

5-25 Vengeance at Sundered Crag

Subtier 7-8

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A. Across the Wasteland

WOLFCRAGS DIRE WOLVES (2)

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 5

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 (10d6 cold damage, DC 18 Reflex save for half damage).

B1. The Traitor Found

THURL

CR 8

Male dwarf summoner 8

CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 12, flat-footed 17 (+3 armor, +2 Dex, +2 natural, +2 shield)**hp** 71 (8d8+32)**Fort** +10, **Ref** +8, **Will** +11; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training, shield ally; **DR** 10/ adamantine (80 hp)

OFFENSE

Speed 20 ft.**Melee** +2 darkwood quarterstaff +9/+4 (1d6+1) or

mwk mithral dagger +8/+3 (1d4–1/19–20)

Ranged mwk mithral dagger +11 (1d4–1/19–20)**Special Attacks** hatred**Summoner Spell-Like Abilities** (CL 8th; concentration +12):7/day—*summon monster IV***Summoner Spells Known** (CL 8th; concentration +12)3rd (3/day, 1 remaining)—*evolution surge*^{APG}, *greater magic fang*, *summon monster IV*2nd (5/day, 4 remaining)—*eagle's splendor*, *glitterdust* (DC 17), *resist energy*, *summon monster II*1st (5/day)—*daze monster* (DC 15), *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*, *heroism*, and *stoneskin* before breaking out. 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 IV* to summon a fiendish dire boar, 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 IV* ability to conjure another fiendish dire boar or 1d3 dretches.

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*, *heroism*, and *stoneskin*, Thurl has the following statistics: **AC** 17, touch 12, flat-footed 13; **hp** 55; **Fort** +8, **Ref** +6, **Will** +9; **Melee** +2 darkwood quarterstaff +7/+2 (1d6+1), mwk mithral dagger +6/+1 (1d4-1/19-20); **Ranged** mithral dagger +9; **Con** 14, **Cha** 15; **CMB** +5; **CMD** 17 (21 vs. bull rush, 21 vs. trip)

STATISTICS

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

Base Atk +6; **CMB** +5; **CMD** 17 (21 vs. bull rush, 21 vs. trip)**Feats** Augment Summoning, Inscribe Magical Tattoo, Spell Focus (conjunction), Summoner's Call

Skills Appraise +0 (+2 to assess nonmagical metals or gemstones), Bluff +8, Craft (tattoo) +11, Knowledge (arcana) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (planes) +12, Linguistics +7, Perception +3 (+5 to notice unusual stonework), Spellcraft +12; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Abyssal, Common, Dwarven, Terran

SQ bond senses (8 rounds/day), eidolon, exceptional resources, life link, maker's call, transposition

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

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

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

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.

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.

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 (2) – 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 6th) (abjuration, VS, medium) – You know how dispel magic works

Spell Tattoo of Haste (CL 6th) (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 6th) (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 +9**DEFENSE****AC** 21, touch 11, flat-footed 19 (+6 armor, +2 Dex, +4 natural, –1 size)**hp** 63 (6d10+30)**Fort** +9, **Ref** +7, **Will** +4; +4 Will against enchantment spells and effects**Defensive Abilities** devotion, evasion**OFFENSE****Speed** 40 ft.**Melee** bite +14 (1d8+9), 2 claws +14 (1d6+9), sting +14 (1d6+9 plus poison)**w/ Power Attack** bite +12 (1d8+13), 2 claws +12 (1d6+13), sting +12 (1d6+13 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** poison, rend (2 claws, 1d6+13, 1d6+19 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** +3; **hp** 51; **Fort** +7, **Ref** +8, **Will** +4; **Melee** bite +9 (1d6+3), 2 claws +9 (1d4+3), sting +9 (1d4+3 plus poison); rend (2 claws, 1d6+12); **Str** 17, **Dex** 17, **Con** 14; poison DC 15**STATISTICS****Str** 27, **Dex** 15, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11**Base Atk** +6; **CMB** +15; **CMD** 27**Feats** Iron Will, Power Attack, Toughness**Skills** Climb +12, Knowledge (planes) +6, Perception +9, Stealth +7, Survival +9**Languages** Common**SQ** evolutions (bite, claws, limbs [arms], limbs [arms], limbs [legs], limbs [legs], poison [sting], rend, sting, tail), link, share spells**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save.

SUMMONED FIENDISH AUGMENTED DIRE BOAR (DAEODON)**CR 5**

N Large animal

Init +4; **Senses** darkvision 60ft., low-light vision, scent; **Perception** +12**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 natural, –1 size)**hp** 52 (5d8+30)**Fort** +8, **Ref** +4, **Will** +2**Defensive Abilities** ferocity; **DR** 5/good; **Resist** cold 10, fire 10; **SR** 10**OFFENSE****Speed** 40 ft.**Melee** gore +10 (2d6+12)**Special Attacks** smite good 1/day (+0 hit, +5 damage)**STATISTICS****Str** 27, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +12; **CMD** 22**Feats** Improved Initiative, Skill Focus (Perception), Toughness**Skills** Perception +12**SUMMONED AUGMENTED DRETCH****CR 2**

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

Init +0; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE****AC** 14, touch 11, flat-footed 14 (+3 natural, +1 size)**hp** 22 (2d10+11)**Fort** +7, **Ref** +0, **Will** +3**DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10**OFFENSE****Speed** 20 ft.**Melee** 2 claws +6 (1d4+3), bite +6 (1d4+3)**Spell-Like Abilities** (CL 2nd)1/day—*cause fear* (DC 11), *stinking cloud* (DC 13)**STATISTICS****Str** 16, **Dex** 10, **Con** 18, **Int** 5, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +4; **CMD** 14**Feats** Toughness**Skills** Escape Artist +5, Perception +5, Stealth +9**Languages** Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

STITCHED ABOMINATION**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**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 (3)

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*.**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.

ARASTRAX**CR 7**

Shadow Demon

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

Init +8; **Senses** darkvision 60 ft.; Perception +20**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)**hp** 59 (7d10+21)**Fort** +5, **Ref** +11, **Will** +7**Defensive Abilities** incorporeal; **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 +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)**Special Attacks** pounce, sprint, shadow blend**Spell-Like Abilities** (CL 10th)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%)**STATISTICS****Str** —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19**Base Atk** +7; **CMB** +11; **CMD** 25**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes,**Skills** Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; **Racial Modifiers** +8 Perception**Languages** Abyssal, Common; telepathy 100 ft.**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 9

Variant stone golem (*Pathfinder RPG Bestiary* 163)

N Large construct

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

DEFENSE

AC 23, touch 8, flat-footed 23 (–1 Dex, +15 natural, –1 size)

hp 85 (10d10+30)

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

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

OFFENSE

Speed 20 ft.

Melee 2 slams +17 (2d6+8)

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

Special Attacks slow

TACTICS

During Combat The guardian is mindless and attacks the closest foe or the one that did the most damage to it on the previous round.

Morale The guardian fights until destroyed.

STATISTICS

Str 26, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +19; **CMD** 28

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 3 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 5 rounds, requiring a DC 15 Will save to negate. The save DC is Constitution-based.

C3. The Gallery

SHAX CULTISTS (2)

CR 6

Human Rogue 7

NE Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)**hp** 42 (7d8+7)**Fort** +4, **Ref** +10, **Will** +3**Defensive Abilities** evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.**Melee** +1 rapier +10 (1d6+3/18–20)**Ranged** mwk light crossbow +10 (1d8/19–20)**Special Attacks** sneak attack +4d6 plus 4 bleed

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 The cultists fight to the death.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +7; **CMD** 22**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse**Skills** Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14**Languages** Common, Halfling**SQ** rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, tanglefoot bag; **Other Gear** +1 studded leather, +1 rapier, masterwork light crossbow with 20 bolts, *cloak of resistance* +1, thieves' tools, 489 gp

SPECIAL ABILITIES

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
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

TANCRED DESIMIRE

CR 9

Male middle-aged human conjurer 7/ demoniac 3

CE Medium humanoid (human)

Init +3; Senses Perception +8

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 armor, +2 deflection, +3 Dex, +1 dodge)

hp 67 (10 HD; 7d6+3d8+27)

Fort +7, **Ref** +7, **Will** +9; +4 profane bonus against effects that cause bleed and figment illusions

Defensive Abilities obedience

Weaknesses damned

OFFENSE

Speed 30 ft.

Melee +2 *darkwood cane* +7 (1d6+2)

Special Attacks demonic boon, demonic mark, energumen, killer's finesse

Demonic Obedience Spell-Like Abilities (CL 10th; concentration +12)

 2/day—*invisibility*
Arcane School Spell-Like Abilities (CL 9th; concentration +14)

 8/day—*acid dart* (1d6+3 acid)

Spells Prepared (CL 9th; concentration +14)

 5th—*acidic spray*^{UM} (DC 21), *summon monster V*, *teleport*

 4th—*black tentacles* (+14), ~~*fire shield*~~, *ice storm*, *summon monster IV*

 3rd—*ash storm*^{UM}, *fireball* (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*, followed by casting *fire shield*. 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 V* to summon 1d3 fiendish dire wolves. 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 10 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** 14, touch 12, flat-footed 12; **hp** 47 (10 HD; 7d6+3d8+7); **Fort** +5, **Ref** +5; **Melee** darkwood cane +3 (1d6–2); **Str** 7, **Dex** 13, **Con** 11; **CMB** +3, **CMD** 17; **Skills** Stealth +10

STATISTICS

Str 11, **Dex** 17, **Con** 15, **Int** 20, **Wis** 11, **Cha** 14

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

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

Skills Bluff +11, Diplomacy +10, Intimidate +13, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (nobility) +16, Knowledge (planes) +16, Linguistics +10, Perception +8, Sense Motive +9, Spellcraft +16, Stealth +12

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

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

Combat Gear *potion of cure serious wounds, 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*; **Other Gear** *cloak of resistance +1, ring of protection +2*

SPECIAL ABILITIES

Damned (Ex) When Tancred is killed, his soul is instantly claimed by the Abyss. In time, his soul is transformed into a demon appropriate to the greatest sins he gloried in while he lived. Any character attempting to resurrect Tancred must succeed at a DC 13 caster level check or the spell fails. That character cannot attempt to resurrect Tancred again until the following day, though other characters can attempt to do so if they please.

Demonic Mark (Ex) Tancred bears Shax's symbol as a tattoo-like brand. Once per day, Tancred can call upon the profane power of his mark to power a spell, giving it the chaotic and evil descriptors. The spell is not expended as it is cast, allowing Tancred to cast it again later.

Energumen (Su) Once per day, Tancred Desimire can open his soul to a demonic spirit as a free action. The spirit possesses him for 3 rounds, granting a +2 profane bonus to his Constitution. 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.

SUMMONED FIENDISH AUGMENTED DIRE WOLF

CR 4

N Large animal

Init +2; **Senses** darkvision 60ft., low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 47 (5d8+25)

Fort +9, **Ref** +6, **Will** +2

DR 5/good; **Resist** cold 5, fire 5; **SR** 9

OFFENSE

Speed 50 ft.

Melee bite +9 (1d8+9 plus trip)

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

Special Attacks smite good 1/day (+0 hit, +5 damage)

STATISTICS

Str 23, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

Tancred Desimire's Cheat Sheet

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.

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

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.

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 (conjunction (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 (conjunction (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) – 9d6 fire, REF half.

Stinking Cloud (conjunction (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 (conjunction (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) (conjunction(creation)[acid], VSM, long, 1rd+1rd/3lvls) – Ranged touch deals 2d4 acid/rd.

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

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

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

Web (conjunction(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 (conjunction(creation)[acid], VS, creature or object touched, SRyes) – touch deals 5d4 acid.

Grease (2) (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.

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

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