

5-25 Vengeance at Sundered Crag

Subtier 10-11

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A. Across the Wasteland

WOLFCRAGS DIRE WOLVES (4)

CR 5

Plagued beast advanced dire wolf

NE Large undead

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

DEFENSE

AC 21, touch 14, flat-footed 16 (+5 Dex, +7 natural, –1 size)

hp 37 (5d8+15)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities channel resistance +2; **DR** 5/slashing; **Immune** cold, undead traits

OFFENSE

Speed 50 ft.

Melee bite +11 (2d6+12 plus disease and trip)

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

Special Attacks disease (DC 14; demonplague)

TACTICS

During Combat The wolves flank one opponent and attempt to trip and kill that foe before moving on to other targets. They attempt to herd characters who move away from the geyser back into the burst area.

Morale Lacking any strong sense of self-preservation, these creatures fight to the death.

STATISTICS

Str 27, **Dex** 21, **Con** —, **Int** 2, **Wis** 16, **Cha** 15

Base Atk +3; **CMB** +12; **CMD** 27 (31 vs. trip)

Feats Run, Skill Focus (Perception), Toughness^B, Weapon Focus (bite)

Skills Perception +12, Stealth +6, Survival +3 (+7 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

DEMONPLAGUE

Type disease, injury or ingested; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d3 Con damage and 1d6 Wis damage, and victim is fatigued if it takes any ability damage from the disease; animals and other unintelligent creatures slain by the disease arise as plagued beasts; **Cure** 3 consecutive saves

ABYSSAL GEYSER

CR 8

Type special; **Perception** DC 20; **Disable Device** —

EFFECTS

Trigger touch or automatic; **Reset** automatic reset (1d4 rounds)

Effect Every 1d4+1 rounds for 1 minute, the geyser explodes in a 45-foot radius burst of cold energy (16d6 cold damage, DC 21 Reflex save for half damage).

B1. The Traitor Found

THURL

CR 10

Male dwarf summoner 11

CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 22, touch 12, flat-footed 20 (+5 armor, +2 Dex, +3 natural, +2 shield)**hp** 97 (11d8+44)**Fort** +13, **Ref** +11, **Will** +14; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training, shield ally; **DR** 10/ adamantine (70 hp)

OFFENSE

Speed 20 ft.**Melee** +2 flaming darkwood quarterstaff +13/+8 (1d6+1 plus 1d6 fire) or
mwk mithral dagger +12/+7 (1d4–1/19–20)**Ranged** mwk mithral dagger +13 (1d4–1/19–20)**Special Attacks** hatred**Summoner Spell-Like Abilities** (CL 11th; concentration +15):7/day—*summon monster VI***Summoner Spells Known** (CL 8th; concentration +12)4th (3/day)—*insect plague*, *summon monster V*, *wall of stone* (DC 19)3rd (3/day, 1 remaining)—*evolution surge*^{APG}, *greater magic fang*, *rejuvenate eidolon*^{APG}, *summon monster IV*2nd (5/day, 4 remaining)—*eagle's splendor*, *glitterdust* (DC 17), *haste*, *resist energy*, *summon monster II*1st (5/day)—*daze monster* (DC 15), *expeditious retreat*, *grease* (DC 16), *life conduit*^{UC}, *ray of sickening*^{UM} (DC 15), *summon monster I*0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *mage hand*, *message*, *resistance*

TACTICS

Before Combat While in his stone prison, Thurl has cast the following spells on himself: *barkskin*, *bear's endurance*, *eagle's splendor*, *greater heroism*, and *stoneskin* before breaking free. He also cast *greater magic fang* and *evolution surge*, adding a +1 to all of Inaz's natural attacks and making him Large.**During Combat** Thurl casts *haste* on the first round of combat, including all of his allies in the effect. He then stays within Inaz's reach, gaining the benefit of his shield ally ability. He first casts *summon monster V* to summon a fiendish wooly rhinoceros, then uses *grease*, *ray of sickening* and *glitterdust* to weaken foes. He uses *life conduit* or *resist energy* to help Inaz. If Inaz is killed, Thurl uses his *summon monster VI* ability to call up a fiendish chimera.**Morale** Thurl knows he will find no mercy at the hands of the Decemvirate. He fights to the death.**Base Statistics** Without *barkskin*, *bear's endurance*, *eagle's splendor*, *greater heroism*, and *stoneskin*, Thurl has the following statistics: **AC** 19, touch 12, flat-footed 17; **hp** 75; **Fort** +7, **Ref** +7, **Will** +10; **Melee** +2 *flaming darkwood quarterstaff* +9/+4 (1d6+1) or *mwk mithral dagger* +8/+3 (1d4–1/19–20); **Con** 14, **Cha** 15; **CMB** +7; **CMD** 19 (23 vs. bull rush, 23 vs. trip)

STATISTICS

Str 8, Dex 14, Con 18, Int 13, Wis 12, Cha 19

Base Atk +8; **CMB** +7; **CMD** 19 (23 vs. bull rush, 23 vs. trip)**Feats** Augment Summoning, Combat Casting, Combat Expertise, Inscribe Magical Tattoo, Spell Focus (conjuraton), Summoner's Call

Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Bluff +12, Craft (tattoo) +14, Knowledge (arcana) +14, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (planes) +16, Linguistics +9, Perception +5 (+7 to notice unusual stonework), Spellcraft +15; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Abyssal, Common, Dwarven, Terran

SQ aspect, bond senses (11 rounds/day), eidolon, exceptional resources, life link, maker's call, transposition

Combat Gear *potions of cure serious wounds* (3), *spell tattoo of barkskin* (CL 6th; feet slot), *spell tattoo of bear's endurance* (CL 10th; shoulders slot), *spell tattoo of dimension door* (ring slot), *spell tattoo of dispel magic* (CL 10th; hands slot), *spell tattoo of haste* (CL 10th; ring slot), *spell tattoo of greater heroism* (CL 10th; neck slot), *spell tattoo of protection from energy* (CL 10th; waist slot), *spell tattoo of stoneskin* (CL 7th; torso slot); **Other Gear** +2 flaming darkwood quarterstaff, mwk mithral daggers (2), *bracers of armor* +5

SPECIAL ABILITIES

Defensive Training Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.

Exceptional Resources Thurl possesses PC-equivalent gear that increases his CR by 1.

Hatred Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Life Link (Su) Starting at 1st level, a summoner forms a close bond with his eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, the eidolon and the summoner must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon gets closer to its summoner, but its maximum hit point total does return to normal.

Maker's Call (Su) At 6th level, as a standard action, a summoner can call his eidolon to his side. This functions as *dimension door*, using the summoner's caster level. When used, the eidolon appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the eidolon is out of range, the ability is wasted. The

Shield Ally (Ex) At 4th level, whenever a summoner is within his eidolon's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Transposition (Su) At 8th level, a summoner can use his maker's call ability to swap locations with his eidolon. If it is larger than him, he can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

Thurl's Cheat Sheet

4th level spells

Insect Plague (conjuration(summoning), VSDF, 1round, long, one swarm/3lvls, 1 min/lvl) – Summon stationary wasp swarms adjacent to each other.

Summon Monster V (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM IV or 1d4+1 from SM III

Wall of Stone (conjuration(creation)[earth], VSMDf, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvls. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

3rd level spells

Evolution Surge (transmutation, VSM, touch your eidolon, 1min/lvl) – Grant any one evolution costing up to 4 points.

Greater Magic Fang (transmutation, close, one living creature, 1hr/lvl, SRyes) – Either imbue one natural attack with +1/4 lvls enhancement or embue all natural attacks with +1 enhancement

Rejuvenate Eidolon

Summon Monster IV (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM III or 1d4+1 from SM II

2nd level spells

Eagle's Splendor (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 CHA enhancement

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

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Resist Energy (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

Summon Monster II (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM I

1st level spells

Daze Monster (enchantment(compulsion)[mind-affecting], medium, one living creature < 6HD, 1 rd, SRyes) – Will or dazed for 1 round.

Expeditious Retreat (transmutation, personal, 1min/lvl) - +30 enhancement to speed

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.

Life Conduit (conjuration (healing), VS, personal, 1rd/lvl) – As a swift, transfer 1d6 hp between you and eidolon. Eidolon can't go >50ft. away.

Ray of Sickening (necromancy, VSM, close, ray, 1min/lvl, SRyes) – Black ray causes target to FORT or become sickened.

Summon Monster I (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature

Items

Potion of Cure Serious Wounds (3) – Drink to heal 3d8+5 hit points.

Spell Tattoo of Dimension Door (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Spell Tattoo of Dispel Magic (CL 10th) (abjuration, VS, medium) – You know how dispel magic works

Spell Tattoo of Haste (CL 10th) (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Spell Tattoo of Protection from Energy (CL 10th) (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage

INHAZ**CR —**

Male quadruped eidolon

CE Large outsider (extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +12**DEFENSE****AC** 24, touch 12, flat-footed 21 (+8 armor, +3 Dex, +4 natural, –1 size)**hp** 94 (9d10+45)**Fort** +10, **Ref** +9, **Will** +5; +4 Will against enchantment spells and effects**Defensive Abilities** devotion, evasion; **SR** 22**OFFENSE****Speed** 40 ft.**Melee** bite +18 (1d8+10), 2 claws +18 (1d6+10), sting +18 (1d6+10 plus poison)**w/ Power Attack** bite +15 (1d8+16), 2 claws +15 (1d6+16), sting +15 (1d6+16 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** poison, rend (2 claws, 1d6+15, 1d6+24 w/ power attack)**TACTICS****During Combat** Inhaz keeps Thurl within reach, standing his ground and using full attacks with Power Attack and rend.**Morale** Inhaz fights until slain.**Base Statistics** Without the benefit of Summoner's Call, *greater magic fang*, and *evolution surge*, Inhaz's statistics are as follows: Size Medium; **Init** +4; **AC** 26, touch 14, flat-footed 22; **hp** 76; **Fort** +8, **Ref** +10, **Will** +5; **Melee** bite +13 (1d6+4), 2 claws +13 (1d4+4), sting +13 (1d4+4 plus poison); **Str** 18, **Dex** 18, **Con** 14; **CMB** +13; **CMD** 27; poison Fort DC 16**STATISTICS****Str** 28, **Dex** 16, **Con** 19, **Int** 7, **Wis** 10, **Cha** 11**Base Atk** +9; **CMB** +19; **CMD** 32**Feats** Combat Reflexes, Iron Will, Power Attack, Toughness, Vital Strike**Skills** Climb +13, Knowledge (planes) +9, Perception +12, Stealth +11, Survival +12**Languages** Common**SQ** evolutions (bite, claws, limbs [arms], limbs [arms], limbs [legs], limbs [legs], poison [sting], rend, spell resistance, sting, tail), link, share spells**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save.

SUMMONED FIENDISH AUGMENTED WOOLLY RHINOCEROS**CR 7**

N Large animal

Init +0; **Senses** darkvision 60ft., scent; Perception +15**DEFENSE****AC** 19, touch 9, flat-footed 19 (+10 natural, –1 size)**hp** 92 (8d8+56)**Fort** +15, **Ref** +6, **Will** +3**DR** 5/good; **Resist** cold 5, fire 5; **SR** 12**OFFENSE****Speed** 30 ft.**Melee** gore +16 (2d8+16)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** powerful charge (gore, 4d8+22), smite good 1/day (+0 hit, +8 damage), trample (2d6+16, DC 23)**STATISTICS****Str** 32, **Dex** 10, **Con** 25, **Int** 2, **Wis** 13, **Cha** 3**Base Atk** +6; **CMB** +18; **CMD** 28 (32 vs. trip)**Feats** Diehard, Endurance, Great Fortitude, Skill Focus (Perception)**Skills** Perception +15**SUMMONED FIENDISH AUGMENTED CHIMERA****CR 8**

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10**DEFENSE****AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)**hp** 103 (9d10+54)**Fort** +11, **Ref** +7, **Will** +6**DR** 5/good; **Resist** cold 5, fire 5; **SR** 13**OFFENSE****Speed** 30 ft., fly 50 ft. (poor)**Melee** bite +14 (2d6+6), bite +14 (1d8+6), gore +14 (1d8+6), 2 claws +14 (1d6+6)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** breath weapon, smite good 1/day (+0 hit, +9 damage)**STATISTICS****Str** 23, **Dex** 12, **Con** 21, **Int** 4, **Wis** 13, **Cha** 10**Base Atk** +9; **CMB** +16; **CMD** 27 (31 vs. trip)**Feats** Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness**Skills** Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush**Languages** Draconic**SPECIAL ABILITIES**

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

d10 Head Color Breath Weapon

1–2 Black 40-foot line of acid

3–4 Blue 40-foot line of lightning

5–6 Green 20-foot cone of acid

7–8 Red 20-foot cone of fire

9–10 White 20-foot cone of cold

STITCHED ABOMINATION (4)

CR 8

Unfettered eidolon

CN Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 85 (10d10+30)

Fort +7, **Ref** +11, **Will** +9

Defensive Abilities evasion; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft., fly 40 ft. (average)

Melee mwk longsword +14/+9 (1d8+3/19–20), bite +11 (1d6+3 plus 1d6 electricity), tail slap +11 (1d6+1 plus 1d6 electricity)

Ranged mwk composite longbow +15/+10 (1d8+3/×3)

TACTICS

During Combat The stitched abomination hovers close to its creator, attacking foes with its bow until a melee combatant gets within reach.

Morale The creature flees as soon as Thurl is killed, but otherwise fights to the death.

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +10; **CMB** +13; **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Great Fortitude, Hover, Iron Will, Multiattack^B, Toughness

Skills Fly +8, Knowledge (planes) +10, Perception +13, Sense Motive +13, Stealth +17

Languages Common

SQ evolution points (bite, climb, energy attacks [electricity], flight [2], limbs [arms], reach [bite], resistance [cold], resistance [electricity], resistance [fire], tail, tail slap, weapon training [2])

GOAT-HEADED NABASU (2)**CR 8**

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

Init +7; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)**hp** 103 (9d10+54)**Fort** +9, **Ref** +9, **Will** +9**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** 2 claws +15 (1d6+6), bite +15 (1d8+6)**w/ Power Attack** 2 claws +12 (1d6+12), bite +12 (1d8+12)**Special Attacks** consume life, death-stealing gaze, sneak attack +2d6**Spell-Like Abilities** (CL 8th)At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)3/day—*enervation*, *silence* (DC 16), *vampiric touch*1/day—*mass hold person* (DC 21), *regenerate*, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)**STATISTICS****Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19**Base Atk** +9; **CMB** +15; **CMD** 29**Feats** Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack**Skills** Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, SenseMotive +15, Stealth +15 (+23 in shadowy conditions), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SPECIAL ABILITIES**

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

B2. Shadows Rise

POSSESSED ROARING SABERTOOTH BARBARIANS (2)

CR 5

Female or male human barbarian 6

CE Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 15, touch 9, flat-footed 14 (+4 armor, +1 Dex, +2 natural, –2 rage)**hp** 68 (6d12+24)**Fort** +5, **Ref** +8, **Will** +8**Defensive Abilities** improved uncanny dodge

OFFENSE

Speed 40 ft.**Melee** +1 *greataxe* +13/+8 (1d12+8/×3) or
mwk shortspear +13/+8 (1d6+5)**w/ Power Attack** +1 *greataxe* +11/+6 (1d12+14/×3) or
mwk shortspear +11/+6 (1d6+9)**Ranged** mwk shortspear +9/+4 (1d6+5)**Special Attacks** rage (16 rounds/day; can't use), rage powers (guarded stance, knockback, superstition +3)**Spell-Like Abilities** (CL 10th; concentration +14)At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)1/day—*magic jar* (DC 19), summon (level 3, 1 shadow demon 50%)

TACTICS

Before Combat Before engaging Thurl and his minions, each barbarian consumes a *potion of barkskin* and a *potion of rage*. If time permits, they drink their other *potion of rage* before engaging the PCs.**During Combat** The barbarians focus their attacks on Thurl's minions, allowing the PCs to fight the dwarf directly. Once they turn on the PCs, they focus their attacks on other melee combatants. The shadow demons ride within their hosts and direct them to fight recklessly with no care for the hosts' bodies. To help maintain their ruse, the shadow demons don't make use of their spell-like abilities.**Morale** As soon as the host bodies are slain, two of the shadow demons flee by sinking into the ground to hide from the sunlight. Only Arastrax continues to fight the PCs. After his host is slain, Arastrax casts *deeper darkness* to protect himself from direct sunlight.**Base Statistics** Without the effects of the *potions of rage* and *potions of barkskin*, the barbarians' statistics are as follows: **AC** 15 (touch 11, flat-footed 14); **Str** 18, **Con** 14; **Will** +7

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** 14, **Wis** 14, **Cha** 19**Base Atk** +7; **CMB** +12; **CMD** 21**Feats** Blind-Fight, Combat Reflexes, Lightning Reflexes, Power Attack**Skills** Acrobatics +7 (+11 when jumping), Climb +11, Perception +11, Survival +11**Languages** Common**SQ** fast movement, possessed**Combat Gear** *potions of rage* (2), ~~*potion of barkskin*~~; **Other Gear** hide armor, +1 *greataxe*, mwk shortspear

SPECIAL ABILITIES

Possessed (Ex) These barbarians have the Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities of 6th-level barbarians, and the Intelligence, Wisdom, Charisma, base attack bonus, base saves, alignment, and mental abilities of a shadow demon. The shadow demons possessing the barbarians can't use or activate their hosts' extraordinary or supernatural abilities.

POSSESSED BARBARIAN (POSSESSED BY ARASTRAX)**CR 6**

Female or male human barbarian 6

CE Medium humanoid (human)

Init +1; **Senses** Perception +12**DEFENSE****AC** 15, touch 9, flat-footed 14 (+4 armor, +1 Dex, +2 natural, –2 rage)**hp** 68 (6d12+24)**Fort** +6, **Ref** +12, **Will** +10**Defensive Abilities** improved uncanny dodge, trap sense +2**OFFENSE****Speed** 40 ft.**Melee** +1 *greataxe* +13/+8 (1d12+8/×3) or

mwk shortspear +13/+8 (1d6+5)

w/ Power Attack +1 *greataxe* +11/+6 (1d12+14/×3) or

mwk shortspear +11/+6 (1d6+9)

Ranged mwk shortspear +12/+7 (1d6+5)**Special Attacks** rage (16 rounds/day; can't use), rage powers (guarded stance (+2 dodge vs. melee), knockback, superstition +3), sneak attack +2d6 plus 2 bleed**Spell-Like Abilities** (CL 10th; concentration +16)At will—*deeper darkness*, *fear* (DC 20), *greater teleport* (self only), *telekinesis* (DC 21)3/day—*shadow conjuration* (DC 20), *shadow evocation* (DC 21)1/day—*magic jar* (DC 21), *summon* (level 3, 1 shadow demon 50%)**TACTICS****Before Combat** Before engaging Thurl and his minions, Arastrax consumes a *potion of barkskin* and a *potion of rage*. If time permits, he drinks his other *potion of rage* before engaging the PCs.**During Combat** The barbarians focus their attacks on Thurl's minions, allowing the PCs to fight the dwarf directly. Once they lead the PCs away and turn their attacks on them, they focus their attacks on other melee combatants. The shadow demons ride within their hosts and direct them to fight recklessly with no care for the hosts' bodies.**Morale** As soon as his host body is slain, Arastrax continues to fight the PCs. Arastrax casts *deeper darkness* to protect himself from direct sunlight.**Base Statistics** Without the effects of the *potions of rage* and *potions of barkskin*, the barbarians' statistics are as follows: **AC** 15 (touch 11, flat-footed 14); **Str** 18, **Con** 14; **Will** +9**STATISTICS****Str** 20, **Dex** 13, **Con** 16, **Int** 14, **Wis** 16, **Cha** 23**Base Atk** +10; **CMB** +15; **CMD** 24**Feats** Blind-Fight, Combat Reflexes, Lightning Reflexes, Power Attack**Skills** Acrobatics +7, Climb +11, Perception +12, Survival +12**Languages** Common**SQ** rogue talents (bleeding attack +2, surprise attack), trapfinding +2, fast movement, possessed**Combat Gear** *potions of rage* (2), *potion of barkskin*; **Other Gear** hide armor, +1 *greataxe*, mwk shortspear**SPECIAL ABILITIES****Possessed (Ex)** Possessed by Arastrax, this barbarian has the Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities of a 6th-level barbarian, and the Intelligence, Wisdom, Charisma, base attack bonus, base saves, alignment, and mental abilities of his own. Arastrax can't use or activate his host's extraordinary or supernatural abilities.

ARASTRAX**CR 11**Male shadow demon rogue 4 (*Pathfinder RPG Bestiary* 67)

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

Init +10; **Senses** darkvision 60 ft.; Perception +25**DEFENSE****AC** 22, touch 22, flat-footed 16 (+6 deflection, +6 Dex)**hp** 115 (11 HD; 7d10+4d8+59)**Fort** +8, **Ref** +17, **Will** +9**Defensive Abilities** evasion, incorporeal, trap sense +1, uncanny dodge; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17**Weaknesses** sunlight powerlessness**OFFENSE****Speed** fly 40 ft. (perfect)**Melee** 2 claws +16 touch (1d6 plus 1d6 cold), bite +16 touch (1d8 plus 1d6 cold)**Special Attacks** pounce, shadow blend, sneak attack +2d6 plus 2 bleed, sprint**Spell-Like Abilities** (CL 10th; concentration +16)At will—*deeper darkness*, *fear* (DC 20), *greater teleport* (self only), *telekinesis* (DC 21)3/day—*shadow conjuration* (DC 20), *shadow evocation* (DC 21)1/day—*magic jar* (DC 21), summon (level 3, 1 shadow demon 50%)**TACTICS****Before Combat** Arastrax refrains from using his spell-like abilities while within his host to help maintain his ruse.**During Combat** Once his host is slain, Arastrax casts *deeper darkness* to protect himself from the sunlight, and then uses his *shadow conjuration*, *shadow evocation*, and *telekinesis* abilities against the PCs. On alternating rounds he uses *fear* in hopes of driving off some of his attackers.**Morale** Enraged and desperate, Arastrax fights until slain.**STATISTICS****Str** —, **Dex** 22, **Con** 20, **Int** 14, **Wis** 16, **Cha** 23**Base Atk** +10; **CMB** +16; **CMD** 32**Feats** Blind-Fight, Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Lightning Reflexes**Skills** Acrobatics +20, Bluff +20, Diplomacy +16, Disable Device +8, Fly +24, Intimidate +14, Knowledge (local) +16, Knowledge (planes) +16, Perception +25, Sense Motive +17, Stealth +20; **Racial Modifiers** +8 Perception**Languages** Abyssal, Common; telepathy 100 ft.**SQ** rogue talents (bleeding attack +2, surprise attack), trapfinding +2**SPECIAL ABILITIES****Sprint (Ex)** Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.**Shadow Blend (Su)** During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.**Sunlight Powerlessness (Ex)** A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

C2. Guardian at the Gate

GATE GUARDIAN

CR 12

Advanced stone golem

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +20 natural, –1 size)**hp** 107 (14d10+30)**Fort** +4, **Ref** +5, **Will** +6**DR** 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.**Melee** 2 slams +24 (2d10+11)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** slow

STATISTICS

Str 32, **Dex** 13, **Con** —, **Int** —, **Wis** 15, **Cha** 5**Base Atk** +14; **CMB** +26; **CMD** 37

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

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

- A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

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

C3. The Gallery

SHAX CULTISTS (2)

CR 6

Human Rogue 10

N Medium humanoid (human)

Init +8; **Senses** Perception +12

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)**hp** 68 (10d8+20)**Fort** +4, **Ref** +11, **Will** +2**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.**Melee** +1 *keen rapier* +13/+8 (1d6+3/15–20)**Ranged** light crossbow +11 (1d8/19–20)**Special Attacks** sneak attack +5d6

TACTICS

Before Combat The cultists hide in the balcony observing the PCs until it appears they are heading up the stairs. As the PCs reach the stair the cultists fire on them. They otherwise follow Tancred's orders.

During Combat The cultists use their crossbows from the balcony until the PCs get close enough for melee combat. They then work together to set up flanking attacks.

Morale These cultists fight to the death.

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10**Base Atk** +7; **CMB** +9; **CMD** 25**Feats** Combat Expertise, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack**Skills** Acrobatics +17, Climb +15, Disable Device +19, Escape Artist +17, Intimidate +13, Perception +12, Perform (dance) +13, Sleight of Hand +17, Stealth +17, Swim +15**Languages** Common, Elven**SQ** rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5**Combat Gear** *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** +1 *studded leather*, +1 *keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, masterwork thieves' tools, 480 gp

SPECIAL ABILITIES

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex) Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Uncanny Dodge (Ex) Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

C4. Officer's Quarters

BABAU (3)

CR 6

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

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)**hp** 73 (7d10+35)**Fort** +10, **Ref** +6, **Will** +5**Defensive Abilities** protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.**Melee** 2 claws +12 (1d6+5), bite +12 (1d6+5) or
longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**Special Attacks** sneak attack +2d6**Spell-Like Abilities** (CL 7th)Constant—*see invisibility*At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +12; **CMD** 23**Feats** Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)**Skills** Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11,
Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

C5. Commander's Office

TANCREDESIMIRE

CR 12

Male middle-aged human conjurer 7/demoniac 6

CE Medium humanoid (human)

Init +3; Senses Perception +12

DEFENSE

AC 22, touch 16, flat-footed 18 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural)**hp** 113 (13 HD; 7d6+6d8+59)**Fort** +10, **Ref** +9, **Will** +11; +4 profane bonus against effects that cause bleed and figment illusions**Defensive Abilities** obedience**Weaknesses** damned

OFFENSE

Speed 30 ft.**Melee** +3 *darkwood cane* +10/+5 (1d6+3)**Special Attacks** demonic boon, demonic mark, energumen, killer's finesse, summon demon**Demonic Obedience Spell-Like Abilities** (CL 10th; concentration +12)3/day—*invisibility* (2/day)**Arcane School Spell-Like Abilities** (CL 12th; concentration +17)8/day—*acid dart* (1d6+3 acid)**Conjurer Spells Prepared** (CL 12th; concentration +17)6th—*globe of invulnerability*, *summon monster VI*, *true seeing*5th—*acidic spray*^{UM} (DC 21), *break enchantment* (DC 20), *cone of cold* (DC 20), *summon monster V*, *teleport*4th—*black tentacles* (+17), *enervation*, ~~*fire shield*~~, *ice storm*, *summon monster IV*3rd—*ash storm*^{UM}, *fireball* (2; DC 18), *stinking cloud* (DC 19), *summon monster III*2nd—*acid arrow* (2), ~~*extended mage armor*~~, *glitterdust* (DC 18), *summon monster II*, *web* (DC 18)1st—*burning hands* (2; DC 16), *corrosive touch*^{UM}, *grease* (2; DC 17), *magic missile*, *summon monster I*0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *flare* (DC 15)**Opposition Schools** transmutation, enchantment

TACTICS

Before Combat This morning, Tancred cast *extended mage armor* and performed his obedience to Shax.Before the PCs ascend the stairs to area **C3**, he drinks a *potion of bear's endurance*, a *potion of cat's grace*, and a *potion of bull's strength*. If he has the time he also uses a scroll of *greater magic weapon* on his cane.**During Combat** On the first round of combat, Tancred casts *haste*, including any of his allies in range. He then casts *black tentacles* on the ground floor, followed by *summon monster VI* to summon 1d3+1 babaus or a shadow demon. If a PC can deal bleed damage, Tancred tries to draw their attacks to gain healing from his Life in Blood boon. If threatened, he uses his *scroll of displacement* and then he uses his energumen special ability to boost his Constitution score.**Morale** If reduced below 18 hit points, Tancred flees using *teleport*.**Base Statistics** Without *bear's endurance*, *bull's strength*, *cat's grace*, *extended mage armor*, and *greater magic weapon*, Tancred's statistics are as follows: **Init** +1; **AC** 16, touch 14, flat-footed 14; **hp** 87 (13 HD; 7d6+6d8+33); **Fort** +8, **Ref** +7; **Melee** *darkwood cane* +3 (1d6–2); **Str** 7, **Dex** 13, **Con** 12; **CMB** +5, **CMD** 19; **Skills** Stealth +14

STATISTICS

Str 11, **Dex** 17, **Con** 16, **Int** 20, **Wis** 11, **Cha** 14**Base Atk** +7; **CMB** +7; **CMD** 23

Feats Augment Summoning, Dodge, Extend Spell, Iron Will, Persuasive, Scribe Scroll, Spell Focus (conjunction), Toughness, Demonic Obedience^{BOTD2}, Superior Summoning^{UM}

Skills Bluff +12, Diplomacy +12, Intimidate +15, Knowledge (arcana) +18, Knowledge (local) +18, Knowledge (nobility) +18, Knowledge (planes) +18, Linguistics +10, Perception +12, Sense Motive +10, Spellcraft +18, Stealth +16

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal

SQ arcane bond (ring), life in blood, obedience, summoner's charm (3 rounds)

Combat Gear *potions of cure serious wounds (2), potion of haste, ~~potion of bear's endurance, potion of bull's strength, potion of cat's grace, scroll of displacement, scroll of greater magic weapon, wand of scorching ray~~* (34 charges); **Other Gear** *amulet of natural armor +2, cloak of resistance +2, ring of protection +2*

SPECIAL ABILITIES

Energumen (Su) Once per day, Tancred can open his soul to a demonic spirit as a free action. The spirit possesses him for 3 rounds, granting a +4 profane bonus to an ability score of his choice. In addition, he gains electricity resistance 10 and a +4 bonus on all saving throws against poison. When this possession effect ends, Tancred becomes confused for a number of rounds equal to his demoniac level. At the start of each round of confusion, Tancred can attempt a DC 25 Will save to end the effect immediately. Energumen is negated by *protection from evil* or *protection from chaos*. Tancred (or the PCs) can prevent or end the confusion side effect by having one of these spells cast upon him when (or before) this ability ends, but being affected by such a spell before this ability has run its course also causes the benefits to end prematurely.

Killer's Finesse (Sp) Tancred's demonic boon from Shax allows him to cast *invisibility* twice per day as a spell-like ability.

Life in Blood (Su) Tancred treats bleed effects as fast healing. For example, if he suffers an effect that causes bleed 5, he does not take any damage from the effect and instead gains fast healing 5. This effect ends when he is fully healed.

Summon Demon (Sp) Once per day, Tancred can use *summon monster VI* once per day to conjure one succubus, 1d3 babaus, or 1d4+1 brimoraks to serve him.

Tancred Desimire's Cheat Sheet

6th level spells

Globe of Invulnerability (abjuration, VSM, 10ft. sphere on you, 1rd/lvl) – 4th level or lower spells don't affect you, effects are suppressed in the globe

Summon Monster VI (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM V or 1d4+1 from SM IV

True Seeing (divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

5th level spells

Acidic Spray (conjunction (creation)[acid], VSM, 60ft line, SRyes) – 1d6 acid/lvl (max 15d6). Next round 1d6 acid/2lvls. REF half initial and negate next round.

Break Enchantment (abjuration, 1 minute, VS, close, one creature/level within 30 ft) – Make a CL check vs. 11+CL of enchantments, transmutations, and curses. If it couldn't be dispelled by dispel magic and it's greater than 5th level, this doesn't work.

Cone of Cold (evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg (max 15d6). REF for half

Summon Monster V (conjunction (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM IV or 1d4+1 from SM III

Teleport (conjuration(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels.

4th level spells

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

Enervation (necromancy, VS, close, ray of negative energy, SRYes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

Fire Shield (evocation[fire or cold], VSM, personal, 1rd/lvl) – Creatures that attack you take 1d6+lvl fire/cold. Take ½ damage from opposite element.

Ice Storm (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRYes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

Summon Monster IV (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM III or 1d4+1 from SM II

3rd level spells

Ash Storm (conjuration (creation)[fire], VSMDF, long, cylinder (40ft radius, 20ft high), 1rd/lvl) – Blocks all sight, ground is difficult terrain.

Fireball (evocation [fire], VSM, long, 20ft. radius, SRYes) – 10d6 fire, REF half.

Stinking Cloud (conjuration (creation) [poison], VSM, medium, 20ft. cloud, 1rd/lvl) -20ft. *fog cloud*. FORT or be nauseated while in cloud and 1d4+1 rds after leaving. If still in the cloud, new FORT save each rd.

Summon Monster III (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM II or 1d4+1 from SM I

2nd level spells

Acid Arrow (2) (conjuration(creation)[acid], VSM, long, 1rd+1rd/3lvs) – Ranged touch deals 2d4 acid/rd.

Extended Mage Armor (conjuration(creation)[force], creature touched, 2hrs/lvl) - +4 armor bonus

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

Summon Monster II (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature, or 1d3 from SM I

Web (conjuration(creation), VSM, medium, 20ft radius spread, 10min/lvl) – Trap webs in between two surfaces. Grappled if moved through without CMB or Escape Artist. 5ft provides cover, 20ft provides total cover

1st level spells

Burning Hands (2) (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half

Corrosive Touch (conjuration(creation)[acid], VS, creature or object touched, SRYes) – touch deals 5d4 acid.

Grease (2) (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.

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

Summon Monster I (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature

SUMMONED AUGMENTED SUCCUBUS**CR 7**

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** 100 (8d10+56)**Fort** +9, **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+3)**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** 17, **Dex** 17, **Con** 24, **Int** 18, **Wis** 14, **Cha** 27**Base Atk** +8; **CMB** +13; **CMD** 24**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)**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).

SUMMONED AUGMENTED BABAU**CR 6**

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

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19**DEFENSE****AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)**hp** 87 (7d10+49)**Fort** +12, **Ref** +6, **Will** +5**Defensive Abilities** protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** 2 claws +14 (1d6+7), bite +14 (1d6+7) or longspear +14/+9 (1d8+10/×3), bite +9 (1d6+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**Special Attacks** sneak attack +2d6**Spell-Like Abilities** (CL 7th)Constant—*see invisibility*At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)1/day—*summon* (level 3, 1 babau at 40%)**STATISTICS****Str** 25, **Dex** 13, **Con** 24, **Int** 14, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +14; **CMD** 25**Feats** Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)**Skills** Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SPECIAL ABILITIES**

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

SUMMONED AUGMENTED BRIMORAK**CR 5**

CE Small outsider (chaotic, demon, evil, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +10**Aura** smoke breath (5 ft., DC 19)**DEFENSE****AC** 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)**hp** 69 (6d10+36)**Fort** +11, **Ref** +8, **Will** +3**Defensive Abilities** boiling blood; **DR** 5/cold iron or good; **Immune** electricity, fire; **Resist** acid 10, cold 10; **SR** 16**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft.**Melee** longsword +13/+8 (1d6+5/19–20 plus 1d6 fire), hoof +2 (1d3+2 plus 1d6 fire)**Special Attacks** breath weapon (20-foot line of boiling blood, 5d6 fire damage, Reflex DC 19 half, usable every 1d4 rounds), burning hooves**Spell-like Abilities** (CL 6th; concentration +8)3/day—*dispel magic*, *heat metal* (DC 14), *produce flame*1/day—*air walk*, *fireball* (DC 15), ~~*greater teleport* (self plus 50 lbs. of objects only)~~, *summon* (level 3, 1 brimorak, 50%)**STATISTICS****Str** 21, **Dex** 16, **Con** 23, **Int** 12, **Wis** 12, **Cha** 15**Base Atk** +6; **CMB** +10; **CMD** 23**Feats** Combat Casting, Improved Initiative, Weapon Focus (longsword)**Skills** Acrobatics +12, Bluff +11, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +16; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft.**SQ** flaming weapon**SPECIAL ABILITIES**

Boiling Blood (Su) A brimorak's blood is boiling hot. A brimorak can cough out a hideous amount of this scorching fluid as a breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing melee weapon is sprayed by boiling blood, and takes 1d4 points of fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.

Burning Hooves (Su) A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though—Survival checks made to track a brimorak gain a +8 circumstance bonus. Brimoraks use their air walk ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) so as to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Flaming Weapon (Su) As a free action, a brimorak can infuse a wielded melee weapon (including a two-handed weapon, but not a second weapon held in the off-hand) with its fiery nature, allowing it to inflict an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also inflict. The weapon loses this ability if it leaves the demon's grasp.

Smoke Breath (Su) A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet—while the smoke isn't thick enough to obscure

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vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A successful DC 19 Fortitude save grants immunity to a particular brimorak's breath for 24 hours. The save DC is Constitution-based.