot make another unless the normal rules of the spell indicate that she can.

Pain is Pleasure (Ex) Whenever subjected to nonlethal damage, a submissive ignores the first 5 points of damage.

Shield the Mistress (Ex) Up to nine times a day, whenever Delvahine would be hit by an attack and a submissive alu-demon is within 5 feet of Delvahine, the alu-demon may make a Reflex save (DC 20 + any enhancement bonuses on the attack roll) to be hit by the attack instead. She may also protect Delvahine from any attack that forces her to make a Reflex save for half damage—the submissive can make this save instead, and on a success, Delvahine takes no damage and the alu-demon takes it instead.

The alu-demon takes the damage or other effect of the attack normally. She must be aware of the attack and not be flat-footed.

The Beauty of Blood (Ex) A submissive is immune to effects that cause bleeding or wounding (such as a wounding weapon's bleed damage). Additionally, she has DR 1/piercing or bludgeoning.

Tirelessness (Ex) A submissive gains a +5 morale bonus on saves to resist effects that would cause her to fall asleep or become fatigued.

Vampiric Touch (Su) An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points + the target's Con score (which is enough to kill the target). The temporary hit points disappear in one hour.

Tactics

During Combat The alu-demons start combat by using *suggestion* on heavily armored foes, suggesting that those foes take off their armor and gear so the demons can "get a better look at them." They then attempt to *charm person* any foes who resist this initial suggestion. They avoid melee as long as they can, hovering just out of reach of non-flying foes and using their ranseurs. If one alu-demon is forced into melee, the others join their sister, one flanking the foe and the others standing directly behind their sisters to attack with the ranseur via reach so all four gain sneak attack damage.

Morale If reduced to less than 50 hit points, an alu-demon *dimension doors* to area **H7** to take up a protective position at her mistress's side. If that alu-demon has a charmed PC, she takes that PC with her when she retreats. Delvahine may or may not offer her children and their new pets healing.

Nelevetu Voan "Mr. Mutt"

Male human warrior 1

Medium-sized Humanoid (Human)

Init +0: **Senses** Perception -1

Defense

AC 10, touch 10, flat-footed 10 (base +10)

HP 12 (1d10+2) (current hp 8)

Saves Fort +3, Ref +0, Will -1

Offense

Speed 30 ft.

Melee unarmed strike +3 (1d6+2)

Statistics

Str 15 (+2); **Dex** 11 (+0); **Con** 12 (+1); **Int** 9 (-1); **Wis** 8 (-1); **Cha** 10 (+0)

Base Attack: +1; **CMB** +3; **CMD** 13

Feats Endurance, Weapon focus

Skills Diplomacy +1, Sense Motive +0

Languages Thassilonian

Delvahine**CR 15****XP 51,200**

Female succubus bard 6/dominant 5 (*Plot & Poison* 66)

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

Init +6; **Senses** darkvision 60 ft., detect good; Perception +31

Defense

AC 30, touch 17, flat-footed 23 (+6 armor, +6 Dexterity, +1 Dodge, +7 natural)

hp 207 (8d10+11d8+114)

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

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

Offense

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

Melee +1 *wounding whip* +23/+18/+13 (1d3+4 plus 1 bleed) and claw +13 (1d6+3) or 2 claws +21 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks agonizing touch, Bardic Perform 37/day [Countersong, Distraction, Fascinate, Inspire courage +2, Inspire competence +2, Suggestion], binding whip, deadly whip, energy drain (DC 27), penetrating whip, profane gift, *summon demon*

Spell-Like Abilities (CL 12th, concentration +25)

Constant—*detect good, tongues*

At will—*charm monster* (DC 27), *detect thoughts* (DC 25), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 26), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 28), *summon* (level 3, 1 babau 50%)

Bard Spells Known (CL 11th, concentration +24):

4th (5/day) [DC 27] -- Dominate Person [dc28], Freedom of Movement, Invisibility, Greater

3rd (7/day) [DC 26] -- Confusion [dc28], Dispel Magic, Displacement, Summon Monster III

2nd (7/day) [DC 25] -- Blindness/Deafness, Cure Moderate Wounds, Eagle's Splendor, Mirror Image, Glitterdust

1st (9/day) [DC 24] -- Charm Person [dc25], Cure Light Wounds, Grease, Hideous Laughter [dc25], Cause Fear, Touch of Gracelessness

0 (at will) [DC 23] -- Ghost Sound, Mage Hand, Mending, Message, Prestidigitation, Read Magic

Statistics

Str 16, **Dex** 23, **Con** 22, **Int** 22, **Wis** 12, **Cha** 32

Base Atk +15; **CMB** +21; **CMD** 34

Feats Agile Maneuvers, Combat Reflexes, Critical Focus, Dazzling Display, Dodge, Hover, Iron Will, Spell Focus (enchantment), Weapon Finesse, Weapon Focus (whip)

Skills Acrobatics +16, Appraise +15, Bluff +38, Diplomacy +31, Disguise +24, Escape Artist +25, Fly +21, Heal +8, Intimidate +33, Knowledge (arcana) +25, Knowledge (local) +22, Knowledge (planes) +14, Perception +31, Perform (dance) +28, Sense Motive +12, Spellcraft +18, Stealth +19; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic, Thassilonian; telepathy 100 ft., *tongues*

SQ change shape (alter self, Small or Medium humanoid)

Gear +2 *glamered mithral shirt*, +1 *wounding whip*, *belt of physical might* +4 *dex and con*

Special Abilities

Agonizing Touch (Su) Delvahine can cause pain in a foe by making a touch attack, as part of a successful grapple check, or with any spell delivered by touch. The foe takes 1d3 points of nonlethal damage when so touched—Delvahine cannot add her Strength bonus to this damage. The target may make a DC 28 Fortitude save to negate this effect. The save DC is Charisma-based.

Bardic Knowledge (Ex): A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Binding Whip (Ex) Delvahine can attempt to bind a Large or smaller foe within 5 feet with her whip by making a melee touch attack. If successful, she attempts to make a successful CMB check as a free action; on a success, the foe is entangled and she can no longer use the whip to attack. An entangled foe takes a –2 penalty on attack rolls and a –4 penalty to his Dexterity. A DC 25 Strength check or an Escape Artist check versus CMB result frees the creature. Attempts to cast spells while entangled require the caster to make a Concentration check.

Change Shape (Su) Delvahine can assume the form of any Small or Medium humanoid.

Deadly Whip (Ex) When Delvahine attacks a foe with a whip, she may choose to deal normal damage with it rather than nonlethal damage. She does not provoke attacks of opportunity when she uses a whip in combat.

Enchantment Specialization (Ex) Delvahine is particularly adept at casting *confusion*. The spell save DC for this spell is increased by 1, and she gains a +1 competence bonus on level checks to overcome spell resistance with it.

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 27 Will save to negate the *suggestion*. The DC is 27 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Lore Master (Ex): At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take

20 on any Knowledge skill check as a standard action.

Penetrating Whip (Ex) When attacking with a whip, Delvahine ignores the restriction on being able to only damage creatures with a +1 natural armor bonus or +3 armor bonus or less—she can damage foes of any armor level with her whip.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Versatile Performance Dance (Acrobatics, Fly) (Ex): At 2nd level, a bard can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the bard uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill.

Well-Versed (Ex): At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

Tactics

Before Combat Delvahine is unlikely to be caught off-guard by the PCs, since her daughters keep in telepathic contact with her. Once she knows the PCs are approaching (either at her permission or otherwise) she casts *freedom of movement*, *eagle's splendor*, and *mirror image*.

During Combat Delvahine prefers to fight with allies, particularly her submissive daughters, who are well-trained at protecting her.

She uses her bardic music to inspire courage on the first round of combat, then moves on to use *dominate person* and *confusion* against her foes. If forced to fight in melee, she hovers out of reach and strikes at foes with her cruel, barbed whip.

Morale Delvahine teleports to area **13** if brought below 20 hit points—as distasteful as it is to her, she hopes to seek aid from Vraxeris. When she discovers he is dead and only his simulacra remains, she assumes his form, allies with his simulacra, and awaits the PCs.

Simulacrum of Vraxeris the Illusionist CR 9

XP 6,400

Male simulacrum human illusionist 10

NE Medium humanoid

Init +5; **Senses** Perception +8

Defense

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dexterity)

hp 51 (10d6+14)

Fort +6, **Ref** +6, **Will** +9

Offense

Spd 30 ft.

Melee masterwork dagger +5 (1d4-1 / 19-20/x2)

School Powers

Blinding Ray (Su) Project a shimmering ray targeting any foe within 30' as a ranged touch attack, as a standard action. The ray causes creatures to be blinded for 1 round. Creatures with more hit dice than your wizard level are dazzled for 1 round instead. Usable 8/day

Extended Illusions (Sp) An illusion spell with a duration of 'concentration' lasts an additional 5 rounds after you stop concentrating

Invisibility Field (Su) Can make yourself invisible as a swift action for up to 10 rounds (the rounds do not need to be consecutive). This otherwise functions as Greater Invisibility

Spells Prepared (CL 10, concentration +15):

5th [DC 20] -- Feeblemind, Fireball [dc18](emp), Shadow Evocation [dc22], Shadow Evocation [dc22](s)

4th [DC 19] -- Confusion, Phantasmal Killer [dc21], Scorching Ray [dc17](emp), Detonate, Invisibility, Greater [dc21](s)

3rd [DC 18] -- Dispel Magic, False Life [dc17](ext), Fireball, Major Image [dc20], Displacement [dc20](s)

2nd [DC 17] -- Invisibility [dc19] x2, Minor Image [dc19], Resist Energy, Scorching Ray, Minor Image [dc19](s)

1st [DC 16] -- Charm Person, Magic Missile x2, Ray of Enfeeblement, Shield, Silent Image [dc18], Vanish [dc18](s)

0 [DC 15] -- Arcane Mark, Ghost Sound [dc17], Mage Hand, Mending

Prohibited Schools conjuration, transmutation

Statistics

Str 8, **Dex** 12, **Con** 13, **Int** 21, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 16

Feats Alertness, Bouncing spell, Combat casting, Empower spell, Eschew materials, Extend spell, Greater spell focus (Illusion), Improved initiative, Scribe Scroll, Spell focus (Illusion)

Skills Concentration +14, Decipher Script +17, Knowledge (arcana) +17, Knowledge (nobility and royalty) +11, Knowledge (religion) +17, Spellcraft +19

Languages Abyssal, Aquan, Auran, Celestial, Thassilonian, Draconic, Elven, Giant, Ignan, Infernal, Terran, Ancient Osiriani, Azlanti, Aboleth

SQ summon familiar (none currently)

Gear masterwork dagger, *headband of vast intelligence* +2 (*knowledge (history)*), *cloak of resistance* +2, *ring of protection* +1, noble's outfit worth 200 gp, spellbook (contains only spells prepared)

•0th Level Spells: *Read Magic*; *Arcane Mark*; *Ghost Sound*; *Mage Hand*; *Mending*; *Prestidigitation*

•1st Level Spells: *Charm Person*; *Magic Missile*; *Ray of Enfeeblement*; *Shield*; *Silent Image*; *Vanish*

•2nd Level Spells: *Invisibility*; *Minor Image*; *Mirror Image*; *Resist Energy*; *Scorching Ray*; *False Life*; *Share Language*

•3rd Level Spells: *Dispel Magic*; *Displacement*; *Fireball*; *Major Image*

•4th Level Spells: *Confusion*; *Invisibility*; *Greater*; *Phantasmal Killer*; *Detonate*

•5th Level Spells: *Feeblemind*; *Shadow Evocation*

Tactics

Before Combat If the simulacra suspect trouble is coming (such as if they hear combat in area **I1**, they cast *false life*, *invisibility*, and *shield* on themselves.

During Combat The simulacra know they won't last long in melee, and therefore do their best to rely on *invisibility* and ranged spells to keep foes from being able to directly engage them with ease.

Morale The simulacra fight until destroyed.

Iron Archer CR 13

XP 25,600

Variant iron golem

N Large construct

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

Defense

AC 28, touch 8, flat-footed 28(-1 Dex, +20 natural, -1 size)

hp 129 (18d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 15/adamantine; **Immune** construct traits, magic

Offense

Spd 20 ft., fly 60 ft. (perfect)

Melee 2 slams +28 (2d10+16/19-20)

Ranged arrows of wrath +16/+11/+6 touch (3d6)

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

Special Attacks breath weapon, powerful blows

Statistics

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

Special Abilities

Arrows of Wrath (Su) When the iron archer attacks with its bow, it fires arrow-shaped bolts of energy. These arrows deal 3d6 points of damage on a hit. On the first round of combat, these arrows deal fire damage. On the second round, they deal electricity damage. On the third they deal cold damage. On the fourth round, they switch back to fire and the cycle repeats. If the iron archer ceases to use its arrows (to make a melee attack, for example), the cycle restarts with fire arrows the next time it fires.

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale 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). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Flight (Su) The iron archer's supernatural flight cannot be dispelled.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

See Invisibility (Su) The iron archer can see invisibility, as the spell. This effect cannot be dispelled.

Tactics

During Combat The iron archer fires its bow at the nearest creature or at random trespassers. It focuses its attacks on opponents who get past it into the corridor to the exclusion of all others, until the creature is dead or flees. If no opponent gets past it, the iron archer focuses on flying foes. The golem does not gain bonuses for being a sinner, as detailed on page 24.

Morale The iron archer fights until destroyed.

Warrior of Wrath CR 7

XP 3,200

Human evoker 5/fighter 1/eldritch knight 2

LE Medium humanoid

Init +5; **Senses** Perception +6

Defense

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 55 (5d6+3d10+18)

Fort +6, **Ref** +3, **Will** +7

Offense

Spd 30 ft.

Melee +1 greatsword +9 (2d6+4 / 19-20/x2)

School Powers

Force Missile (Su) Cast a single Magic Missile dealing 1d4 damage (plus damage from Intense Spells). Usable 7/day

Intense Spells (Su) Add +2 damage to any evocation spell you cast that causes hit point damage (can not be split between multiple missiles/rays and this bonus damage is not increased by Empower Spell feat or other similar effects)

Spells Prepared (CL 6, concentration +10):

3rd [DC 17] -- Displacement, Fireball [dc19], Haste, Fireball [dc19](s)

2nd [DC 16] -- Bull's Strength, Mirror Image, Scorching Ray [dc18], Shatter [dc18], Flare Burst [dc17](s)

1st [DC 15] -- Burning Hands [dc17], Magic Missile [dc17] x2, True Strike, Shocking Grasp [dc17](s)

0 [DC 14] -- Acid Splash, Dancing Lights [dc16], Flare [dc16], Ray of Frost [dc16]

Prohibited Schools conjuration, abjuration

Statistics

Str 14, **Dex** 12, **Con** 14, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 18

Feats Arcane Armor Training, Combat Casting, Craft Magic Arms and Armor, Greater Spell Focus (Evocation), Improved Initiative, Iron Will, Spell Focus (Evocation), Weapon Focus (Greatsword)

Skills Craft (armorsmithing) +14, Craft (weaponsmithing) +14, Intimidate +9, Knowledge (arcana) +15, Knowledge (engineering) +15,

Perception +6, Spellcraft +15

Languages Abyssal, Thassilonian, Draconic, Giant

SQ summon familiar (none currently)

Gear +2 *mithral chain shirt*, +1 *greatsword*, spellbook (contains prepared spells only)

•0th Level Spells: Read Magic; Acid Splash; Dancing Lights; Flare; Light; Ray of Frost

•1st Level Spells: Burning Hands; Magic Missile; Shocking Grasp; True Strike; Flare Burst

•2nd Level Spells: Bull's Strength; Mirror Image; Scorching Ray; Shatter

•3rd Level Spells: Displacement; Fireball; Haste

Tactics

During Combat The warriors of wrath allow the sinspawn to initially engage the PCs, giving themselves time to cast *bull's strength*, *mirror image*, *haste*, and *displacement*. They step in to replace fallen sinspawn on a one-for-one basis, using spells like *fireball* and *scorching ray* to hit PCs who hang back from the melee.

Morale The warriors of wrath fight to the death.

Sinspawn Axeman CR 7**XP 3200**

Sinspawn fighter 5

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., sin-scent; Perception +13Defense

AC 24, touch 14, flat-footed 20 (+8 armor, +3 Dex, +1 dodge, +2 natural)**hp** 82 (3d8+5d10+37)**Fort** +9, **Ref** +5, **Will** +6 (+1 bonus on will saves vs fear)**Immune** mind-affecting effects; **SR** 13

Offense

Speed 40 ft.**Melee** +1 *greataxe* +14/+9 (1d12+10 / x3), bite +9 (1d6+2 plus sinful bite) or bite +11 (1d6+4 plus sinful bite), 2 claws +11 (1d4+4)with power attack +1 *greataxe* +12/+7 (1d12+16 / x3), bite +7 (1d6+2 plus sinful bite) or bite +9 (1d6+8 plus sinful bite), 2 claws +9 (1d4+8)

Statistics

Str 18, **Dex** 16, **Con** 18, **Int** 8, **Wis** 15, **Cha** 12**Base Atk** +7; **CMB** +11; **CMD** 25**Feats** Cleave, Dodge, Improved Initiative, Multiattack, Power Attack, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*)**Skills** Acrobatics +6, Climb +7, Intimidate +7, Perception +13, Stealth +8, Survival +8**Languages** Aklo, Thassilonian**SQ** martial proficiency**Gear** +2 *breastplate*, +1 *greataxe*

Special Abilities

Armor Training 1 (Ex) Reduce armor check penalty by 1 and increase the maximum Dex bonus allowed by 1 for any armor worn**Bravery (Ex)** +1 bonus on Will saves vs. fear**Martial Proficiency (Ex)** Sinspawn are proficient in all simple and martial weapons, armor, and shields (except tower shields).**Sin-Scent (Su)** Sinspawn have scent against creatures whose nature reflects the sinspawn's sin. For example, wrathful sinspawn can scent creatures using rage effects. The GM should adjudicate what creatures a particular sinspawn can scent.**Sinful Bite (Su)** A creature bitten by a sinspawn is overwhelmed with sinful thoughts (DC 12 Will save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered for 1 round if it fails its saving throw. *Calm emotions*, *remove curse*, or *break enchantment* negates the effects of sinful bite. The save DC is Charisma-based.**Weapon Training 1 (Ex)** Gain bonuses to attack and damage rolls for select weapon groups (Axes +1). This bonus is also added to CMB checks made with a weapon in a group, or CMD checks made to defend against weapons from these groups

Tactics

During Combat The sinspawn move to intercept intruders and prevent anyone from engaging the warriors of wrath for as long as they can hold the line. They attack with 3-point Power Attacks (included in the attack statistics above).**Morale** The sinspawn fight to the death.

Highlady Athroxis CR 15

XP 51,200

Female human fighter 2/evoker 5/eldritch knight 9

LE Medium humanoid

Init +2; **Senses** Perception +7

Defense

AC 27, touch 15, flat-footed 25 (+10 armor, +2 deflection, +2 Dex, +1 insight, +2 natural)

hp 117 (2d10+5d6+9d8+34)

Fort +14, **Ref** +9, **Will** +12 (+1 bonus on will saves vs fear)

Offense

Spd 30 ft., fly 60 ft. (good)

Melee +1 *flaming adamantine ranseur* +19/+14/+9 (2d4+8 / x3 plus 1d6 fire)

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

School Powers

Force Missile (Su) Cast a single Magic Missile dealing 1d4 damage (plus damage from Intense Spells). Usable 9/day

Intense Spells (Su) Add +2 damage to any evocation spell you cast that causes hit point damage (can not be split between multiple missiles/rays and this bonus damage is not increased by Empower Spell feat or other similar effects)

Spells Prepared (CL 13th, concentration +19, +17 melee touch, +16 ranged touch; 15% spell failure chance)

7th [DC 23] -- Spell Turning, Delayed Blast Fireball [dc25](s)

6th [DC 22] -- Contagious Flame [dc24], Cone of Cold [dc23](sti), Chain Lightning [dc24](s)

5th [DC 21] -- Cone of Cold [dc23], Scorching Ray [dc20](max), Vampiric touch [dc19](emp), Wall of Force [dc23], Pain Strike, Mass [dc23](s)

4th [DC 20] -- Fireball [dc21](sti), Shout [dc22], Magic Missile [dc19](emp)(sti) x2, Scorching Ray (emp), Detonate [dc22](s)

3rd [DC 19] -- Fly, Magic Weapon, Greater, Haste, Keen Edge, Magic Missile (emp), Lightning Bolt [dc21](s)

2nd [DC 18] -- Blindness/Deafness, False Life, Magic Missile [dc19](sti) x2, Mirror Image, Scorching Ray [dc20](s)

1st [DC 17] -- Magic Missile [dc19] x2, Ray of Enfeeblement, Shocking Grasp [dc19], True Strike x2, Flare Burst [dc19](s)

0 [DC 16] -- Detect Magic, Flare [dc18], Ray of Frost [dc18] x2

Prohibited Schools abjuration and conjuration

Statistics

Str 16, **Dex** 14, **Con** 14, **Int** 22, **Wis** 10, **Cha** 8

Base Atk +13; **CMB** +17; **CMD** 31

Feats Arcane Armor Training, Combat Expertise, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Craft Wand, Empower Spell, Greater Spell Focus (evocation), Iron Will, Maximize Spell, Power Attack, Spell Focus (evocation), Still Spell, Weapon Focus (ranseur), Weapon Specialization (ranseur)

Skills Acrobatics +17, Climb +9, Craft (weaponsmithing) +12, Craft (armorsmithing) +13, Fly +14, Intimidate +5, Knowledge (arcana) +25, Knowledge (dungeoneering) +25, Knowledge (local) +11, Knowledge (nobility) +11, Knowledge (planes) +13, Knowledge (religion) +13, Perception +7, Sense Motive +19, Spellcraft +25, Swim +8

Languages Abyssal, Thassilonian, Draconic, Infernal

SQ mark of wrath, summon familiar (none currently)

Combat Gear *wand of lightning bolt* (10th, 25 charges), *wand of clairvoyance/clairaudience* (32 charges); **Other Gear** +4 mithral breastplate, +1 adamantine flaming ranseur, amulet of natural armor +2, belt of physical might +2 (str & dex), headband

of vast intelligence +2 (knowledge dungeoneering), *ring of protection* +2, *cloak of resistance* +3, spell component pouch
Spellbook:

•0th Level Spells: *Read Magic; Acid Splash; Arcane Mark; Bleed; Cloak of Shade; Dancing Lights; Daze; Detect Magic; Detect Poison; Disrupt Undead; Flare; Ghost Sound; Light; Mage Hand; Mending; Message; Open/Close; Prestidigitation; Ray of Frost; Resistance;*

Spark; Touch of Fatigue

•1st Level Spells: *Magic Missile; Ray of Enfeeblement; Shocking Grasp; True Strike; Hydraulic Push; Ant Haul; Touch of Gracelessness; Gravity Bow; Flare Burst*

•2nd Level Spells: *Blindness/Deafness; False Life; Mirror Image; Scorching Ray; See Invisibility*

•3rd Level Spells: *Fly; Magic Weapon, Greater; Haste; Keen Edge; Lightning Bolt; Fireball; Vampiric touch*

•4th Level Spells: *Shout; Black Tentacles; River of Wind; Detonate*

•5th Level Spells: *Cone of Cold; Wall of Force; Hungry Pit; Pain Strike, Mass*

•6th Level Spells: *Chain Lightning; Repulsion; Shadow Walk; Disintegrate; Contagious Flame*

•7th Level Spells: *Reverse Gravity; Spell Turning; Waves of Exhaustion; Delayed Blast Fireball*

Special Abilities

Bravery (Ex) +1 bonus on Will saves vs. fear

Mark of Wrath (Su) Highlady Athroxis wears the mark of her rulership on her flesh—a faintly glowing tattoo-like rune on her forehead that moves through the generations from one ruler to the next. The *mark of wrath* provides her with a +1 insight bonus to AC and on attack and damage rolls. Once per day as a swift action, she can call upon the mark to protect her with a *fire shield* (CL 15th). If she is slain in combat, the mark of wrath transfers to the brow of her defeater. It can only be transferred again on that character's death at the hands of another, but can be removed with a successful *break*

enchantment against CL 20th. Once removed in this manner, it vanishes forever.

Tactics

Before Combat Athroxis casts *greater magic weapon* and *keen edge* on her ranseur daily, and *false life* on herself. When she sees the PCs reach area **K3**, she casts *fly* and *mirror image* on herself as well.

During Combat Athroxis casts *haste* immediately before combat begins, and then uses her *cone of cold* spells. She favors spells like *blindness/deafness* and her still spells, since they aren't impacted by her spell failure chance. When she engages in melee, she puts 3 points from her melee attacks into Combat Expertise.

Morale Athroxis fights to the death.

Shemhazian CR 16

XP 76,800

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

Init +4; **Senses** darkvision 60 ft., *detect good*, scent, *true seeing*; Perception +36

Defense

AC 31, touch 11, flat-footed 26 (+4 Dex, +1 dodge, +20 natural, -4 size)

hp 246 (17d10+153)

Fort +19, **Ref** +11, **Will** +18

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

Offense

Speed 40 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +25 (2d6+12 plus 2d4 Strength drain), 2 claws +25 (2d6+12), 2 pincers +23 (1d12+6), tail slap +23 (2d6+6)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Special Attacks paralyzing gaze, rend (2 claws, 2d6+18)

Spell-Like Abilities (CL 15th; concentration +18)

Constant—*detect good*, *fly*, *true seeing*

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

3/day—*clairaudience/clairvoyance*, *mass inflict serious wounds* (DC 20), *prying eyes*

1/day—*blasphemy* (DC 20), *summon* (level 5, 1 shemhazian 30% or 1d4 vrocks 60%)

Statistics

Str 35, **Dex** 19, **Con** 29, **Int** 10, **Wis** 26, **Cha** 16

Base Atk +17; **CMB** +33; **CMD** 48

Feats Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

Skills Bluff +23, Climb +20, Fly +2, Heal +28, Intimidate +23, Knowledge (religion) +20, Perception +36, Sense Motive +28; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Special Abilities

Paralyzing Gaze (Su) Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based.

Strength Drain (Su) A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A DC 27 Fortitude save reduces this amount to 1d4 points of Strength damage. The save DC is Constitution-based.

Tactics

During Combat The shemhazian demon follows Highlady Athroxis's commands when she gives them, serving as a bodyguard and helping to prevent foes from flanking her. As it was called, it can use its summon demons ability, doing so on the first round to summon some vrocks.

Morale The shemhazian fights to the death.

Karzoug Statue CR 16**XP 76,800**

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 27, touch 6, flat-footed 27 (-2 Dex, +21 natural, -2 size)**hp** 271 (42d10+40)**Fort** +14, **Ref** +12, **Will** +14**DR** 10/adamantine; **Immune** construct traits, magic

Offense

Speed 20 ft.**Melee** 2 slams +53 (4d8+13)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** slow

Statistics

Str 36, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +42; **CMB** +57; **CMD** 55

Special Abilities

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale 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). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Tactics

During Combat The stone golem uses *slow* on the party every chance it gets, moving to place itself in an optimal position before activating this power. It focuses its physical attacks on the character who created the *dominant runeforged weapon*. Fortunately for that character, his newly enhanced weapon bypasses all damage reduction possessed by the stone golem.

Morale Karzoug can maintain the golem's animation for only four rounds. If the PCs still live on round five, the statue spends a round just speaking, "This... this is not the last... come then, heroes. Seek me atop Mhar-Massif, if you value life so poorly. You should be honored to be the first fools executed under the banner of Shalast in ten thousand..." Karzoug is unable to finish his taunts, though, and the golem reverts to inanimate stone. It does not attack again.