

A15 - Imps (L)

Planes DC 7

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

Init +3; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; **Perception** +7

DEFENSE

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

hp 16 (3d10); fast healing 2

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

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

OFFENSE

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

Melee sting +8 (1d4 plus poison)

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

Spell-Like Abilities (CL 6th)

Constant—detect good, detect magic

At will—invisibility (self only)

1/day—augury, suggestion (DC 15)

1/week—commune (6 questions, CL 12th)

STATISTICS

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

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

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana)

+7, Knowledge (planes) +7, Perception +7, Spellcraft +7

Languages Common, Infernal

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| Hit Points (FH2) 16 | | Subdual |
| 16 | | |

To the Death!

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

SPECIAL ABILITIES

Poison (Ex)

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

A15—Bearded Devils

Planes DC 10

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

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

hp 57 (6d10+24)

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

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

OFFENSE

Speed 40 ft.

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

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks beard

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)
1/day—*summon* (L3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

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

Base Atk +6; **CMB** +10; **CMD** 22

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

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

| | | |
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| Hit Points | | Subdual |
| 57 | | |
| 57 | | |

To the Death!

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

SPECIAL ABILITIES

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

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

B2 - Animated Chair (all)

Arcana DC 8

N Medium construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

Fort +1, Ref +1, Will -4

Defensive Abilities hardness 5 (or more); Immune construct traits

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3 + grab)

STATISTICS

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; CMB +5; CMD 15

SQ construction points (Constrict, Grab)

Constrict (1d6+3)

Grab

TACTICS

During Combat The chairs attack with their arms, using slam attacks and their grab ability to force intruders into their seats, where the chairs then attempt to constrict the victim until she falls unconscious, at which point it drops her and moves onto the next intruder.

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| Hit Points 36 | | Subdual (n/a) |
| 36 | | |
| 36 | | |

To the Death!

Chelish Guards (L)

Local DC 6 (Human)

Human Fighter 2

LN Medium Humanoid (Human)

Init +6; Senses Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 21 (2d10+6)

Fort +5, Ref +2, Will +3 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30ft

Melee mwk short sword +6 (1d6+2/19-20)

TACTICS

Before Combat The guards approach the PCs with swords drawn and demand that they throw down their weapons. If they do so, the guards accept their surrender. Otherwise, the guards attack.

During Combat The guards fight conservatively, trying to keep the PCs from escaping until reinforcements arrive.

Morale The guards are playing for time and are highly confident. If a guard is reduced to fewer than 10 hit points, she retreats long enough to drink her *potion of cure light wounds* and rejoin the fight.

STATISTICS

Str 14, Dex 15, Con 15, Int 10, Wis 12, Cha 8

Base Atk+2; CMB +4; CMD 16

| Hit Points | Round 1 | Subdual |
|------------|---------|---------|
| 21 | | |
| 21 | | |
| 21 | Round 3 | |
| 21 | | |
| 21 | Round 5 | |
| 21 | | |

Recharge at 10

Feats Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (Short Sword)

Skills Intimidate +4, Perception +3, Sense Motive +3

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** padded armor, masterwork short sword

Chelish Guards (H)

Local DC 6 (Human)

Human Fighter 5

LN Medium humanoid (Human)

Init+7; Senses Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 Dodge)

hp 42 (5d10+10)

Fort +6, Ref +4, Will +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30ft

Melee +1 short sword +11 (1d6+6/19-20)

Power Attack +1 short sword +9 (1d6+10/19-20)

Special Attacks weapon training (light blades +1)

TACTICS

Before Combat The guards approach the PCs with swords drawn and demand that they throw down their weapons. If they do so, the guards accept their surrender. Otherwise, the guards attack.

During Combat The guards fight conservatively, trying to keep the PCs from escaping until reinforcements arrive.

Morale The guards are playing for time and are highly confident. If a guard is reduced to fewer than 15 hit points, she retreats long enough to drink her *potion of cure light wounds* and rejoin the fight.

STATISTICS

Str 14, Dex 16, Con 15, Int 10, Wis 12, Cha 8

| Hit Points | Round 1 | Subdual |
|------------|---------|---------|
| 42 | | |
| 42 | | |
| 42 | Round 3 | |
| 42 | | |
| 42 | Round 5 | |
| 42 | | |

Recharge at 15

Base Atk+5; CMB +8; CMD 21

Feats Agile Maneuvers, Dodge, Improved Initiative, Power Attack, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

STRIKES

□□□□ □□; If Strikes = number of PC's, trigger Blown Cover

TIME

At 40/50 min: warnings. **At 60min,** noticed (DC20 Bluff). **At 65min,** trigger Blown Cover

A5: Perception Checks (15/20) □□□□ □□□□ (2min Apiece)
OR Bluff Check (DC 15) (1min, strike on failure)

(failed kitchen bluff check results in bluff check in hallway for additional 1min or strike)

A5 total: _____ **Running Total:** _____

A7: With Clever Ruse (and DC20 Bluff/Disguise or 1 strike per 2 failures): **5min**

OR Without clever ruse (but with DC15 Stealth or DC 20 Bluff; failures add **1min**): **10min**

A7 Total: _____ **Running Total:** _____

A8: With Bold Strides (and DC15 Bluff/Disguise or a strike for any failures): 1 min

OR from Shadow to Shadow (and DC10 Stealth: 3min)
For failures, revert to Bold Strides)

A8 Total: _____ **Running Total:** _____

A11: If the PC's put on disguises, **5min.**

A11 Total: _____ **Running Total:** _____

A12 Dressed as normal: (with DC20 Intimidate or Strike), **5min**

A12 w/Disguise: 2min (Any PC not carrying anything has 50% chance of being given a tray to deliver. DC15 Bluff, DC20 Sleight of Hand, 1 Strike, or **5min**)

A12 Total: _____ **Running Total:** _____

A13: Without Clever Ruse/Distracted – 1 strike

A14 Total: _____ **Running Total:** _____

A15 Total: _____ **Running Total:** _____

A16 Total: _____ **Running Total:** _____

A17 Total: _____ **Running Total:** _____

B1: 5min + 1min per wrong turn □□□□□

B1 Total: _____ **Running Total:** _____

B2: 4 cabinets: Perception DC20 (**1min**), DC15 (**3min**), or **5min** for each one

B2 Total: _____ **Running Total:** _____

MINIS LIST:

| | |
|-----------------|--------|
| Imp | 2 |
| Bearded Devil | 4 |
| Animated Object | 3 |
| Female Guards | A Lot! |

SUCCESS:

Main – Make it out of the Embassy with the Chelaxians none the wiser about their intentions and with the necessary information about Zarta's situation

Secondary – Make it out without alerting the guards