**ADVANCED EMERALD AUTOMATONS (2) CR 6**

**XP 2,400 each**

N Medium construct (see page 154)

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

**Aura** electric aura (DC 14)

**DEFENSE**

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

**hp** 64 each (8d10+20)

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

**DR** 5/adamantine; **Immune** construct traits

**Weaknesses** magic dependent

**OFFENSE**

**Speed** 30 ft.

**Melee** guisarme +13 (2d4+7/×3) or

slam +13 (1d6+7)

**STATISTICS**

**Str** 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +8; **CMB** +13 (+12 sunder); **CMD** 24 (26 vs. sunder)

**Feats** Improved Sunder, Power Attack

**SQ** proficient

**SPECIAL ABILITIES**

**Electricity Aura (Su)** An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates). The save DC is Constitution-based.

**Magic Dependent (Su)** An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton’s magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage’s disjunction* effect as if it were a magic item.

**Proficient (Ex)** An emerald automaton is proficient with all simple and martial weapons.

**Brown Mold (CR 2)**: Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold,*instantly destroys it.

**FORBIDDANCE**

**School** abjuration; **Level** cleric 6

**Casting Time** 6 rounds

**Components** V, S, M (holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube), DF

**Range**medium (100 ft. + 10 ft./level)

**Area** 60-ft. cube/level (S)

**Duration** permanent

**Saving Throw** see text; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

*Forbiddance*seals an area against all planar travel into or within it. This includes all teleportation spells (such as [*dimension door*](http://paizo.com/pathfinderRPG/prd/spells/dimensionDoor.html#dimension-door)and [*teleport*](http://paizo.com/pathfinderRPG/prd/spells/teleport.html#teleport)*),*[plane shift](http://paizo.com/pathfinderRPG/prd/spells/planeShift.html#plane-shift)ing*,*astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

***lawful good***

*Alignments identical*: No effect. The creature may enter the area freely (although not by planar travel).

*Alignments different with respect to either law/chaos or good/evil*: The creature takes 6d6 points of damage. A successful [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save halves the damage, and [spell resistance](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) applies.

*Alignments different with respect to both law/chaos and good/evil*: The creature takes 12d6 points of damage. A successful [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save halves the damage, and [spell resistance](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) applies.

[*Dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#dispel-magic)does not dispel a *forbiddance*effect unless the dispeller's level is at least as high as your caster level.

**ARCANE LOCK**

**School**abjuration; **Level**sorcerer/wizard 2

**Casting Time**1 standard action

**Components**V, S, M (gold dust worth 25 gp)

**Range**touch

**Target**door, chest, or portal touched, up to 30 sq. ft./level in size

**Duration**permanent

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) no

An *arcane lock*spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock*without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful [*dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#dispel-magic)or [*knock*](http://paizo.com/pathfinderRPG/prd/spells/knock.html#knock)spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A [*knock*](http://paizo.com/pathfinderRPG/prd/spells/knock.html#knock)spell does not remove an *arcane lock;*it only suppresses the effect for 10 minutes.

**SPELL CRUCIBLE CR 10**

**XP 9,600**

**Type** magical; **Perception** DC 30; **Disable Device** DC 30

**EFFECTS**

**Trigger** proximity (*alarm*); **Reset** automatic

**Effect** The spell crucible summons three shadowfire elementals (see Creatures, below). Then the crucible makes a targeted *dispel magic* (CL 12th) against each non-elemental creature in the chamber. As long as the spell crucible is active, any creature casting a spell or using a spell-like ability in this room is immediately subject to a counterspell (*dispel magic*, CL 12th). If the crucible succeeds in dispelling an existing spell or counterspelling a spell being cast, the affected creature or caster is targeted by a *fireball* 1 round later (10-ft. burst, Reflex DC 14 half). The *fireball* deals 1d6 points of fire damage per level of the triggering creature’s dispelled spell (or the combined level of all spells if the crucible dispelled multiple spells on that creature).

**DISPEL MAGIC**

**School** abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range**medium (100 ft. + 10 ft./level)

**Target or Area** one spellcaster, creature, or object

**Duration** instantaneous

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) no

You can use *dispel magic*to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic*can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic*can take effect.

You choose to use *dispel magic*in one of two ways: a targeted dispel or a counterspell.

*Targeted Dispel*: One object, creature, or spell is the target of the *dispel magic*spell. You make one dispel check (1d20 + 12) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a [*wall of fire*](http://paizo.com/pathfinderRPG/prd/spells/wallOfFire.html#wall-of-fire)). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

*Counterspell*: When *dispel magic*is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic*may not work; you must make a dispel check to counter the other spellcaster's spell.

**LARGE SHADOWFIRE FIRE ELEMENTAL CR 7**

**XP 3,200**

N Large outsider (elemental, extraplanar, fire)

**Init** +10; **Senses** darkvision 60 ft., low-light vision; Perception +11

**DEFENSE**

**AC** 20, touch 16, flat-footed 13 (+6 Dex, +1 dodge, +4 natural, –1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +12, **Will** +4

**Defensive Abilities** fire absorption, incorporeal step, shadow blend (20% miss chance except in bright light); **DR** 5/—; **Immune** cold, elemental traits, fire; **Resist** electricity 10; **SR** 13

**OFFENSE**

**Speed** 50 ft.

**Melee** 2 slams +13 (1d8+3 plus shadow touch and burn)

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

**Special Attacks** burn (1d8 fire, DC 16), shadow touch (1d6 negative energy)

**Spell-Like Abilities** (CL 8; concentration +10)

1/day—*shadow step*UM

**STATISTICS**

**Str** 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15

**Base Atk** +8; **CMB** +12; **CMD** 29

**Feats** Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +15 (+23 when jumping), Climb +10, Escape Artist +13, Intimidate +11, Knowledge (planes) +5, Perception +11; **Racial Modifiers** +8 Acrobatics when jumping

**Languages** Ignan

***Incorporeal Step (Su)*:**When a shadow lord moves, it gains the incorporeal subtype and quality, including a deflection bonus to AC equal to its Charisma bonus. It loses the incorporeal subtype and special ability when it stops moving.

**SEUGATHI CR 6 (3)**

**XP 2,400**

CE Large [aberration](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#aberration)

**Init** +9; **Senses** darkvision 120 ft., [*detect thoughts*](http://paizo.com/pathfinderRPG/prd/spells/detectThoughts.html#detect-thoughts), tremorsense 30 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +15

**Aura** madness (30 ft.)

**DEFENSE**

**AC** 19, touch 14, flat-footed 14 (+4 armor, +5 Dex, +1 natural, –1 size)

**hp** 67 (9d8+27); fast healing 5

**Fort** +6, **Ref** +8, **Will** +9

**DR** 10/slashing or piercing; **Immune** mind-affecting effects, [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)); **SR** 17

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +11/+6 (1d8+3/19–20), bite +5 (1d8+1 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)))

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** confusion command

**Spell-Like Abilities** (CL 6th; concentration +10)

Constant—[*mage armor*](http://paizo.com/pathfinderRPG/prd/spells/mageArmor.html#mage-armor)

At will—[*detect thoughts*](http://paizo.com/pathfinderRPG/prd/spells/detectThoughts.html#detect-thoughts) (DC 16), [*levitate*](http://paizo.com/pathfinderRPG/prd/spells/levitate.html#levitate)

3/day—[*confusion*](http://paizo.com/pathfinderRPG/prd/spells/confusion.html#confusion) (DC 18), [*dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#dispel-magic), [*suggestion*](http://paizo.com/pathfinderRPG/prd/spells/suggestion.html#suggestion) (DC 17)

1/day—[*mind fog*](http://paizo.com/pathfinderRPG/prd/spells/mindFog.html#mind-fog) (DC 19), [*phantasmal killer*](http://paizo.com/pathfinderRPG/prd/spells/phantasmalKiller.html#phantasmal-killer) (DC 18)

**STATISTICS**

**Str** 16, **Dex** 20, **Con** 17, **Int** 14, **Wis** 17, **Cha** 19

**Base Atk** +6; **CMB** +10; **CMD** 25 (can't be tripped)

**Feats** [Ability Focus](http://paizo.com/pathfinderRPG/prd/monsters/monsterFeats.html#ability-focus) (aura of madness), [Combat Casting](http://paizo.com/pathfinderRPG/prd/feats.html#combat-casting), [Combat Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#combat-reflexes), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-finesse)

**Skills** [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +17, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (religion) +14, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +15, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +12, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +13, [Use Magic Device](http://paizo.com/pathfinderRPG/prd/skills/useMagicDevice.html#use-magic-device) +16

**Languages** Aklo, Undercommon; telepathy 100 ft.

**SQ** item use

**SPECIAL ABILITIES**

**Aura of Madness (Su)** Any sane being within 30 feet of a conscious seugathi must make a DC 20 Will save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the [*insanity*](http://paizo.com/pathfinderRPG/prd/spells/insanity.html#insanity) spell. A seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

**Confusion Command (Su)** As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

**Item Use (Ex)** A seugathi can utilize spell trigger devices as if it were a spellcaster of the appropriate class. As a free action by touch, it can identify all spell trigger properties an item has. [Use Magic Device](http://paizo.com/pathfinderRPG/prd/skills/useMagicDevice.html#use-magic-device) is a class skill for seugathis.

[**Poison**](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su))**(Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis and deafness; *cure* 2 consecutive saves. Deafness persists as long as the ability damage caused by the [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)) lasts. The save DC is Constitution-based.

**MIND FOG**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range**medium (100 ft. + 10 ft./level)

**Effect** fog spreads in 20-ft. radius, 20 ft. high

**Duration** 30 minutes and 2d6 rounds; see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

*Mind fog*produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog*take a –10 penalty on [Wisdom](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#wisdom) checks and [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

**LEVITATE**

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (a leather loop or golden wire bent into a cup shape)

**Range** personal or close (25 ft. + 5 ft./2 levels)

**Target** you or one willing creature or one object (total weight up to 100 lbs./level)

**Duration** 1 min./level (D)

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) no

*Levitate*allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated*,*and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

**MAGIC MISSILE**

**School** evocation [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range**medium (100 ft. + 10 ft./level)

**Targets** up to five creatures, no two of which can be more than 15 ft. apart

**Duration** instantaneous

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th.

**CEPHALOPHORE CR 8 (2)**

**XP 4,800**

N Large construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +1

**DEFENSE**

**AC** 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)

**hp** 96 (12d10+30)

**Fort** +4, **Ref** +6, **Will** +5

**Defensive Abilities** shatter weapon; **Immune** construct traits; **SR** 20

**OFFENSE**

**Speed** 20 ft.

**Melee** 2 slams +18 (2d6+7 plus dazing strike)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** dazing gaze

**STATISTICS**

**Str** 25, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 1

**Base Atk** +12; **CMB** +20; **CMD** 32

**SQ** shatter weapon, statue form

**SPECIAL ABILITIES**

**Dazing Gaze (Su)** A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

**Dazing Strike (Su)** A creature struck by the cephalophore's slam attack must succeed at a DC 16 Will save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

**Shatter Weapon (Ex)** When a character strikes a cephalophore with a weapon, the weapon takes 3d6 points of damage (apply its hardness normally). A weapon that takes damage in excess of its hardness gains the broken condition.

**Statue Form (Ex)** If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

**MUMMY CR 5 (2)**

**XP 1,600**

LE Medium [undead](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#undead)

**Init** +0; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +16

**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

**DEFENSE**

**AC** 20, touch 10, flat-footed 20 (+10 natural)

**hp** 60 (8d8+24)

**Fort** +4, **Ref** +2, **Will** +8

**DR** 5/—; **Immune** [undead traits](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#undead-traits)

**Weaknesses** vulnerable to fire

**OFFENSE**

**Speed** 20 ft.

**Melee** slam +14 (1d8+10 plus mummy rot)

**STATISTICS**

**Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

**Base** **Atk** +6; **CMB** +13; **CMD** 23

**Feats** [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Toughness](http://paizo.com/pathfinderRPG/prd/feats.html#toughness), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception)), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (slam)

**Skills** [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +16, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +11

**Languages** Common

**SPECIAL ABILITIES**

**Despair (Su)** All creatures within a 30-foot radius that see a mummy must make a DC 16 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 16; *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*](http://paizo.com/pathfinderRPG/prd/spells/resurrection.html#resurrection)or greater magic. The save DC is Charisma-based.

**BEBILITH CR 10**

**XP 9,600**

CE Huge [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) (chaotic, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +16

**DEFENSE**

**AC** 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, –2 size)

**hp** 150 (12d10+84)

**Fort** +15, **Ref** +11, **Will** +7

**DR** 10/good

**OFFENSE**

**Speed** 40 ft., climb 20 ft.

**Melee** bite +19 (2d6+9 plus rot) and 2 claws +19 (2d4+9/19–20)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** dismantle armor, penetrating strike, [web](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#web) (+11 ranged, DC 23, 12 hp)

**Spell-Like Abilities** (CL 12th)

At will—[*plane shift*](http://paizo.com/pathfinderRPG/prd/spells/planeShift.html#plane-shift) (bebilith only)

**STATISTICS**

**Str** 28, **Dex** 12, **Con** 24, **Int** 11, **Wis** 13, **Cha** 13

**Base Atk** +12; **CMB** +23; **CMD** 34 (46 vs. trip)

**Feats**[Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Improved Critical](http://paizo.com/pathfinderRPG/prd/feats.html#improved-critical) (claws), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#iron-will), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +16, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +32, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +16, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +16, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +16, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +16; **Racial Modifiers** +8 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**Languages** Abyssal (cannot speak); [telepathy](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#telepathy) 100 ft.

**SPECIAL ABILITIES**

**Dismantle Armor (Ex)** If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

**Penetrating Strike (Su)** A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

**Rot (Su)** A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. [*Heal*](http://paizo.com/pathfinderRPG/prd/skills/heal.html#heal) can also halt the rot effect. The save DC is Constitution-based.

**BEARDED DEVIL (BARBAZU) CR 5 (2)**

**XP 1,600**

LE Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([devil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#devil-subtype), [evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#extraplanar-subtype), [lawful](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#lawful-subtype))

**Init** +6; **Senses** darkvision 60 ft., see in darkness; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +10

**DEFENSE**

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +7, **Will** +3

**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

**OFFENSE**

**Speed** 40 ft.

**Melee** glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

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

**Special Attacks**beard

**Spell-Like Abilities**(CL 12th)

At will—[*greater teleport*](http://paizo.com/pathfinderRPG/prd/spells/teleport.html#teleport-greater)(self plus 50 lbs. of objects only)

1/day—[summon](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#summon) (level 3, 1 bearded devil or 6 lemures, 50%)

**STATISTICS**

**Str** 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk**+6; **CMB** +10; **CMD** 22

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (glaive)

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +13, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +7, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +10, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +6, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +11

**Languages** Celestial, Common, Draconic, Infernal; [telepathy](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#telepathy) 100 ft.

**SPECIAL ABILITIES**

**Beard (Ex)**If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

*Devil Chills*: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str [damage](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#ability-damage-and-drain); *cure* 3 consecutive saves.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) damage. [Bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) caused from an infernal wound is particularly difficult to stanch—a DC 17 [Heal](http://paizo.com/pathfinderRPG/prd/skills/heal.html#heal) check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

**YARRIX CR 10**

**XP 9,600**

Female variant mummy cleric of Hastur 7 (*Pathfinder RPG Bestiary* 210)

NE Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +20

**Aura** despair (30 ft., DC 17)

**DEFENSE**

**AC** 24, touch 13, flat-footed 23 (+1 armor, +2 deflection, +1 Dex, +10 natural)

**hp** 134 (15 HD; 8d8+7d8+67)

**Fort** +11, **Ref** +6, **Will** +17; +2 vs. mind–affecting

**DR** 5/—; **Immune** undead traits; **Resist** fire 10

**Weaknesses** vulnerable to cold

**OFFENSE**

**Speed** 20 ft.

**Melee** slam +20 (1d8+11 plus mummy rot [DC 17])

**Ranged** ray +13 ranged touch

**Special Attacks** channel negative energy 6/day (DC 18, 4d6)

**Domain Spell-Like Abilities** (CL 7th; concentration +12)

8/day—touch of evil (3 rounds)

**Cleric Spells Prepared** (CL 7th; concentration +12)

4th—*aura of doom* UM (DC 20), *death ward*, *unholy blight*D (DC 20)

3rd—*fly*D, *magic vestment* (already cast), *prayer* (already cast), *vision of hell* UM (already cast)

2nd—*dread bolt* UM (2, DC 18), *levitate*D, *silence* (DC 17), *summon monster II*

1st—*bane* (DC 16), *command* (2, DC 17), *doom* (DC 17), *feather fall*, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *light*, *read magic*

**D** domain spell; **Domains** Evil, Void ISWG

**TACTICS**

**Before Combat** Yarrix casts *magic vestment*, *vision of hell*, and *prayer*.

**During Combat** Yarrix’s despair aura affects PCs as soon as they see her. If Yarrix’s spells are exhausted, she uses bleeding touch and enters melee, using Power Attack.

**Morale** Yarrix fights until destroyed.

**Base Statistics** Without *magic vestment* and *prayer*, Yarrix’s statistics are **AC** 23, touch 13, flat-footed 22; **Fort** +10, **Ref** +5, **Will** +16; **Melee** slam +19 (1d8+10 plus mummy rot [DC 17]); **Ranged** ray +12 ranged touch; **Skills** Knowledge (planes, religion) +15, Perception +19, Spellcraft +9, Stealth +12.

**STATISTICS**

**Str** 24, **Dex** 12, **Con** —, **Int** 10, **Wis** 20, **Cha** 17

**Base Atk** +11; **CMB** +18; **CMD** 31

**Feats** Combat Casting, Improved Channel, Power Attack, Skill Focus (Perception), Spell Focus (evocation, necromancy), Toughness, Weapon Focus (slam)

**Skills** Knowledge (planes, religion) +16, Perception +20, Spellcraft +10, Stealth +13

**Languages** Aklo, Common

**Gear** *ring of protection +2*

**DREAD BOLT**

**School** evocation [evil]; **Level** cleric 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** arrow-shaped projectile of evil energy

**Duration** instantaneous (1d4 rounds)

**Saving Throw** Will partial (see text); **Spell Resistance** yes

You unleash a crackling missile of darkness from your unholy symbol at any one target in range as a ranged touch attack.

A good creature struck by *dread bolt* takes 3d8 points of damage (maximum 5d8). A good outsider instead takes 7d6 points of damage (maximum 10d6) and is sickened for 1 round. A successful Will save reduces the damage to half and negates the sickened effect. This spell deals only half damage to creatures that are neither good nor evil, and they are not sickened. The bolt has no effect on evil creatures.

**AURA OF DOOM**

**School** necromancy [emotion, fear, mind-affecting]; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (powdered bone)

**Range** personal

**Area** 20-ft.-radius emanation centered on you

**Duration** 10 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

You emanate an almost palpable aura of horror. All non-allies within this spell's area, or that later enter the area, must make a Will save to avoid becoming shaken. A successful save suppresses the effect. Creatures that leave the area and come back must save again to avoid being affected by the effect.

**UNHOLY BLIGHT**

**School** evocation [evil]; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S

**Range**medium (100 ft. + 10 ft./level)

**Area** 20-ft.-radius spread

**Duration** instantaneous (1d4 rounds); see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) partial; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 3d8 points of damage (maximum 5d8) to a good creature (or 7d6 per caster level, maximum 10d6, to a good outsider) and causes it to be [sickened](http://paizo.com/pathfinderRPG/prd/glossary.html#sickened) for 1d4 rounds. A successful [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save reduces damage to half and negates the [sickened](http://paizo.com/pathfinderRPG/prd/glossary.html#sickened) effect. The effects cannot be negated by [*remove disease*](http://paizo.com/pathfinderRPG/prd/spells/removeDisease.html#remove-disease)or [*heal*](http://paizo.com/pathfinderRPG/prd/spells/heal.html#heal)*,*but [*remove curse*](http://paizo.com/pathfinderRPG/prd/spells/removeCurse.html#remove-curse)is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not [sickened](http://paizo.com/pathfinderRPG/prd/glossary.html#sickened). Such a creature can reduce the damage by half again (down to one-quarter) with a successful [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save.