

## NOTE TO READER

Creatures and spells reproduced here have been somewhat edited for space. I've attempted to reproduce what's most relevant to running an adventure in-the-moment. I hope the document is useful in running the module. — Best, Joe M.

## Unsanctioned Conjuration (CR 12, p. 7)

- Retriever, Advanced

Retriever, Advanced	CR 12
<i>A spider the size of a bull elephant rears up on its back four legs in a violent challenge, eyes shimmering with magical energy.</i>	
CE Huge construct (extraplanar) <b>Init</b> +9; <b>Senses</b> darkvision, low-light vision; <b>Perception</b> +17	
DEFENSE	
<b>AC</b> 29, <b>touch</b> 13, <b>flat-footed</b> 24 (+5 Dex, +16 nat, -2 size) <b>HP</b> 137 (15d10+15+40); <b>fast healing</b> 5 <b>Fort</b> +7, <b>Ref</b> +12, <b>Will</b> +7 <b>Defensive Abilities</b> construct traits	
OFFENSE	
<b>Speed</b> 50 ft.; <i>spider climb, water walk</i> <b>Melee</b> bite +21 (1d8+8 plus grab), 4 claws +21 (2d6+8/19-20) <b>P. Atk.</b> [-4/+8] attack +17 (dice+16 dmg) <b>Space</b> 15 ft.; <b>Reach</b> 15 ft. <b>Special Attacks</b> eye rays (+18 ranged touch, 100 ft., DC 19) <b>Spell-Like Abilities</b> (CL 20th) <i>At will—discern location</i>	
STATISTICS	
<b>Str</b> 26 (+8) <b>Dex</b> 16 (+3) <b>Con</b> — <b>Int</b> 7 (-2) <b>Wis</b> 15 (+2) <b>Cha</b> 5 (-3) <b>BAB</b> +15; <b>CMB</b> +25 (+29 grapple); <b>CMD</b> 40 (44 v. trip) <b>Feats</b> Cleave, Improved Bull Rush, Great Fortitude, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack, Toughness <b>Skills</b> Perception +17 <b>Languages</b> Abyssal (cannot speak) <b>SQ</b> relentless	
SPECIAL	

**Eye Rays (Su)** Four eye rays, can use one per round and each only once every four rounds. Free action, does not provoke. Save DC 19 (Con-based, includes +2 racial bonus).  
*Fire:* Deals 12d6 fire damage (Reflex half).  
*Cold:* Deals 12d6 cold damage (Reflex half).  
*Electricity:* Deals 12d6 electricity damage (Reflex half).  
*Petrification:* Target must succeed on a Fortitude save or turn to stone permanently.

**Relentless (Su)** A retriever is constantly under the effects of *spider climb* and *water walk*; these abilities cannot be dispelled.

**Construct Traits (Ex)** 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). Immune to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

## Hall of Summoning (CR 12, p. 11)

- Trap: *summon monster VI* – Erinyes (4)

Erinyes	CR 8
<i>Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target.</i>	
LE Medium outsider (devil, evil, extraplanar, lawful) <b>Init</b> +6; <b>Senses</b> darkvision, see in darkness, <i>true seeing</i> ; <b>Perception</b> +16	
DEFENSE	
<b>AC</b> 23, <b>touch</b> 17, <b>flat-footed</b> 16 (+6 Dex, +1 dodge, +6 nat) <b>HP</b> 94 (9d10+45) <b>Fort</b> +11, <b>Ref</b> +12, <b>Will</b> +7 <b>DR</b> 5/good; <b>Immune</b> fire, poison; <b>Resist</b> acid, cold 10; <b>SR</b> 19	
OFFENSE	
<b>Speed</b> 30 ft., fly 50 ft. <b>Melee</b> +1 <i>longsword</i> +15/+10 (1d8+8/19-20) <b>Ranged</b> +1 <i>flaming composite longbow</i> +14/+14/+9 (1d8+6/x3 plus 1d6 fire) or rope +15 touch (entangle) <b>Spell-Like Abilities</b> (CL 12th) <i>Constant—true seeing</i> <i>At Will—fear</i> (single target, DC 19), <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>minor image</i> (DC 17), <i>unholy blight</i> (DC 19) <i>1/day—summon</i> (level 3, 2 bearded devils, 50%)	
STATISTICS	
<b>Str</b> 20 <b>Dex</b> 23 <b>Con</b> 21 <b>Int</b> 14 <b>Wis</b> 18 <b>Cha</b> 21 <b>BAB</b> +9; <b>CMB</b> +14; <b>CMD</b> 31 <b>Feats</b> Combat Reflexes, Dodge, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run <b>Skills</b> Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15 <b>Languages</b> Celestial, Common, Draconic, Infernal; telepathy 100 ft.	
SPECIAL	
<b>Entangle (Su)</b> Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an <i>animate rope</i> spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes' rope functions only for the erinyes who made it and no other.	

## Hall of Seeing (CR 11, p. 11)

- Trap: *contact other plane* (see module)

### Contact Other Plane

**School** divination; **Level** sorcerer/wizard 5

You send your mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly.

**Avoid Int/Cha Decrease [Intelligence DC 10, 2 weeks]:** You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. You cannot take 10 on this check. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

**True Answer [01-49]:** You get a true, one-word answer. Questions that cannot be answered this way are answered randomly.

**Don't Know [50-70]:** The entity tells you that it doesn't know.

**Lie [71-91]:** The entity intentionally lies to you.

**Random Answer [92-100]:** The entity tries to lie but doesn't know the answer, so it makes one up.

[Specifications from Outer Plane, Demigod line]

## Hall of Induction (CR 12, p. 11)

- Trap: *prismatic spray*

### Elemental Storm Trap

CR 12

See module.

## Hall of Lies (CR 11, p. 12)

- Trap: *Phantasmal Killer*

### Phantasmal Killer

**School** illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 4

**Saving Throw** Will disbelief, then Fortitude partial; see text; **SR** yes

The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

## Hall of Shaping (CR 13, p. 12)

- Trap: *baleful polymorph* (see module)
- Garipans (3)

### Garipans (3)

CR 10

NE Medium outsider (native)

**Init** +2; **Senses** darkvision; **Perception** +19

**HP** 133 each

See module p. 31

### Baleful Polymorph

**School** transmutation (polymorph); **Level** druid 5, sorcerer/wizard 5

**Target** one creature

**Duration** permanent

**Saving Throw:** Fortitude negates, Will partial, see text; **Spell**

**Resistance:** yes

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form.

See Player Handout at the end of this document.

## Hall of Charms (CR 11, p. 12)

- Trap: *confusion*

### Confused

A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

- 01–25:** Act normally.  
**26–50:** Do nothing but babble incoherently.  
**51–75:** Deal 1d8 points of damage + Str modifier to self with item in hand.  
**76–100:** Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

## Hall of Whispers (CR 12, p. 13)

- Trap: *heightened horrid wilting* (see module)

### Horrid Wilting

**School** necromancy; **Level** sorcerer/wizard 8  
**Saving Throw** Fortitude half; **Spell Resistance** yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

## Library (CR 14, p. 16)

- Terentius (NPC, see module)
- Invisible Stalkers (6)

### Terentius (NPC)

CR 12

NE Medium humanoid  
**Init** +2; **Senses** darkvision; **Perception** +5  
**HP** 93  
*See module. Notable spells reproduced below.*

### Shadow Demon, Augmented

CR 7

*Only the shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.*

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)  
**Init** +8; **Senses** darkvision; **Perception** +20

#### DEFENSE

**AC** 18, **touch** 18, **flat-footed** 14 (+4 Dex, +4 deflection)  
**HP** 73 (7d10+21+14\*)  
**Fort** +7\*, **Ref** +11, **Will** +7  
**Defensive Abilities** incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid, 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), *telekinesis* (DC 19)  
3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)  
1/day—*magic jar* (DC 19)

#### STATISTICS

**Str** — **Dex** 18 **Con** 21\* **Int** 14 **Wis** 14 **Cha** 19  
**BAB** +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** +8 Perception  
**Languages** Abyssal, Common; telepathy 100 ft.

#### SPECIAL

**Spring (Ex)** Once per minute, a shadow demon can 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.

**Incorporeal (Ex)** Immune to all nonmagical attacks except holy water. Takes half damage (50%) from most magical attacks, except channel energy and force effects. Immune to critical hits and precision damage unless from a *ghost touch* weapon. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature.

An incorporeal creature can pass into a solid object but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover (+4 AC), so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

## Invisible Stalker (6) CR 7

*No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.*

N Medium outsider (air, elemental, extraplanar)

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

### DEFENSE

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

**HP** 80 (7d10+42)

**Fort** +11, **Ref** +11, **Will** +4

**Defensive Abilities** natural invisibility; **Immune** elemental traits

### OFFENSE

**Speed** 30 ft, fly 30 ft (perfect)

**Melee** 2 slams +12 (2d6+4)

### STATISTICS

**Str** 18 **Dex** 19 **Con** 22 **Int** 14 **Wis** 15 **Cha** 11

**BAB** +7; **CMB** +11; **CMD** 25

**Feats** Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

**Skills** Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

**Languages** Auran, Common

### SPECIAL

**Natural Invisibility (Ex)** This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

**Elemental Traits** Immune to bleed, paralysis, poison, precision, sleep, stun. Not subject to critical hits or flanking. Does not breathe, eat, or sleep.

## Shadow Demon's SLAs (CL 10th)

**Fear:** *School* necromancy [fear, mind-affecting]; *Area* 30-ft cone; *Duration* 10 rounds or 1 round; *Save* **Will DC 18 partial**; *SR* yes. — Each living creature in the area becomes panicked on a failed save. If cornered, a panicked creature begins cowering. A creature that succeeds on its Will save is instead shaken for 1 round.

**Shadow Conjuration:** *School* illusion (shadow); *Save* **Will DC 18 disbelief** (if interacted with), see text; *SR* yes. — Can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. Any creature that interacts with the spell can make a Will save to recognize its true nature. Those who fail their Will save are affected normally. Those who successfully disbelieve are only affected at 20% effectiveness (20% damage or a 20% chance that a non-damaging effect will occur). Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows (same DC). In addition, any effect created by *shadow conjuration* allows spell resistance. — Any creature that successfully disbelieves sees the *shadow conjuration* as transparent images superimposed on vague, shadowy forms.

**Spiked Pit:** *School* conjuration (creation); *Level* sorcerer/wizard 3; *Duration* 1 rd/lvl + 1; *Save* **Reflex DC 18 negates**. — You create a 10-by-10 extradimensional hole with a depth of 10 ft per two caster levels (maximum 50 ft) [50 ft], lined with wickedly sharp spikes. You must create the pit on a horizontal surface of sufficient size. Reflex save to jump to safety. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures who fall into the pit take falling damage as normal plus 2d6 piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. The pit's coarse, spike-lined stone walls have a Climb DC of 20.

**Stinking Cloud:** *School* conjuration (creation); *Level* sorcerer/wizard 3; *Range* medium; *Effect* cloud spreads in 20-ft radius, 20 ft high; *Duration* 1 rd/lvl; *Save* **Fortitude DC 18 negates**; *SR* no. — A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

**Magic Jar:** *School* necromancy; *Target* one creature; *Duration* 1 hr/lvl or until you return to your body; *Save* **Will DC 19 negates**, see text; *SR* yes. — Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body unless the subject succeeds on a Will save. A target that succeeds on its save automatically succeeds on any future saves if you attempt to possess it again. If you are successful, your life force occupies the host body. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. As a standard action, you can shift freely from a host. If the host body is slain, you are expelled. If the spell ends, you are expelled.

## Terentius' Spells (CL 14th)

**Resilient Sphere:** *School* evocation [force]; *Range* close; *Effect* 1-ft-diameter/lvl sphere, centered around a creature; *Duration* 1 min/lvl (D); *Save* Reflex negates; *SR* yes. — A globe of shimmering force surrounds the target. The globe has hardness 30 and a number of hit points equal to 20 per caster level [280 hp]. The globe can be targeted by *dispel magic*. *Disintegrate* automatically destroys it. Contact with a *sphere of annihilation* or a *rod of cancellation* instantly destroys the globe. Breath weapons and spells cannot pass through the globe in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones. Gaze attacks can operate through the globe. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

**Displacement:** *School* illusion (glamer); *Range* touch; *Duration* 1 rd/lvl. — The subject of this spell benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally.

**Mage's Sword:** *School* evocation [force]; *Range* close; *Duration* 1 rd/lvl (D). — As spiritual weapon. Standard action to switch targets.

**Mage's Sword +22 (4d6+3/19-20).**

**Disintegrate:** *School* transmutation; *Range* medium; *Effect* ray; *Save* Fortitude DC 21 partial; *SR* yes. — Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6) [28d6]. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

**Cloudkill:** *School* conjuration (creation); *Range* medium; *Effect* cloud spreads in 20-ft radius, 20-ft high; *Duration* 1 min/lvl; *Save* Fortitude DC 22 partial; see text; *SR* no. — A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. The poisonous vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell. The cloud moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

**Constitution Damage:** take penalties on your Fortitude saving throws. In addition, multiply your total HD by this penalty and subtract that amount from your current and total HP. Lost HP are restored when the damage to your Constitution is healed. If the damage to your Constitution score is equal to or greater than your Constitution score, you die.

**Black Tentacles:** *School* conjuration (creation); *Range* medium; *Area* 20-ft radius spread; *Duration* 1 rd/lvl (D); *Save* none. — Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke AOOs. The tentacles' CMB = CL +4 Str +1 size. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect. If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of *black tentacles*, for the purposes of escaping the grapple, is equal to 10 + its CMB. The entire area of effect is considered **difficult terrain** while the tentacles last.

**Black Tentacles +19 grapple, +24 v. already-grappled (1d6+4)  
CMD = 29**

**Web:** Anyone in the effect's area when the spell is cast must make a saving throw: **Reflex DC 19**. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a *web* spell are flammable. A *flaming* weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-ft square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

## Lecture Hall (CR 13, p. 17)

- Illia (NPC)
- Bone Devil

### Illia (NPC) CR 12

CN Medium humanoid (human)

**Init** +10; **Perception** +17

**HP** 101

*See module.*

### Bone Devil (Osyluth) CR 9

*Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches.*

LE Large outsider (devil, evil, extraplanar, lawful)

**Init** +9; **Senses** darkvision, see in darkness; **Perception** +19

**Aura** fear aura (5 ft, DC 19, 1d6 rounds)

#### DEFENSE

**AC** 25, **touch** 14, **flat-footed** 20 (+5 Dex, +11 nat, -1 size)

**HP** 105 (10d10+50)

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

**DR** 10/good; **Immune** fire, poison; **Resist** acid, cold 10; **SR** 20

#### OFFENSE

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

**Melee** bite +14 (1d8+5), 2 claws +14 (1d6+5), sting +14 (3d4+5 plus poison)

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

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

Constant—fly

At will—*dimensional anchor*, *greater teleport*, *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/d—quicken *invisibility* (self only)

1/d—summon (level 4, 1 bone devil, 35%)

#### STATISTICS

**Str** 21 **Dex** 21 **Con** 20 **Int** 16 **Wis** 15 **Cha** 18

**BAB** +10; **CMB** +16; **CMD** 31

**Feats** Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*)

**Skills** Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

#### SPECIAL

**Poison (Ex)** Sting—injury; *save* Fort DC 20; *frequency* 1/rd for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves.

## Laboratory (CR 14, p. 19)

- Marijkal (Handmaiden Devil)

### Marijkal, Handmaiden Devil (Gylou) CR 14

*Twin tentacles stretch from the crown of this feminine fiend's head, while her lower body blooms in a gown of writhing tendrils.*

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +11; **Senses** darkvision, *true seeing*; **Perception** +23

#### DEFENSE

**AC** 31, **touch** 17, **flat-footed** 24 (+7 Dex, +14 nat)

**HP** 187 (15d10+105)

**Fort** +16, **Ref** +16, **Will** +10

**DR** 10/good; **Immune** fire, poison; **Resist** acid, cold 10; **SR** 25

#### OFFENSE

**Speed** 40 ft, fly 60 ft (average)

**Melee** 2 claws +22 (2d8+7/19-20/x3), 2 tentacles +20 (1d6+3 plus grab)

**Space** 5 ft; **Reach** 5 ft (10 ft with tentacles)

**Special Attacks** tentacle cage (4d8+10 bludgeoning, AC 17, HP 18)

**Spell-Like Abilities** (CL 14th; concentration +19)

Constant—*spider climb*, *true seeing*

At will—*alter self*, *dispel good* (DC 20), *enthrall* (DC 17), *greater teleport* (self plus 1 entrapped creature and 50 lbs. of goods only), *persistent image* (DC 20)

3/d—*black tentacles* (CMB +19, CMD 29), *charm monster* (DC 19)

1/d—summon (level 5, 3 erinyes 65%)

#### STATISTICS

**Str** 24 **Dex** 25 **Con** 25 **Int** 22 **Wis** 21 **Cha** 20

**BAB** +15; **CMB** +22 (+26 grapple); **CMD** 39 (can't be tripped)

**Feats** Acrobatic Steps, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Multiattack, Nimble Moves, Strike Back

**Skills** Acrobatics +25 (+29 jump), Bluff +23, Diplomacy +23, Disguise +23, Escape Artist +22, Fly +14, Knowledge (arcana) +21, Knowledge (planes) +24, Perception +23, Perform (sing) +23, Sense Motive +23, Spellcraft +21, Stealth +25

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**SQ** agile grappler

#### SPECIAL

**Agile Grappler (Ex)** A gylou does not gain the grappled condition when she grapples a foe.

**Tentacle Cage (Su)** If a gylou successfully grapples a creature, she transfers that creature into her lower body's nest of cage-like tentacles. This works like swallow whole. The gylou's tentacles are AC 17 and have 18 hp for the purpose of an entrapped creature cutting itself out. A gylou's tendrils heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.

**Swallow Whole (Ex)** The opponent can be up to one size category smaller than the swallowing creature. A swallowed creature takes damage each round as listed. A swallowed creature retains the grappled condition. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple.

## Dueling Arena (CR 13, p. 20)

- Nagxiv (Barbed Devil)
- Valshune (Devourer)

**NOTES:** If Nagxiv is obviously going to lose, have him *greater teleport* to Chyvrom to aid in the final encounter. For example, my group smoked the Devourer in just a couple actions, and the devil took the hint! (Especially since he gains control of the contested soul when the Devourer dies!)

### Nagxiv, Barbed Devil (Hamatula)

CR 11

*From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.*

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision, see in darkness; **Perception** +21

#### DEFENSE

**AC** 26, **touch** 16, **flat-footed** 20 (+6 Dex, +10 nat)

**HP** 138 (12d10+72)

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

**Defensive Abilities** barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid, cold 10; **SR** 22

#### OFFENSE

**Speed** 30 ft

**Melee** 2 claws +18 (2d8+6/19-20 plus fear and grab)

**P. Atk.** [-4/+8] 2 claws +14 (2d8+14 plus fear and grab)

**Special Attacks** fear, impale 3d8+9

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

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/d—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

#### STATISTICS

**Str** 23 **Dex** 23 **Con** 22 **Int** 12 **Wis** 15 **Cha** 18

**BAB** +12; **CMB** +18 (+22 grapple); **CMD** 34

**Feats** Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack

**Skills** Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

#### SPECIAL

**Barbed Defense (Su)** A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

**Fear (Su)** A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.

**Grab (Ex)** A barbed devil can use its grab attack against a foe of up to Medium size.

**Impale (Ex)** A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

### Valshune, Devourer

CR 11

*This dry, hovering corpse's chest is a prison of jagged ribs, within which is trapped a small tormented ghostly form.*

NE Large undead (extraplanar)

**Init** +7; **Senses** darkvision; **Perception** +20

#### DEFENSE

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

**HP** 133 (14d8+70)

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

**Defensive Abilities** spell deflection, undead traits; **SR** 22

#### OFFENSE

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

**Melee** 2 claws +18 (1d8+9 plus energy drain)

*[Do not power attack—energy drain's much more fun!]*

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

**Special Attacks** devour soul, energy drain (1 lvl, DC 20)

**Spell-Like Abilities** (CL 18th); **Essence Points** 50

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

#### STATISTICS

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

**BAB** +10; **CMB** +20; **CMD** 33

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

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

**Languages** Abyssal, Celestial, Common, Infernal; telepathy 100 ft

#### SPECIAL

**Devour Soul (Su)** Touch attack, standard action. 12d6+18 as *slay living*. Fortitude DC 22 for 3d6+18. The soul of a creature slain becomes trapped within the devourer's chest. The creature cannot be brought back to life until its soul is released by the devourer's destruction or spell deflection. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points (EP) for each HD possessed by the soul. A devourer must expend EP equal to spell level when it uses an SLA. **[Maganrad's trapped soul provides Valshune with 50 essence points.]** The trapped essence gains one permanent negative level for every 5 EP drained—these negative levels remain if the creature is brought back to life (but don't stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*.

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

**Energy Drain** Automatically drains on hit. For every level drained, the devourer gains 5 hp. Energy drain multiplies on a critical hit. If negative levels are not removed within 24 hours, the creature must make a Fortitude save [DC 20] for each negative level or it becomes permanent.

**Negative Levels** For each: -1 on all ability checks, attack rolls, combat maneuver checks, CMD, saving throws, skill checks; -5 HP; treated as 1 level lower for level-dependent variables such as spellcasting (do not lose any prepared spells or slots). If a creature's negative levels equal or exceed its total Hit Dice, it dies.

**Confusion:** *School* enchantment (compulsion); *Range* medium; *Targets* 15-ft radius burst; *Duration* 1 rd/lvl; *Save Will DC 19 negates*; *SR* yes. — See chart. A confused creature treats all creatures as enemies. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

## \*\* Notes on Chyvom Encounter \*\*

### Chyvom, Exchequer of Contracts CR 15

**Before Combat** Make use of Chyvom's many ways to find out the PCs are on the way! Make the encounter challenging and scary. Keep in mind he does know that the Festival is today, so he's expecting company. — Summon his bodyguards before the PCs enter the room (it's a full-round action, no way he succeeds if he does it in open combat and he's the only target). — *Silence* on Chyvom and one of his bodyguards. — Quickened *shield of faith* on Chyvom, and on his bodyguards as able. — If plenty of time, cast *symbol of pain* in a prominent place by the doorway or in the middle of the room. For extra fun with a dramatic reveal, cover the *symbol* with a *major image* just before the PCs open the door, and cease concentration on the *image* when combat begins. 3 rounds later—*bam!*—the illusion drops and the party's hit with wracking pains.

**NOTE** The Bone Devil listed for the lecture hall has a very good chance of not being used there. You may consider using it here to make this encounter less of a push-over, since it must be on the demiplane anyway. (Can't be a summon, since it teleports and since Chyvom's tactics assume he summons after it's made its appearance.)

**During Combat** 10-foot reach + *bestow curse* on low will save PCs = "Each turn, the target has a 50% chance to act normally; otherwise it takes no action." Do what you can to mitigate the party's huge action-economy advantage! — If necessary, *dimension door* elsewhere on the plane to do additional prep. E.g., gather remaining inhabitants of the demiplane and *greater teleport* with them back into the middle of combat (NB that Chyvom can carry others with his *teleport*). This is especially useful to activate the *summon* if you didn't get it off beforehand.

## Calling Hall (CR 15, p. 20)

- Chyvom, Exchequer of Contracts (Advanced Contract Devil)
- Bearded Devils (summoned)

### Chyvom, Exchequer of Contracts CR 15

LE Large outsider (devil, evil, lawful)

**Init** +8; **Senses** darkvision, see in darkness **Perception** +30

**HP** 250

*See module.*

### Bearded Devil (Barbazu) CR 5

*This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.*

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision, see in darkness; **Perception** +10

#### DEFENSE

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

**HP** 57 (6d10+24)

**Fort** +9, **Ref** +7, **Will** +3

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

#### OFFENSE

**Speed** 40 ft

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

**Reach** 5 ft (10 ft with glaive)

**Special Attacks** beard

#### STATISTICS

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

**BAB** +6; **CMB** +10; **CMD** 22

**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)

**Skills** Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft

#### SPECIAL

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it also lashes the same target with its spiky, filthy beard. The victim takes 1d8+2 damage and must succeed on a DC 17 Fortitude save or contract devil chills. *Devil Chills*: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/d; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

**Infernal Wound (Su)** The glaive inflicts 2 bleed. DC 17 Heal to staunch, and any attempt to heal with magic must succeed on a DC 16 CL check or the spell does not function.



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## Open War (CR 12, p. 23)

- Warmonger Devils (6)

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<b>Warmonger Devils (6)</b>	<b>CR 7</b>
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LE Large outsider (devil, evil, extraplanar, lawful)

**Init** +7; **Senses** darkvision, see in darkness **Perception** +16  
**HP** 84

*See module.*

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## The Hall of Whispers (CR 12, p. 24)

- Bone Devils (3)

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<b>Bone Devils (3)</b>	<b>CR 9</b>
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LE Large outsider (devil, evil, extraplanar, lawful)

**Init** +9; **Senses** darkvision, see in darkness; **Perception** +19  
**HP** 105

*See p. 5 of this document.*

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## Ice Devil Ambush (CR 13, p. 24)

- Ice Devil

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<b>Ice Devil (Gelugon)</b>	<b>CR 13</b>
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*A pair of frozen, multifaceted eyes coldly judge all before this towering, insectile monstrosity.*

LE Large outsider (devil, evil, extraplanar, lawful)

**Init** +9; **Senses** darkvision, see in darkness; **Perception** +27  
**Aura** fear (10 ft., DC 22)

---

### DEFENSE

**AC** 32, **touch** 14, **flat-footed** 27 (+5 Dex, +18 nat, -1 size)  
**HP** 161 (14d10+84); **regeneration** 5 (good weapons, good spells)  
**Fort** +15, **Ref** +14, **Will** +12  
**DR** 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24

---

### OFFENSE

**Speed** 40 ft., fly 60 ft.

**Melee** +1 frost spear +21/+16/+11 (2d6+10/x3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)  
**Power Attack** [-4/+8] spear +17/+12/+7 (2d6+22/x3 plus 1d6 cold plus slow), bite +10 (2d6+14), tail +10 (3d6+7 plus slow)

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

**Spell-Like Abilities** (CL 13th)

Constant—fly

At Will—*cone of cold* (DC 20), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *wall of ice* (DC 19)

1/day—summon (level 4, 2 bone devils, 50%)

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### STATISTICS

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**Str** 23 **Dex** 21 **Con** 22 **Int** 25 **Wis** 22 **Cha** 20

**BAB** +14; **CMB** +21; **CMD** 36

**Feats** Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)

**Skills** Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

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### SPECIAL

**Slow (Su)** When hit with an ice devil's tail or spear, an opponent must succeed on a **DC 23 Fortitude** save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil itself in the case of its weapon; it is not a quality possessed by the spear itself.

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## Pincer Assault (CR 13, p. 25)

- Erinyes (3)
- Nessian Warhound (2)

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<b>Erinyes (3)</b>	<b>CR 9</b>
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LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision, see in darkness, *true seeing*; **Perception** +16  
**HP** 94

*See p. 1 of this document.*

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<b>Nessian Warhound</b>	<b>CR 9</b>
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*This creature resembles a powerfully built wolf the size of a large draft horse, with ebony fur and burning, fiery red eyes.*

LE Large outsider (evil, extraplanar, fire, lawful)

**Init** +6; **Senses** darkvision; **Perception** +12

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### DEFENSE

**AC** 24, **touch** 11, **flat-footed** 22 (+6 armor, +2 Dex, +7 nat, -1 size)  
**HP** 126 (12d10+60)  
**Fort** +13, **Ref** +10, **Will** +5  
**Immune** fire  
**Weaknesses** vulnerability to cold

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### OFFENSE

**Speed** 40 ft.

**Melee** bite +20 (2d6+12/19-20 plus 2d6 fire)

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

**Special Attacks** breath weapon (30 ft. cone, once every 1d4 rounds, 10d6 fire damage, Reflex DC 21 half)

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### STATISTICS

**Str** 27 **Dex** 15 **Con** 21 **Int** 4 **Wis** 12 **Cha** 6

**BAB** +12; **CMB** +21; **CMD** 33 (37 v. trip)

**Feats** Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth, Survival), Weapon Focus (bite)

**Skills** Acrobatics +16, Perception +12, Stealth +21, Survival +18; **Racial** +5 Stealth

**Languages** Infernal

Cleanup and Aftermath (CR 16, p. 25)

- Toff Ornelos

Toff OrnelosCR 16

LN Medium humanoid (human)  
Init +4; Perception +20  
HP 97

See module.

TEMPLATECR XX

X

LG size type (subtype)  
Init +X; Senses senses; Perception +X  
Aura X

DEFENSE

AC X, touch X, flat-footed X (X)  
HP X (X); fast healing X  
Fort +X, Ref +X, Will +X; +X  
Defensive Abilities X; DR X; Immune X; Resist X; SR X  
Weaknesses X

OFFENSE

Speed X  
Melee X  
Ranged X  
Space X; Reach X  
Special Attacks X  
Spell-Like Abilities X

STATISTICS

Str X Dex X Con X Int X Wis X Cha X  
BAB +X; CMB +X; CMD X  
Feats X  
Skills X  
Languages X  
SQ X

SPECIAL

Special X

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## Player Handout: Polymorphed!

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### Songbird

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N Tiny animal

**Init** [PC+2]; **Senses** low-light vision

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### DEFENSE

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**AC** [PC+2] Dex, [PC+1] natural, +2 size

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### OFFENSE

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**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite (1d3)

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

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### STATISTICS

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**Str** [PC-2] **Dex** [PC+4] **Con** [PC] **Int** ?? **Wis** ?? **Cha** ??

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### SPECIAL

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If this Will save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

**Int** 2, **Wis** 15, **Cha** 7