

TOPHET CR 10

XP 9,600

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +1

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +5

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

OFFENSE

Speed 20 ft.

Melee bite +21 (2d6+8 plus [grab](#)), 2 slams +21 (1d6+8)

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

Special Attacks swallow whole (no damage [see below], AC 18, 40 hp), [trample](#) (2d6+12, DC 25)

STATISTICS

Str 26, **Dex** 8, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +14; **CMB** +23 (+27 grapple); **CMD** 32 (36 vs. trip)

SQ conductive

SPECIAL ABILITIES

Conductive (Ex) Anytime a tophet is affected by an effect that deals fire damage, determine how much damage the construct would have taken if it were not immune to fire. Creatures currently swallowed whole by the construct take fire damage equal to half of this amount.

Swallow Whole (Ex) Once swallowed by a tophet, an opponent takes no damage, but is trapped inside the creature's hollow interior. The construct's maw locks down, preventing creatures from climbing back out. A creature can attempt to hack or smash its way out as normal, but a tophet's stomach has hit points equal to one-tenth its actual hit points plus its bonus hit points for being a construct (totalling 40 hit points for most tophets). Alternatively, a swallowed creature can attempt to pick the lock on the iron hatch in the tophet's stomach by making a DC 30 [Disable Device](#) check. If a creature exits by picking the lock, the tophet closes its hatch and can swallow whole again. These locks can also be picked from the outside, but only after the tophet is slain. A Large tophet's belly can hold 1 Medium creature at a time.

IMP CR 2**XP 600**

LE Tiny [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))

Init +3; **Senses** darkvision 60 ft., [detect good](#), [detect magic](#), see in darkness; [Perception](#) +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 16 (3d10); [fast healing](#) 2

Fort +1, **Ref** +6, **Will** +4

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

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +8 (1d4 plus [poison](#))

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

Constant—[detect good](#), [detect magic](#)

At will—[invisibility](#) (self only)

1/day—[augury](#), [suggestion](#) (DC 15)

1/week—[commune](#) (6 questions, CL 12th)

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +1; **CMD** 15

Feats [Dodge](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +9, [Bluff](#) +8, [Fly](#) +21, [Knowledge](#) (arcana) +7, [Knowledge](#) (planes) +7, [Perception](#) +7, [Spellcraft](#) +7

Languages Common, Infernal

SQ [change shape](#) (boar, giant spider, rat, or raven, [beast shape I](#))

SPECIAL ABILITIES

Poison (Ex) Sting—*injury*; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

ALLIP CR 3

XP 800

CE Medium undead ([incorporeal](#))

Init +5; **Senses** darkvision 60 ft.; [Perception](#) +7

Aura babble (60 ft., DC 15)

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 30 (4d8+12)

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

Defensive Abilities [channel resistance](#) +2, [incorporeal](#); **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee [incorporeal](#) touch +4 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 17

Feats [Improved Initiative](#), [Lightning Reflexes](#)

Skills [Fly](#) +16, [Intimidate](#) +10, [Perception](#) +7, [Stealth](#) +8

Languages Aklo, Common

SQ madness

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

HUGE GIBBERING MOUTHER CR 8

XP 4,800

Advanced gibbering mouter (*Pathfinder RPG Bestiary* 153)

N Huge aberration

Init +5; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, –2 size)

hp 124 (8d8+88)

Fort +13, **Ref** +5, **Will** +7

Defensive Abilities all-around vision, amorphous, **DR** 5/ bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bite +9 (1d8+4 plus grab)

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

Special Attacks blood drain (1d4 bite plus 1 Con), engulf (6d4 plus 2 Con damage, AC 15, 12 hp), gibbering (DC 25), ground manipulation, spittle (+7 ranged touch, DC 25)

STATISTICS

Str 18, **Dex** 13, **Con** 32, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 23 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Focus (bite)

Skills Perception +12, Swim +19

Languages Aklo

SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering mouter sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering mouter's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouter's body, where several of its mouths continue to feed and drain blood. A gibbering mouter can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouter's damage reduction still applies to those inside), the mouter simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering mouter can emit a cacophony of maddening sound. All creatures other than gibbering mouters within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouter's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering mouter can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouter moves off of the location. A gibbering mouter can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering mouter can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

SPIRE-WARPED CREEPER CR 10

XP 9,600

Advanced variant yellow musk creeper (*Pathfinder RPG Bestiary* 285)

N Huge plant

Init +4; **Senses** low-light vision, tremorsense 30 ft.; **Perception** +0

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, –2 size)

hp 126 (12d8+72)

Fort +14, **Ref** +8, **Will** +4

Immune plant traits

OFFENSE

Speed 5 ft.

Melee 3 tendrils +18 (1d4+11)

Space 20 ft.; **Reach** 30 ft.

Special Attacks create yellow musk zombie (2d4 Int), pollen spray (+12 ranged touch, DC 22)

STATISTICS

Str 33, **Dex** 19, **Con** 22, **Int** —, **Wis** 11, **Cha** 8

Base Atk +9; **CMB** +22; **CMD** 36 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 2d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +12 ranged touch attack to strike the target, who must then succeed on a DC 22 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

SPIRE-WARPED YELLOW MUSK ZOMBIES (6) CR 5

XP 1,600 each

Variant yellow musk zombie (*Pathfinder RPG Bestiary* 285, 288)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 59 each (7d8+28)

Fort +5, **Ref** +4, **Will** +5

Defensive Abilities thorns; **DR** 5/slashing; **Immune** plant traits

OFFENSE

Speed 30 ft.

Melee slam +12 (1d6+10 plus 1d6 piercing)

STATISTICS

Str 25, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 16

Base Atk +5; **CMB** +12; **CMD** 24

Feats Toughness

SQ staggered

SPECIAL ABILITIES

Thorns (Ex) Any creature that strikes the zombie with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage. Creatures using melee weapons with reach are unaffected by this ability. Creatures that successfully grapple the zombie take 2d6 points of piercing damage.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

GIANT FLYTRAPCR 10

XP 9,600

N Huge [plant](#)

Init +8; **Senses** low-light vision, [tremorsense](#) 60 ft.; [Perception](#) +10

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, –2 size)

hp 149 (13d8+91)

Fort +17, **Ref** +8, **Will** +5

Immune plant traits; **Resist** acid 20

OFFENSE

Speed 10 ft.

Melee 4 bites +15 (1d8+7 plus [grab](#))

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

Special Attacks engulf

STATISTICS

Str 25, **Dex** 18, **Con** 25, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

Feats [Cleave](#), [Great Fortitude](#), [Improved Initiative](#), [Power Attack](#), [Skill Focus \(Stealth\)](#), [Vital Strike](#), [Weapon Focus](#) (bite)

Skills [Perception](#) +10, [Stealth](#) +9 (+17 in undergrowth); **Racial Modifiers** +8 [Stealth](#) in undergrowth

SPECIAL ABILITIES

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

NIMTHRIA AND KATYALA SUCCUBI CR 7

XP 3,200

CE Medium [outsider](#) ([chaotic](#), [demon](#), [evil](#), [extraplanar](#))

Init +3; Senses darkvision 60 ft., detect good; [Perception](#) +21,

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 84 (8d10+40)

Fort +7, Ref +9, Will +10

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

OFFENSE

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

Melee 2 claws +11 (1d6+1)

Special Attacks [energy drain](#), profane gift

Spell-Like Abilities (CL 12th)

Constant—[detect good](#), [tongues](#)

At will—[charm monster](#) (DC 22), [detect thoughts](#) (DC 20), [ethereal jaunt](#) (self plus 50 lbs. of objects only), [suggestion](#) (DC 21), [greater teleport](#) (self plus 50 lbs. of objects only), [vampiric touch](#)

1/day—[dominate person](#) (DC 23), [summon](#) (level 3, 1 babau 50%)

STATISTICS

Str 13, Dex 17, Con 20, Int 18, Wis 14, Cha 27

Base Atk +8; CMB +11; CMD 22

Feats [Agile Maneuvers](#), [Combat Reflexes](#), [Iron Will](#), [Weapon Finesse](#)

Skills [Bluff](#) +27, [Diplomacy](#) +19, [Disguise](#) +19, [Escape Artist](#) +11, [Fly](#) +14, [Intimidate](#) +16,

[Knowledge](#) (local) +15, [Perception](#) +21, [Sense Motive](#) +13, [Stealth](#) +14; Racial Modifiers +8 [Bluff](#), +8 [Perception](#)

Languages Abyssal, Celestial, Common, Draconic; [tongues](#), [telepathy](#) 100 ft.

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

Gear Nimthria wears a *necklace of fireballs type VI*, and Katyala wears a *ring of the ram* (21 charges).

In combat, Katyala might try to use the ring to knock a PC into the tub of sludge.

SPECIAL ABILITIES

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 22 Will save to negate the [suggestion](#). The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

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).

FIENDISH BASILISK CR 6

XP 1,600

N Medium [magical beast](#)

Init –1; **Senses** darkvision 60 ft., low-light vision; [Perception](#) +10

DEFENSE

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural) **SR** 11

hp 52 (7d10+14)

Fort +9, **Ref** +4, **Will** +5

DR 5/good; **Resist Cold and Fire** 10

OFFENSE

Speed 20 ft.

Melee bite +10 (1d8+4)

Special Attacks [gaze](#);

Special Attacks smite good 1/day as a swift action

STATISTICS

Str 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 19 (31 vs. trip)

Feats [Blind-Fight](#), [Great Fortitude](#), [Iron Will](#), [Skill Focus](#) ([Perception](#))

Skills [Perception](#) +10, [Stealth](#) +10; **Racial Modifiers** +4 [Stealth](#)

SPECIAL ABILITIES

Gaze (Ex) Turn to stone permanently (as [flesh to stone](#)), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

HELLWASP SWARM CR 8

LE Diminutive vermin ([extraplanar](#), swarm)

Init +10; **Senses** darkvision 60 ft.; [Perception](#) +4

DEFENSE

AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)

hp 90 (12d8+36)

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

DR 10/good; **Immune** swarm traits, weapon damage; **Resist** [fire](#) 10

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (3d6 plus [distraction](#) and [poison](#))

Space 10 ft.; **Reach** 0 ft.

Special Attacks [distraction](#) (DC 18), inhabit

STATISTICS

Str 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** —; **CMD** —

Feats [Ability Focus](#) ([poison](#)), [Dodge](#), [Improved Initiative](#), [Iron Will](#), [Skill Focus](#) ([Perception](#)), [Toughness](#)

Skills [Fly](#) +25, [Perception](#) +4, [Stealth](#) +24

Languages Infernal

SPECIAL ABILITIES

Inhabit (Ex) A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's DR, resistances, and immunities may negate some or all of this damage.

When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own [poison](#) and control the victim's movement and actions as if using [dominate monster](#). Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour.

A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a [Disguise](#) check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A [remove disease](#) or [heal](#) spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex) [Swarm](#)—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

INTELLECT DEVOURER CR 8

CE Small [aberration](#)

Init +10; **Senses** blindsight 60 ft., [detect magic](#); [Perception](#) +19

DEFENSE

AC 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)

hp 84 (8d8+48)

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

DR 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23

Weaknesses vulnerability to [protection from evil](#)

OFFENSE

Speed 40 ft.

Melee 4 claws +13 (1d4+1)

Special Attacks body thief, sneak attack +3d6

Spell-Like Abilities (CL 8th)

Constant—[detect magic](#)

At will—[confusion](#) (DC 17, single target only), [daze monster](#) (DC 15, no HD limit), [inflict serious wounds](#) (DC 16), [invisibility](#), [reduce size](#) (as [reduce person](#) but self only)

3/day—[cure moderate wounds](#), [globe of invulnerability](#)

STATISTICS

Str 12, **Dex** 23, **Con** 21, **Int** 16, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 22 (26 vs. trip)

Feats [Improved Initiative](#), [Iron Will](#), [Toughness](#), [Weapon Finesse](#)

Skills [Bluff](#) +19, [Disguise](#) +11, [Knowledge](#) (local) +14, [Perception](#) +19, [Sense](#)

[Motive](#) +8, [Stealth](#) +29, [Use Magic Device](#) +11; **Racial Modifiers** +8 [Bluff](#), +8 [Perception](#), +8 [Stealth](#)

Languages Undercommon (cannot speak); [telepathy](#) 100 ft.

SPECIAL ABILITIES

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a [dominate monster](#) spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via [gentle repose](#)). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but [resurrection](#) or more powerful magic can.

Vulnerable to Protection from Evil (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a [protection from evil](#) spell.

DEVOURER CR 11

NE Large [undead](#) ([extraplanar](#))

Init +7; **Senses** darkvision 60 ft.; [Perception](#) +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities spell deflection, [undead traits](#); **SR** 22

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +18 (1d8+9 plus [energy drain](#))

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

Special Attacks devour soul, [energy drain](#) (1 level, DC 20 fortitude)

Spell-Like Abilities (CL 18th)

At will—[animate dead](#)^{4th}, [bestow curse](#)^{4th} (DC 19), [confusion](#)^{4th} (DC 19), [control undead](#)^{7th} (DC 22), [death knell](#)^{2nd} (DC 17), [ghoul touch](#)^{2nd} (DC 17), [inflict serious wounds](#)^{3rd} (DC 18), [lesser planar ally](#)^{4th}, [ray of enfeeblement](#)^{1st}, [spectral hand](#)^{2nd}, [suggestion](#)^{3rd} (DC 18), [true seeing](#)^{6th}, [vampiric touch](#)^{3rd} (DC 18)

STATISTICS

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

Base Atk +10; **CMB** +20; **CMD** 33

Feats [Blind-Fight](#), [Cleave](#), [Combat Casting](#), [Combat Expertise](#), [Improved Initiative](#), [Improved Sunder](#), [Power Attack](#)

Skills [Bluff](#) +19, [Diplomacy](#) +14, [Fly](#) +19, [Intimidate](#) +19, [Knowledge](#) (arcana) +21, [Knowledge](#) (planes) +18, [Perception](#) +20, [Sense Motive](#) +17, [Spellcraft](#) +21, [Stealth](#) +6

Languages Abyssal, Celestial, Common, Infernal; [telepathy](#) 100 ft.

SPECIAL ABILITIES

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a [slay living](#) spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a [miracle](#) or [wish](#). The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: [banishment](#), [chaos hammer](#), [confusion](#), [crushing despair](#), [detect thoughts](#), [dispel evil](#), [dominate person](#), [fear](#), [geas/quest](#), [holy word](#), [hypnotism](#), [imprisonment](#), [magic jar](#), [maze](#), [suggestion](#), [trap the soul](#), or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

BESTOW CURSE

School necromancy; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

Saving Throw [Will](#) negates; [Spell Resistance](#) yes

You place a curse on the subject. Choose one of the following.

- –6 decrease to an ability score (minimum 1).
- –4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a [break enchantment](#), [limited wish](#), [miracle](#), [remove curse](#), or [wish](#) spell.

GHOUL TOUCH

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

Casting Time 1 standard action

Components V, S, M (cloth from a ghoul or earth from a ghoul's lair)

Range touch

Target living humanoid touched

Duration 1d6+2 rounds

Saving Throw [Fortitude](#) negates; [Spell Resistance](#) yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A [paralyzed](#) subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become [sickened](#) ([Fortitude](#) negates). A [neutralize poison](#) spell removes the effect from a [sickened](#) creature, and creatures immune to poison are unaffected by the stench. This is a poison effect.

RAY OF ENFEBLEMENT

School necromancy; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Effect ray

Duration 1 round/level

Saving Throw [Fortitude](#) half; [Spell Resistance](#) yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to [Strength](#) equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's [Strength](#) score cannot drop below 1. A successful [Fortitude](#) save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

BEARDED DEVIL (BARBAZU) CR 5

XP 1,600

LE Medium [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))

Init +6; **Senses** darkvision 60 ft., see in darkness; [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](#) (self plus 50 lbs. of objects only)

1/day—[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](#), [Power Attack](#), [Weapon Focus](#) (glaive)

Skills [Climb](#) +13, [Intimidate](#) +7, [Perception](#) +10, [Sense Motive](#) +6, [Stealth](#) +11

Languages Celestial, Common, Draconic, Infernal; [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](#); *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](#) damage. [Bleed](#) caused from an infernal wound is particularly difficult to stanch—a DC 17 [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](#) effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.