

Human ranger (skirmisher) 5 (*Pathfinder RPG Advanced Player's Guide* 128)

LN Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 42 each (5d10+10)

Fort +5, **Ref** +6, **Will** +3; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk scimitar +10 (1d6+3/18–20)

Ranged mwk composite longbow +8 (1d8+3/×3)

Special Attacks combat style (archery), **avored enemy** (humans +4, native outsiders +2), **hateful attack**

TACTICS

During Combat The legionnaires employ their bows and scimitars to strike down perceived criminals, preferring divine spellcasters and favored enemies as targets and using their hateful attack ability. After the first few rounds of combat, they begin dealing nonlethal damage so long as they appear to have a clear advantage; against powerful enemies, the legionnaires deal lethal damage. They try to take at least one prisoner for questioning later.

Morale Once all but one of the legionnaires have fallen, the last soldier attempts to withdraw and seek reinforcements.

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Endurance, Precise Shot, Skill Focus (Perception), Weapon Focus (scimitar), Godless Healing

Skills Heal +6, Intimidate +6, Knowledge (local) +5, Knowledge (religion) +5, Perception +13, Sense Motive +7, Stealth +9, Survival +10

Languages Common, Osiriani

SQ favored terrain (desert +2), hunter's bond (companions), hunter's tricks 4/day (hateful attack), track +2, wild empathy +4

Gear +1 leather lamellar, mwk composite longbow with 20 arrows, mwk scimitar, *elixir of truth*, *robe of the pure legion* +1, lock (good), manacles

SPECIAL ABILITIES

Godless Healing (Su) Once per day when a Pure Legionnaire has half her total hit points or fewer, she may heal herself of an amount of damage equal to 1d8 plus her total Hit Dice as a **move action**.

Hateful Attack (Ex): 4/day: The Ranger can use this trick as a **free action** when he makes an attack against one of his favored enemies. The Ranger doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

PURE LEGION ENFORCERS (3)**CR 7**

Human ranger (skirmisher) 8

LN Medium humanoid (human)

Init +2; **Senses** Perception +16**DEFENSE****AC** 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)**hp** 72 each (8d10+24)**Fort** +7, **Ref** +8, **Will** +4; +2 vs. divine spells**OFFENSE****Speed** 30 ft.**Melee** +1 scimitar +14/+9 (1d6+7/18–20)**Ranged** mwk composite longbow +11/+6 (1d8+4/x3)**Special Attacks** combat style (archery), **avored enemy** (humans +4, native outsiders +2), **hateful attack****TACTICS**

During Combat The legionnaires employ their bows and scimitars to strike down perceived criminals, preferring divine spellcasters and favored enemies as targets and using their hateful attack ability. After the first few rounds of combat, they begin dealing nonlethal damage so long as they appear to have a clear advantage; against powerful enemies, the legionnaires deal lethal damage. They try to take at least one prisoner for questioning later.

Morale Once all but one of the legionnaires have fallen, the last soldier attempts to withdraw and seek reinforcements.

STATISTICS**Str** 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +8; **CMB** +12; **CMD** 25**Feats** Dodge, Endurance, Point-Blank Shot, Precise Shot, Skill Focus (Perception), Toughness, Weapon Focus (scimitar), Godless Healing**Skills** Heal +6, Intimidate +9, Knowledge (local) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +12, Survival +13**Languages** Common, Osiriani**SQ** favored terrain (desert +4, urban +2), hunter's bond (companions), hunter's tricks 6/day (hateful attack, uncanny senses), swift tracker, track +4, wild empathy +7, woodland stride**Gear** +1 leather lamellar, +1 scimitar, mwk composite longbow with 20 arrows, *elixir of truth*, *robe of the pure legion* +2, lock (good), manacles**SPECIAL ABILITIES**

Godless Healing (Su) Once per day when a Pure Legionnaire has half her total hit points or fewer, she may heal herself of an amount of damage equal to 1d8 plus her total Hit Dice as a **move action**.

Hateful Attack (Ex): 6/day*: The Ranger can use this trick as a **free action** when he makes an attack against one of his favored enemies. The Ranger doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

Uncanny Senses (Ex): 6/day*: As an **immediate action**, the Ranger gains a +10 insight bonus on Perception checks for 1 round.

*6 uses per day is shared between Hateful Attack and Uncanny senses

Guard**CR 1**

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3**DEFENSE****AC** 18, touch 10, flat-footed 18 (+8 armor)**hp** 19 (3d10+3)**Fort** +4, **Ref** +1, **Will** +1**OFFENSE****Speed** 20 ft.**Melee** halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)

w/ Power Attack halberd +4 (1d10+6/×3) or heavy flail +4 (1d10+6/19–20) or sap +4 (1d6+4 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)**Special Attacks** improved sunder (+2 to CMB when sundering, no AoO)**STATISTICS****Str** 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)**Feats** Alertness, Improved Sunder, Power Attack**Skills** Intimidate +5, Perception +3, Ride –3, Sense Motive +2**Languages** Common**Combat Gear** *oils of magic weapon* (2), *potions of cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp**Shopkeep****CR 1**

Human expert 3

N Medium humanoid

Init +0; **Senses** Perception +8**DEFENSE****AC** 10, touch 10, flat-footed 10**hp** 13 (3d8)**Fort** +1, **Ref** +1, **Will** +4**OFFENSE****Speed** 30 ft.**Melee** dagger +1 (1d4–1/19–20)**Ranged** dagger +2 (1d4–1/19–20)**STATISTICS****Str** 9, **Dex** 10, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12**Base Atk** +2; **CMB** +1; **CMD** 11**Feats** Alertness, Deceitful, Skill Focus (Profession [merchant])**Skills** Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +8, Profession (merchant) +10, Sense Motive +9**Languages** Common, Dwarven, Gnome, Halfling**Combat Gear** smokestick (10ft cube, 1 minute wind disperses), tanglefoot bag (10ft range increment, DC15R or be stuck to floor, half move if saves, 2d4 rds); **Other Gear** dagger, disguise kit, heavy horse and wagon, 433 gp worth of trade goods

NE Large outsider (daemon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +15

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 68 (8d10+24) plus 3 temps

Fort +10, **Ref** +4, **Will** +9

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10; blind-fight

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

w/ Power Attack bite +8 (2d6+10), 2 claws +8 (1d6+10)

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

Special Attacks breath weapon (30-ft. cone; 6d6 fire damage; Reflex DC 17 for half; usable once every 1d4 rounds), blind-fight, step up

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

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door* (720ft)

3/day—*dispel magic*, *fly* (8 minutes)

1/day—*hold monster* (DC 17), *slow* (DC 15)

TACTICS

Before Combat If it perceives invisible targets, the ceustodaemon feigns unawareness until it has multiple targets in range of its breath weapon.

During Combat The ceustodaemon uses its breath weapon to incinerate the PCs, the *blackfire candle* (which burns long enough to light the other *blackfire candles*), and any slaves that have the ill fortune to be in the area. It then uses its natural attacks and spell-like abilities to fight off intruders.

Morale The ceustodaemon is bound to service but wouldn't flee even if it were liberated. It fights to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +8, Survival +9

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 3 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level DCs for effects that would banish, dismiss, or dispel them. (already included)

Drawn to Service (Su) When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a –5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a –5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

NE Medium outsider (daemon, evil, extraplanar)

Init +; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 52 (8d10+8)

Fort +8, **Ref** +6, **Will** +9

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10 ; blind-fight

OFFENSE

Speed 30 ft.

Melee bite +10 (1d8+2), 2 claws +10 (1d4+2)

w/ Power Attack bite +7 (1d8+8), 2 claws +7 (1d4+8)

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

Special Attacks breath weapon (30-ft. cone; 6d6 cold damage; Reflex DC 15 for half; usable once every 1d4 rounds), blind-fight, step up

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

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door*

3/day—*dispel magic*, *fly*

1/day—*hold monster* (DC 17), *slow* (DC 15)

TACTICS

During Combat The lesser ceustodaemons use their spell-like abilities to hinder their foes, teleport next to weak targets, and dispel beneficial spells. Delight in the greater ceustodaemon's lightning breath and typically wait a round to enjoy the lingering sparks before employing their own breath weapons.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +10; **CMD** 23

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +10, Survival +9

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 3 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level DCs for effects that would banish, dismiss, or dispel them. (already included)

Drawn to Service (Su) When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a –5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a –5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

NE Large outsider (daemon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +17

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp 84 (8d10+40) plus 6 temps

Fort +12, **Ref** +6, **Will** +11

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10 ; blind-fight

OFFENSE

Speed 30 ft.

Melee bite +13 (2d6+6), 2 claws +13 (1d6+6)

w/ Power Attack bite +10 (2d6+12), 2 claws +10 (1d6+12)

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

Special Attacks breath weapon (30-ft. cone; 6d6 fire damage; Reflex DC 19 for half; usable once every 1d4 rounds), blind-fight, step up

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door*

3/day—*dispel magic*, *fly*

1/day—*hold monster* (DC 19), *slow* (DC 17)

TACTICS

Before Combat If it perceives invisible targets, the ceustodaemon feigns unawareness until it has multiple targets in range of its breath weapon.

During Combat The ceustodaemon uses its breath weapon to incinerate the PCs, the *blackfire candle* (which burns long enough to light the other *blackfire candles*), and any slaves that have the ill fortune to be in the area. It then uses its natural attacks and spell-like abilities to fight off intruders.

Morale The ceustodaemon is bound to service but wouldn't flee even if it were liberated. It fights to the death.

STATISTICS

Str 22, **Dex** 17, **Con** 20, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +8; **CMB** +15; **CMD** 26

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +15, Intimidate +13, Knowledge (planes) +11, Perception +17, Sense Motive +17, Stealth +10, Survival +11

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini conjured this daemon using her blackfire pact class ability, which grants it 6 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level DCs for effects that would banish, dismiss, or dispel them. (already included)

Drawn to Service (Su) When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a -5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a -5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Female human conjurer (teleportation) 5/Blackfire Adept 3 (*Pathfinder RPG Advanced Player's Guide* 147, *Pathfinder Campaign*

Setting: Paths of Prestige 12)

NE Medium humanoid (human)

Init +5; **Senses** Perception +10

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 59 (8d6+29)

Fort +6, **Ref** +5, **Will** +10

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Special Abilities

1/day—Arcane bond (Dagger): cast any spell from your spell book

7/day—shift (10 feet) (Su, Swift action, ends turn)

Conjurer Spells Prepared (CL 7th; concentration +11, +15 defensively)

4th—*crushing despair* (DC 18), *dimension door*, *summon monster IV*

3rd—*heroism*, *invisibility sphere*, *spiked pit*^{APG} (DC 18), *summon monster III*

2nd—*create pit*^{APG} (DC 17), *glitterdust* (DC 17), *scorching ray*, *see invisibility*, *web* (DC 17)

1st—*grease* (DC 16), *mage armor*, *magic missile*, *protection from evil*, *ray of enfeeblement* (DC 15), *shield*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *light*

Opposition Schools necromancy, transmutation

TACTICS

Before Combat Sophini casts *mage armor*, *mirror image*, *heroism*, *see invisibility*, *invisibility sphere*, and *shield* when she senses trouble, such as if she sees a *blackfire candle* glowing or hears an alarm. She then continues her interrogation of Jahani while both she and the Riftwarden are invisible.

During Combat Sophini summons allies while invisible and then employs a combination of area control spells and offensive spells to divide and strike down her enemies. She makes regular use of her shift arcane school ability to stay out of reach.

Morale If Sophini reduced below 30 hit points but believes she still has many allies in the compound, she casts *dimension door* to rally the ceustodaemons and guards to attack while she spends several rounds recuperating. She then renews the attack. If Sophini has reason to believe that her allies were defeated, she fights until reduced to 15 or fewer hit points before using *dimension door* to teleport away.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 13

Feats Augment Summoning, Combat Casting, Improved Initiative, Sacred Summons (evil)^{B,UM}, Scribe Scroll, Spell Focus (conjunction), Spell Mastery, Toughness

Skills Bluff +11, Diplomacy +8, Fly +7, Knowledge (arcana) +15, Knowledge (planes) +15, Linguistics +10, Perception +10, Sense Motive +13, Spellcraft +15

Languages Abyssal, Azlanti, Celestial, Common, Infernal, Osiriani, Thassilonian

SQ arcane bond (dagger), summoner's charm (2 rounds)

Combat Gear *potion of cure moderate wounds*, *scroll of arcane eye*, *scroll of blur*, *scroll of shield*, *scroll of wind wall*, *wand of mirror image* (13 charges); **Other Gear** mwk dagger, *cloak of resistance* +2, spell component pouch (2), spellbook (contains all memorized spells plus *acid arrow*, *alarm*, *color spray*, *summon monster I*, *summon monster II*, and *vampiric touch*), 268 gp

SPECIAL ABILITIES

Blackfire Pact (Su) Sophini gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks against daemons.

Blackfire Taint (Su) As a standard action, Sophini can create a destructive resonance between herself and a target within 30 feet. She gains a +1 profane bonus on attack rolls and caster level checks against the target, and the target takes a –1 penalty on saving throws against Sophini's attacks (–2 if the attack is a conjunction effect). The taint lasts for 3 rounds, though a successful DC 13 Will save reduces this to 1 round. The effect ends immediately if the target moves more than 30 feet away from Sophini.

Expanded Summoning List (Su) Sophini is able to summon a vargouille with *summon monster III*, and she can summon a yeth hound with *summon monster IV*. These are in addition to her normal options when casting *summon monster* spells.

Sacred Summons When using *summon monster* to summon creatures whose alignment subtype or subtypes exactly match your aura, you may cast the spell as a standard action instead of with a casting time of 1 round.

Shift (Su): At 1st level, you can *teleport* to a nearby space as a swift action as if using *dimension door* (and therefore you can take no more actions until your next turn). This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Summoner's Charm (Su) Whenever you cast a conjunction (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). This increase is not doubled by Extend Spell.

Sophini's Cheat Sheet (Subtier 5-6)

Spell Ranges: Long=720ft, Medium=180ft, Close=45ft

Arcane Bond (dagger): must be wielded to cast spells, if not make a concentration check equal to 20+spells level or lose the spell

4th level spells

Crushing Despair (enchantment (compulsion)[emotion, mind-affecting], VSM, 30ft. cone, 1min/lvl, SRyes) – WILL or -2 on attack rolls, saves, ability checks, skill checks and weapon damage rolls

Dimension Door (conjuration (teleportation), V, long) – Teleport to any place in range w/ 1 Medium creature/3lvls.

Summon Monster IV (conjuration (summoning), VSFDF, close, 2rd+1rd/lvl) – can Summon a yeth hound as a standard action - or other standard summons as the usual 1 round action

3rd level spells

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

Invisibility Sphere (illusion (glamer), VSM, 10ft. radius on caster) – As invisibility, but also for other creatures in area. Attacking only negates invisibility for that creature

Spiked Pit (conjuration (creation), VSF, medium, 10ft by 10ft pit, 10ft deep/2lvls (max 50), 1rd + 1rd/lvl) – REF or fall down pit + 2d6 piercing damage. Climb DC 20 to get out, but 1d6 damage each round attempting to climb. Anyone ends turn next to pit and REF +2 or fall in.

Summon Monster III (conjuration (summoning), VSFDF, close, 2rd+1rd/lvl) – Summon a vargouille

2nd level spells

Create Pit (conjuration (creation), VSF, medium, 10ft by 10ft pit, 10ft deep/2lvls (max 30), 1rd + 1rd/lvl) – REF or fall down pit. Climb DC 25 to get out. Anyone ends turn next to pit and REF +2 or fall in.

Glitterdust (conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

Scorching Ray (evocation[fire], VS, close, SRyes) – one ray + one ray at 7th + one ray at 11th. Each ray deals 4d6 fire. All targets must be within 30 ft of each other.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Web (conjuration (creation), VSM, medium, 20ft. radius webs, 10min/lvl) – Must have 2 opposite walls to anchor. REF or become grappled. Escape artist or CMB to move or else become grappled. Fire lights the web on fire and deals 2d4 fire damage. 5ft of web provides cover, 20f. of web provides total cover

1st level spells

Grease (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Mage Armor (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

Protection from Evil (abjuration[good], VSM, creature touched, 1min/lvl) - +2 deflection to AC and +2 resistance to saves vs. evil; can't be touched by evil summoned creatures; new save vs. mental control with a +2 morale bonus, can't have any new mental control effects on her

Ray of Enfeeblement (necromancy, close, 1rd/lvl, SRyes) – Ray for 1d6+1/2lvls STR penalty. FORT half.

Shield (abjuration, VS, 1min/lvl) - +4 shield, no magic missiles on you

LE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural, +2 shield)

hp 67 (9d10+18)

Fort +8, **Ref** +10, **Will** +6

SR 17

OFFENSE

Speed 40 ft.

Melee short swords +13/+13/+8 (1d6+3/19–20), claw +13 (1d4+3 plus grab), bite +7 (1d3+1 plus paralysis),

OR 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus paralysis)

Ranged 2 longbows +13 (1d8/×3)

Special Attacks implant, paralysis (1d4 hours, DC 16)

STATISTICS

Str 17, **Dex** 18, **Con** 14, **Int** 15, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 26

Feats Combat Reflexes (**4 extra attacks of opportunity**), Improved Initiative, Iron Will, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +14

Languages Common, Infernal

SQ multiweapon mastery, planewalk

SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Planewalk (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

SUMMONED AUGMENTED YETH HOUND

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 38 (4d10+16)

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

DR 5/silver

OFFENSE

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

Melee bite +9 (2d6+7 plus sinister bite and trip)

Special Attacks bay

STATISTICS

Str 21, **Dex** 15, **Con** 19, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Fly)

Skills Fly +16, **Perception** +9, **Stealth** +9, **Survival** +9

Languages Abyssal or Infernal (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 16 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

SUMMONED AUGMENTED VARGOUILLE

NE Small outsider (evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)

hp 25 (3d10+9)

Fort +6, **Ref** +4, **Will** +2

OFFENSE

Speed fly 30 ft. (good)

Melee bite +7 (1d4+2 plus poison)

Special Attacks kiss, poison, shriek

STATISTICS

Str 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 15

Feats Skill Focus (Stealth), Weapon Finesse

Skills Fly +13, **Intimidate** +5, **Perception** +7, **Stealth** +8

Languages Infernal

SPECIAL ABILITIES

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity).

A kissed opponent must succeed on a DC 18 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite—*injury*; *save* Fort DC 14; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 14 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

SOPHINI CR 10

Female human conjurer (teleportation) 5/Blackfire Adept 6 (*Pathfinder RPG Advanced Player's Guide* 147, *Pathfinder Campaign Setting: Paths of Prestige* 12)

NE Medium humanoid (human)

Init +5; **Senses** Perception +13

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 79 (11d6+38)

Fort +7, **Ref** +6, **Will** +11

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4–1/19–20)

Abilities

1/day—Arcane bond: cast any spell from your spell book (note Fly is also in spell book)

3/day—lesser silent metamagic rod: cast 3rd level or lower spell silently

8/day—shift (10 feet) (Su, Swift Action, ends turn)

At will—sacrifice a 4th level or higher spell to cast Blackfire Eruption (Sp, enhanced unholy blight)

Scrolls: Blur, Wind Wall

Conjurer Spells Prepared (CL 9th; concentration +14, +18 defensively)

5th—*hold monster* (DC 20), *summon monster V*, *wall of force*

4th—*black tentacles*, *crushing despair* (DC 19), *dimension door*, *summon monster IV*

3rd—*dispel magic*, *heroism*, *invisibility sphere*, *spiked pit*^{APG} (DC 20), *summon monster III*

2nd—*create pit*^{APG} (DC 19), *glitterdust* (DC 19), *scorching ray*, *see invisibility*, *web* (DC 19)

1st—*grease* (DC 18), *mage armor*, *magic missile*, *protection from evil*, *protection from good*, *ray of enfeeblement* (DC 16), *shield*

0 (at will)—*acid splash*, *detect magic*, *daze* (DC 15), *light*

Opposition Schools necromancy, transmutation

TACTICS

Before Combat Sophini casts *mage armor*, *mirror image*, *heroism*, *see invisibility*, *invisibility sphere*, and *shield* when she senses trouble, such as if she sees a *blackfire candle* glowing or hears an alarm. She then continues her interrogation of Jahani while both she and the Riftwarden are invisible.

During Combat Sophini summons allies while invisible and then employs a combination of area control spells and offensive spells to divide and strike down her enemies. She makes regular use of her shift arcane school ability to stay out of reach.

Morale If Sophini is reduced below 40 hit points but believes that she still has many allies in the compound, she cast *dimension door* to rally the ceustodaemons and guards to attack while she spends several rounds recuperating. She then renews the attack. If Sophini has reason to believe that her allies were defeated, she fights until she's reduced to 20 or fewer hit points before using *dimension door* to teleport away.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 15

Feats Augment Summoning, Combat Casting, Greater Spell Focus (conjuration), Improved Initiative, Sacred Summons^{B,UM}, Scribe Scroll, Spell Focus (conjuration), Spell Mastery, Spell Penetration, Toughness

Skills Bluff +14, Diplomacy +11, Knowledge (arcana) +19, Knowledge (local) +19, Knowledge (planes) +19, Knowledge (religion) +17, Linguistics +11, Perception +13, Sense Motive +16, Spellcraft +19

Languages Abyssal, Aklo, Azlanti, Celestial, Common, Draconic, Infernal, Osiriani, Thassilonian

SQ arcane bond (dagger), summoner's charm (2 rounds)

Combat Gear *lesser silent metamagic rod, potion of cure moderate wounds, scroll of arcane eye, scroll of blur, scroll of shield, scroll of wind wall, wand of clairaudience/ clairvoyance (7 charges), wand of mirror image (13 charges); Other Gear* *mwk dagger, cloak of resistance +2, headband of vast intelligence +2, spell component pouch (2), spellbook (contains all memorized spells plus acid arrow, alarm, burning hands, color spray, fly, summon monster I, summon monster II, teleport, and vampiric touch), 243 gp*

SPECIAL ABILITIES

Blackfire Eruption (Sp) Sophini can sacrifice a prepared spell of 4th level or higher to call forth a searing ebon vortex that acts like *unholy blight*, it ignores the hardness of objects. A creature slain or an object destroyed by a blackfire eruption is reduced to ash as by the *disintegrate* spell. This is a conjuration effect. Maximum damage is increased by 1d8 points (2d6 against good outsiders) per level of the sacrificed spell above 4th.

[Unholy Blight: 20ft Burst, medium. 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 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save]

Blackfire Pact (Su) Sophini gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks against divs. She gains a +2 profane bonus on such rolls against daemons.

Blackfire Taint (Su) As a standard action, Sophini can create a destructive resonance between herself and a target within 30 feet. She gains a +2 profane bonus on attack rolls and caster level checks against the target, and the target takes a –2 penalty on saving throws against Sophini’s attacks (–3 if the attack is a conjuration effect). The taint lasts for 6 rounds, though a successful DC 16 Will save reduces this to 1 round. The effect ends immediately if the target moves more than 30 feet away from Sophini.

Breaching (Su) When Sophini attempts to call or summon a daemon or div into an area where summoning is blocked by a magical effect (such as *magic circle against evil*), or when a daemon or div within 30 feet she had summoned would have its attacks against a creature blocked by such an effect, as a swift action she can sacrifice a prepared spell of the same level as the warding effect. If her caster level is higher than the caster level of the warding effect, it is immediately negated. If it is the same level or lower, a caster level check (DC 11 + the caster level of the warding) is required to negate the effect.

Expanded Summoning List (Su) Sophini is able to summon a vargouille with *summon monster III*, and she can summon a yeth hound with *summon monster IV*. These are in addition to her normal options when casting *summon monster* spells.

Sacred Summons When using *summon monster* to summon creatures whose alignment subtype or subtypes exactly match your aura, you may cast the spell as a standard action instead of with a casting time of 1 round.

Shift (Su): At 1st level, you can *teleport* to a nearby space as a swift action as if using *dimension door (ends turn)*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Summoner’s Charm (Su) Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). This increase is not doubled by Extend Spell.

Sophini's Cheat Sheet (Subtier 8-9)

Spell Ranges: Long=840ft, Medium=210ft, Close=50ft

Arcane Bond must be wielded to cast spells, or make a concentration check equal to 20+spell level or lose the spell

5th level spells

Hold Monster (enchantment (compulsion)[mind-affecting], VSMDF, medium, one living creature, 1rd/lvl, SR yes) – WILL or become paralyzed. New save every round to shake it off.

Summon Monster V (conjunction (summoning), VSFDF, close, 2rd+1rd/lvl) – Summon 1d3 Yeth Hounds or 1d4+1 vargouilles as a standard action – other summons as a 1 round action (e.g. Earth Elemental, Ankylosaurus, Babou)

Wall of Force (evocation[force], VSM, close, 10sqft./lvl, 1rd/lvl) – wall of force with hardness 30, hp 20+lvl, no dispel, but disintegrate destroys it.

4th level spells

Black Tentacles (conjunction(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

Crushing Despair (enchantment (compulsion)[emotion, mind-affecting], VSM, 30ft. cone, 1min/lvl, SRyes) – WILL or -2 on attack rolls, saves, ability checks, skill checks and weapon damage rolls

Dimension Door (conjunction (teleportation), V, long) – Teleport to any place in range w/ 1 Medium creature/3lvls.

Summon Monster IV (conjunction (summoning), VSFDF, close, 2rd+1rd/lvl) – Summon a yeth hound or 1d3 vargouilles as a standard action – other summons as a 1 round action (e.g. Bison, Lion, Hound Archon)

3rd level spells

Dispel Magic (abjuration, VS, medium) – You know how dispel magic works

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

Invisibility Sphere (illusion (glamer), VSM, 10ft. radius on caster) – As invisibility, but also for other creatures in area. Attacking only negates invisibility for that creature

Spiked Pit (conjunction (creation), VSF, medium, 10ft by 10ft pit, 10ft deep/2lvls (max 50), 1rd + 1rd/lvl) – REF or fall down pit + 2d6 piercing damage. Climb DC 20 to get out, but 1d6 damage each round attempting to climb. Anyone ends turn next to pit and REF +2 or fall in.

Summon Monster III (conjunction (summoning), VSFDF, close, 2rd+1rd/lvl) – Summon a vargouille as a standard action – other summons as a 1 round action (e.g. Crocodile, Cheetah, Leopard)

2nd level spells

Create Pit (conjunction (creation), VSF, medium, 10ft by 10ft pit, 10ft deep/2lvls (max 30), 1rd + 1rd/lvl) – REF or fall down pit. Climb DC 25 to get out. Anyone ends turn next to pit and REF +2 or fall in.

Glitterdust (conjunction, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

Scorching Ray (evocation[fire], VS, close, SRyes) – one ray + one ray at 7th + one ray at 11th. Each ray deals 4d6 fire. All targets must be within 30 ft of each other.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Web (conjunction (creation), VSM, medium, 20ft. radius webs, 10min/lvl) – Must have 2 opposite walls to anchor. REF or become grappled. Escape artist or CMB to move or else become grappled. Fire lights the web on fire and deals 2d4 fire damage. 5ft of web provides cover, 20f. of web provides total cover

1st level spells

Grease (conjunction (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

Protection from Evil (abjuration[good], VSM, creature touched, 1min/lvl) - +2 deflection to AC and +2 resistance to saves vs. evil; can't be touched by evil summoned creatures; new save vs. mental control with a +2 morale bonus, can't have any new mental control effects on her

Protection from Good replace good <-> evil in previous spell

Ray of Enfeeblement (necromancy, close, 1rd/lvl, SRyes) – Ray for 1d6+1/2lvls STR penalty. FORT half.

Shield (abjuration, VS, 1min/lvl) - +4 shield, no magic missiles on you

Handouts:

Sophie's Spellbook (5-6):

4th—crushing despair, dimension door, summon monster IV

3rd—heroism, invisibility sphere, spiked, summon monster III, *vampiric touch*

2nd— acid arrow, create pit, glitterdust, scorching ray, see invisibility, web, summon monster II

1st—alarm, color spray, grease, mage armor, magic missile, protection from evil, ray of enfeeblement, shield, summon monster I

Sophie's Spellbook (8-9):

5th—*hold monster, summon monster V, wall of force, teleport*

4th—*black tentacles, crushing despair, dimension door, summon monster IV*

3rd—*dispel magic, fly, heroism, invisibility sphere, spiked pit, summon monster III, vampiric touch*

2nd—acid arrow, create pit, glitterdust, scorching ray, see invisibility, web, summon monster II

1st—alarm, burning hands, color spray, grease, mage armor, magic missile, protection from evil, protection from good, ray of enfeeblement, shield, summon monster I