

Male human ghost aristocrat 8/fighter 6 (*Pathfinder RPG Bestiary* 144)

NE Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +18

Defense

AC 24, touch 20, flat-footed 21 (+2 armor, +7 deflection, +2 Dex, +1 dodge, +2 shield)

hp 192 (6d10+8d8+120)

Fort +18, **Ref** +8, **Will** +13; +2 vs. fear

Defensive Abilities bravery +2, channel resistance +4, fade, incorporeal, rejuvenation; **Immune** undead traits

Offense

Speed fly 30 ft. (perfect)

Melee corrupting touch +12 (14d6, Fort DC 22 half)

Space 5 ft.; **Reach** 15 ft. (5 ft. if whip isn't available)

Special Attacks corrupting gaze (DC 22), hellfire burst (DC 24), teleporting touch (DC 22), weapon training (light blades +1)

Tactics

During Combat Cadimus begins combat by unleashing a hellfire burst, then follows with corrupting touch attacks. As long as his body hasn't been looted of his whip, Cadimus can make his corrupting touch attacks via this whip to a reach of 15 feet—this attack does not provoke attacks of opportunity as a normal whip does. He pursues foes throughout the necropolis, but cannot do so beyond its walls.

Morale Cadimus fights until destroyed.

Statistics

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 13, **Cha** 24

Base Atk +12; **CMB** +14; **CMD** 32

Feats Ability Focus (hellfire burst), Agile Maneuvers, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lunge, Skill Focus (Bluff), Toughness, Vital Strike, Weapon Finesse

Skills Bluff +21, Diplomacy +18, Fly +10, Intimidate +24, Knowledge (history) +11, Knowledge (nobility) +12, Perception +26, Ride +10, Sense Motive +12, Stealth +10

Languages Common, Infernal, Kelish

SQ armor training 1

Gear whip, *ghost touch bracers of armor +2*, *cloak of resistance +2*, *ring of force shield*

Special Abilities

Corrupting Gaze (Su) The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Fade (Su) Cadimus irregularly fades in and out of existence— attacks against him take a 50% miss chance as a result, as if he were under the effects of *displacement*.

Hellfire Burst (Su) Cadimus may release a wave of brimstone-reeking hellfire in a 30-foot-radius burst five times per day dealing 14d6 points of damage, half of which is fire and half of which is raw unholy power (Reflex DC 24 half).

Teleporting Touch (Su) Once every 1d4 rounds, as part of his corrupting touch attack, Cadimus may teleport a creature in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass directions going clockwise) and to a random distance (1d10 × 100 feet). A teleported creature arrives in the closest open space to the determined destination. Creatures may not be teleported in this way beyond the necropolis walls. A successful DC 22 Will save negates this effect.

Undead Traits Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Ghost Touch Bracers of Armor +2 PRICE 25,000 GP

AURA moderate conjuration **CL** 7th **WEIGHT** 1 lb.

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 3–3: Armor Special Abilities for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have at least a +1 armor bonus to grant an armor special ability. Bracers of armor cannot have any armor special abilities that add a flat gp amount to their cost. *Bracers of armor* and ordinary armor do not stack. If the wearer receives a larger armor bonus from another source, the *bracers of armor* cease functioning and do not grant their armor bonus or their armor special abilities. If the *bracers of armor* grant a larger armor bonus, the other source of armor ceases functioning.

This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of corporeal and incorporeal creatures. It can be picked up, moved, and worn by corporeal and incorporeal creatures alike. Incorporeal creatures gain the armor's or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Construction Requirements Craft Wondrous Item, *ethereality*, *mage armor*, CL 4th **Cost** 12,500 GP

Ring of Force Shield PRICE 8,500 GP

AURA moderate evocation **CL** 9th **WEIGHT** —

This ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Construction Requirements Forge Ring, *wall of force* **Cost** 4,250 GP

Cloak of Resistance +2 PRICE 4,000 GP

AURA faint abjuration **CL** 5th **WEIGHT** 1 lb.

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements Craft Wondrous Item, *resistance*, CL 6 **Cost** +2 bonus 2,000 GP

Incorporeal (Ex)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, 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. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Male noble efreeti (*Pathfinder RPG Bestiary* 140)

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., *detect magic*; Perception +18

Defense

AC 28, touch 13, flat-footed 24 (+7 armor, +3 Dex, +1 dodge, +8 natural, –1 size)

hp 136 (13d10+65)

Fort +8, **Ref** +11, **Will** +10

Immune fire

Weaknesses vulnerability to cold

Offense

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

Melee 2 slams +18 (1d8+6 plus 1d6 fire)

w/ Power Attack 2 slams +14 (1d8+14 plus 1d6 fire)

Ranged 3 scorching rays +16 (4d6 fire)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 15th; concentration +17, +21 defensively)

Constant—*detect magic*

At will—*plane shift* (wills targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*fireball* (DC 15), *heat metal*, *invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to non-genies only), *gaseous form*, *greater invisibility*, *permanent image* (DC 18), *pyroclastic storm* (as *ice storm*, with fire instead of cold damage)

Tactics

During Combat Bebulec casts *greater invisibility* on himself on the first round of combat, then casts *pyroclastic storm*, *fireball*, and *wall of fire*, along with quickened *scorching rays* until he has exhausted their use. He only resorts to melee attacks if it's obvious his foes are resistant to fire attacks.

Morale Bebulec fights to the death. If killed, he temporarily becomes an undead spirit—see Development, below.

Statistics

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +13; **CMB** +20; **CMD** 34

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Toughness

Skills Bluff +22, Craft (armor) +17, Disguise +13, Fly +10, Intimidate +15, Perception +18, Sense Motive +18, Spellcraft +17, Stealth +8

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*)

Gear +3 *chain shirt*, *dimensional shackles*, iron key radiating a faint transmutation aura and engraved with a cross-eyed medusa head (needed in area H1)

Special Abilities

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

WALL OF FIRE

School evocation [fire]; **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (a piece of phosphor)

Range medium (100 ft. + 10 ft./level)

Effect opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

ICE STORM

School evocation [cold]; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (dust and water)

Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Dimensional Shackles PRICE 28,000 GP

AUR A moderate abjuration **CL** 11th **WEIGHT** 5 lbs.

These shackles have magical runes traced across their cold iron links. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon it (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Construction Requirements Craft Wondrous Item, *dimensional anchor* **Cost** 14,000 GP

ELDER FIRE ELEMENTAL CR 11

Elder Fire Elemental

N Huge outsider (elemental, extraplanar, fire)

Init +13; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +19, **Will** +7

DR 10/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

Space 15 ft.; **Reach** 15 ft.

Special Attacks burn (2d10, DC 22)

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 46

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

SPECIAL ABILITIES

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Elemental Traits Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Lightning Stance If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round.

Wind Stance If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

ELDER WATER ELEMENTAL**CR 11**

N Huge outsider (elemental, extraplanar, water)

Init +6; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +18, **Will** +5

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +24 (2d10+10/19–20)

w/ Power Attack 2 slams +19 (2d10+20/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks drench, vortex (DC 28), water mastery

STATISTICS

Str 30, **Dex** 22, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 45

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +25, Escape Artist +25, Knowledge (planes) +19, Perception +19, Stealth +17, Swim +37

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Elemental Traits Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

PISCODAEEMON**CR 10**

NE Medium outsider (aquatic, daemon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +16

DEFENSE**AC** 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)**hp** 137 (11d10+77)**Fort** +14, **Ref** +7, **Will** +9**DR** 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 21

OFFENSE**Speed** 30 ft., swim 50 ft.**Melee** 2 claws +18 (2d6+7/18-20/×3 plus grab and 1d6 bleed), tentacles +16 (1d10+3 plus poison)**w/ Power Attack** 2 claws +15 (2d6+13/18-20/×3 plus grab and 1d6 bleed), tentacles +13 (1d10+6 plus poison)**Special Attacks** constrict (2d6+10)**Spell-Like Abilities** (CL 11th; concentration +14)Constant—*detect good*, *detect magic*, *see invisibility*At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)3/day—*fly*, *stinking cloud* (DC 16)1/day—*summon* (level 4, 1d3 hydrodaemons 35%)

STATISTICS**Str** 25, **Dex** 18, **Con** 24, **Int** 14, **Wis** 15, **Cha** 17**Base Atk** +11; **CMB** +18 (+22 grapple); **CMD** 32**Feats** Critical Focus, Improved Initiative, Multiattack, Power Attack, Sickening Critical, Vital Strike**Skills** Escape Artist +18, Intimidate +17, Knowledge (planes) +16, Perception +16, Sense Motive +16, Stealth +18, Survival +16, Swim +29**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.**SQ** amphibious, augmented critical

SPECIAL ABILITIES**Augmented Critical (Ex)** A piscodaemon's claws threaten a critical hit on an 18–20 and inflict ×3 damage on a successful critical hit.**Poison (Ex)** Tentacles—*injury*; *save* Fort DC 22; *frequency* 1/ round for 6 rounds; *effect* 1d2 Con plus staggered for 1 round; *cure* 2 consecutive saves.

HYDRODAEMON**CR 8**

NE Large outsider (aquatic, daemon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *detect magic*; **Perception** +15

DEFENSE**AC** 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)**hp** 95 (10d10+40)**Fort** +11, **Ref** +9, **Will** +3**DR** 10/cold iron or silver; **Immune** acid, death effects, disease, poison, waters of the River Styx; **Resist** cold 10, electricity 10, fire 10; **SR** 19

OFFENSE**Speed** 30 ft., fly 40 ft. (average; see glide, below), swim 60 ft.**Melee** bite +13 (1d8+4 plus grab), 2 claws +13 (1d6+4)**Ranged** sleep spittle +11 (sleep)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rake (2 claws +13, 1d6+4)**Spell-Like Abilities** (CL 9th; concentration +11)Constant—*detect magic*, *water walk*At will—*acid arrow*, *deeper darkness*3/day—*control water*, *greater teleport* (self plus 50 lbs. of objects only), *summon monster V* (Large water elemental only)1/day—*desecrate*, *summon* (level 3, 1 hydrodaemon 50%)

STATISTICS**Str** 18, **Dex** 15, **Con** 18, **Int** 9, **Wis** 11, **Cha** 14**Base Atk** +10; **CMB** +15 (+9 grapple); **CMD** 27**Feats** Cleave, Point-Blank Shot, Power Attack, Precise Shot, Skill Focus (Perception)**Skills** Fly +0, Intimidate +14, Knowledge (planes) +10, Perception +15, Sense Motive +12, Stealth +10, Swim +21**Languages** Abyssal, Infernal; telepathy 100 ft.**SQ** amphibious, glide

SPECIAL ABILITIES**Glide (Ex)** A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability. While gliding, the hydrodaemon gains the pounce ability.**Sleep Spittle (Su)** A hydrodaemon can spit at a single target within 20 feet, making a ranged touch attack as a standard action. A target hit by this spittle must succeed on a DC 19 Will save or fall asleep for 6 rounds. The save DC is Constitution-based.

NE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 26, touch 26, flat-footed 17 (+7 deflection, +8 Dex, +1 dodge)

hp 225 (18d8+144); **regeneration** 5 (electricity or good)

Fort +13, **Ref** +14, **Will** +20

Defensive Abilities channel resistance +4, incorporeal; **Immune** cold, undead traits, **Resist** acid 10, fire 10

Offense

Speed fly 30 ft. (perfect)

Melee incorporeal touch +21 (3d8 plus 1d6 Con drain)

Special Attack bound spirits

Spell-Like Abilities (CL 15th; concentration +22)

3/day—*harm* (DC 23), *slay living* (DC 22), *telekinesis*

1/day—*antilife shell* (DC 23), *wall of force*

Statistics

Str —, **Dex** 26, **Con** —, **Int** 21, **Wis** 25, **Cha** 25

Base Atk +13; **CMB** +21; **CMD** 39

Feats Agile Maneuvers, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lunge, Mobility, Toughness

Skills Bluff +25, Diplomacy +25, Fly +37, Intimidate +28, Knowledge (arcana) +26, Knowledge (religion) +26, Sense Motive +28, Spellcraft +26, Stealth +29

Languages Common; telepathy 100 ft.

SQ rejuvenation

Special Abilities

Bound Spirits (Su) A nemhain is surrounded by a whirling cloud of spirits bound to her—often, these are the spirits of close relatives or friends she had in life. As a swift action, she can direct these bound spirits to strike at any creature within 30 feet as a +21 ranged touch attack. These spirits may be used to cause damage as if she had touched the target with her incorporeal touch, or they can be used to deliver a *harm* or *slay living* effect—if used to deliver one of these spell-like abilities as a swift action, that use counts against the number of times per day she can use that spell-like ability. The nemhain can also send these spirits up to 1 mile away to act as scouts at a fly speed of 60 feet (perfect)—she can observe and listen through them, but as long as they do not share her space, she cannot use them to deliver ranged touch attacks. These spirits are impervious to almost all attacks and magic, save the following: *protection from evil* prevents bound spirits from harming persons so protected; *dispel evil*, *raise dead*, or *resurrection* causes the spirits to vanish and be useless to the nemhain for 1 hour; *true resurrection* makes them useless for 24 hours.

Rejuvenation (Su) All nemhains are tied to a ritual object used in their creation. This object is typically a large statue, pillar, or monolith. Until this object is destroyed, a destroyed nemhain automatically rejuvenates back to full health 1d4 days after it is destroyed.

Undead Traits Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

ANTILIFE SHELL

School abjuration; **Level** cleric 6, druid 6

Components V, S, DF

Casting Time 1 round

Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

WALL OF FORCE

School evocation [force]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (powdered quartz)

Range close (25 ft. + 5 ft./2 levels)

Effect wall whose area is up to one 10-ft. square/level

Duration 1 round /level (D)

Saving Throw none; **Spell Resistance** no

A *wall of force* creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A *wall of force* is immune to *dispel magic*, although a *mage's disjunction* can still dispel it. A *wall of force* can be damaged by spells as normal, except for *disintegrate*, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a *wall of force* has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *wall of force*.

Breath weapons and spells cannot pass through a *wall of force* in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

HARM

School necromancy; **Level** cleric 6

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half; see text; **Spell Resistance** yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount.

Harm cannot reduce the target's hit points to less than 1. If used on an undead creature, *harm* acts like *heal*.

SLAY LIVING

School necromancy [death]; **Level** cleric 5

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

ICE DEVIL (GELUGON)**CR 13**

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

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +27**Aura** fear (10 ft., DC 22)

DEFENSE**AC** 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -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. (good)**Melee** +1 *frost spear* +21/+16/+11 (2d6+10/×3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)**w/ Power Attack** +1 *frost spear* +17/+12/+7 (2d6+22/×3 plus 1d6 cold plus slow), bite +10 (2d6+14), tail +10 (3d6+4 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%)

STATISTICS**Str** 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20**Base Atk** +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.

SPECIAL ABILITIES**Fear Aura (Su)** The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.**Slow (Su)** A hit from an ice devil's tail or spear induces numbing cold. The 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 in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

WALL OF ICE

School evocation [cold]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of quartz or rock crystal)

Range medium (100 ft. + 10 ft./level)

Effect anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration 1 min./level

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a *wall of ice* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

BONE DEVIL (OSYLUTH)**CR 9**

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

Init +9; **Senses** darkvision 60 ft., 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 natural, -1 size)**hp** 105 (10d10+50)**Fort** +12, **Ref** +12, **Will** +7**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE**Speed** 40 ft., fly 60 ft. (good)**Melee** bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 12th)Constant—*fly*At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only),
major image (DC 17), *wall of ice*3/day—quicken *invisibility* (self only)1/day—*summon* (level 4, 1 bone devil, 35%)

STATISTICS**Str** 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18**Base Atk** +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 ABILITIES**Poison (Ex)** Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure*
2 consecutive saves. The save DC is Constitution-based.

Female variant vampire human aristocrat 15 (*Bestiary* 270)

LE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +28

Defense

AC 25, touch 18, flat-footed 20 (+3 deflection, +4 Dex, +1 dodge, +7 natural)

hp 191 (15d8+120); fast healing 5

Fort +15, **Ref** +15, **Will** +17

Defensive Abilities channel resistance +4, **DR** 10/magic and silver; **Immune** fire, undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Offense

Speed 30 ft.

Melee slam +15 (1d4+6 plus energy drain)

w/ Power Attack slam +12 (1d4+15 plus energy drain)

Spell-Like Abilities (CL 15th; concentration +21)

3/day—*slay living* (DC 21)

1/day—*summon* (level 7, 2 barbed devils)

Special Attacks blood drain, dominate (DC 25), energy drain (2 levels, DC 23)

Tactics

During Combat Once she attacks, Lucretia uses her infernally granted spell-like abilities, first attempting to summon devils and then using *slay living* on any targets that don't look hearty. She attempts to dominate healers, resorting to her melee attacks only once these other options are exhausted.

Morale Lucretia fights until destroyed, at which point she becomes gaseous and retreats to her coffin at area C. If her coffin has been destroyed, she perishes soon thereafter.

Statistics

Str 18, **Dex** 18, **Con** —, **Int** 14, **Wis** 15, **Cha** 22

Base Atk +11; **CMB** +15; **CMD** 33

Feats Ability Focus (dominate), Alertness, Combat Reflexes, Deflect Arrows, Dodge, Greater Grapple, Improved Grapple, Improved Initiative, Improved Natural Armor, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Diplomacy), Toughness

Skills Acrobatics +19, Bluff +32, Diplomacy +30, Intimidate +24, Knowledge (nobility) +20, Perception +32, Sense Motive +12, Stealth +27

Languages Common, Infernal

SQ gaseous form, infernal origin, shadowless, spider climb

Gear *gown of resistance* +4 (functions as a cloak of resistance +4 that takes the body item slot), *ring of protection* +3, medusa head amulet (this amulet is one of the items needed to attune the teleporter at area H1), funerary baton

Special Abilities

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su) As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Infernal Origin (Ex) Lucretia was given unlife by Asmodeus himself as part of Cadimus's desperate plea to "save his sister." She is not required to return to her coffin unless she's reduced to 0 hit points. She loses the children of the night, change self, and create spawn abilities, but gains *slay living* as a spell-like ability and the ability to summon barbed devils to aid her, along with immunity to fire.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell. The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

BARBED DEVIL (HAMATULA)**CR 11**

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)**hp** 138 (12d10+72)**Fort** +14, **Ref** +14, **Will** +8**Defensive Abilities** barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 30 ft.**Melee** 2 claws +18 (2d8+6/19–20 plus fear and grab)**w/ Power Attack** 2 claws +14 (2d8+14/19–20 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/day—*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**Base Atk** +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 ABILITIES

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. The save DC is Charisma-based.**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.

OMOX DEMON**CR 12**

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

Init +11; **Senses** darkvision 120 ft.; Perception +28

DEFENSE**AC** 28, touch 18, flat-footed 20 (+7 Dex, +1 dodge, +10 natural)**hp** 162 (13d10+91)**Fort** +15, **Ref** +13, **Will** +12**DR** 10/good; **Immune** acid, critical hits, disease, electricity, paralysis, poison, polymorph, sleep effects, stunning; **Resist** cold 10, fire 10; **SR** 23

OFFENSE**Speed** 40 ft., climb 20 ft., swim 80 ft.**Melee** 2 slams +21 (1d6+8 plus 3d6 acid and grab)**Ranged** slime +20 (1d6 plus 3d6 acid and entangle)**Special Attacks** smothering**Spell-Like Abilities** (CL 12th; concentration +16)At will—*create water*, *greater teleport* (self plus 50 lbs. of objects only), *liquid leap* (see below), *telekinesis* (DC 19)3/day—*gaseous form*, *control water*, *poison* (DC 18), *stinking cloud* (DC 17)1/day—*acid fog*, *summon* (level 4, 1 omox 30% or 1d4 babaus 60%)

STATISTICS**Str** 26, **Dex** 25, **Con** 24, **Int** 15, **Wis** 19, **Cha** 18**Base Atk** +13; **CMB** +21; **CMD** 39 (can't be tripped)**Feats** Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Vital Strike**Skills** Acrobatics +23 (+27 jump), Climb +32, Escape Artist +23, Knowledge (dungeoneering) +18, Knowledge (planes) +18, Perception +28, Sense Motive +20, Stealth +23 (+33 when submerged), Swim +32; **Racial Modifiers** +16 Escape Artist, +8 Perception, +10 Stealth when submerged**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** amorphous, amphibious, compression

SPECIAL ABILITIES**Liquid Leap (Sp)** As long as an omox is in contact with liquid, it can use *dimension door* as a swift action (CL 12th); its starting and ending points must be connected by a contiguous mass of liquid.**Slime (Su)** An omox's nauseating body is composed of sticky, acidic slime. As an attack action, it can hurl a glob of slime (range increment 20 feet). Any creature that is struck by the glob must make a DC 23 Reflex save or become entangled for 1d6 rounds. The save DC is Constitution-based.**Smothering (Ex)** An omox can use its grab ability against a creature of any size. When it grabs a foe, it attempts to flow over and into the victim's mouth and nose to smother it. Each round the omox maintains its grapple, its victim cannot breathe or speak. See page 445 of the *Pathfinder RPG Core Rulebook* for rules on how long a victim can hold its breath and the consequences of suffocation.

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

Medusa Triumphant**CR 10**Animated object (*Pathfinder RPG Bestiary 14*)

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception -5

Defense**AC** 12, touch 6, flat-footed 12 (-2 Dex, +6 natural, -2 size)**hp** 78 (7d10+40)**Fort** +2, **Ref** +0, **Will** -3**Defensive Abilities** hardness 10; **Immune** construct traits

Offense**Speed** 40 ft.**Melee** 2 slams +15 (2d6+10)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** eye ray, gaze

Tactics

During Combat The Medusa Triumphant focuses its wrath upon the character who placed the sword in its chest, moving on to other targets at random only once this character is either slain or beyond the statue's ability to attack. **Morale** The Medusa Triumphant fights until destroyed.

Statistics**Str** 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +7; **CMB** +19; **CMD** 27**SQ** construction points (additional attack, eye ray, faster, metal, self destruct)

Special Abilities

Eye Ray (Ex) Once per round, as a swift action, the Medusa Triumphant may shoot a ray of fire from its eyes at a target within 30 feet as a ranged touch attack that deals 4d6 points of fire damage on a successful hit. This ability costs 2 Construction Points.

Self Destruct (Ex) When reduced to 0 or fewer hit points, the Medusa Triumphant explodes in a rain of adamantite shrapnel, dealing 4d8 slashing damage to all within a 20-foot radius (DC 13 Reflex save for half). This ability costs 2 Construction Points.

Ashmede Devils**CR 13**

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

Init +3; **Senses** darkvision 60 ft., detect alignment spells, *detect magic*, see in darkness; Perception +18**Aura** fear aura (20 ft., DC 19)

Defense**AC** 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)**hp** 126 each (12d10+60); fast healing 3**Fort** +13, **Ref** +11, **Will** +9**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 24

Offense**Speed** 40 ft., fly 60 ft. (average)**Melee** +1 *unholy scythe* +20/+15/+10 (2d6+11/19-20/x4), 2 wings +13 (1d6+3)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 16th; concentration +19)Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*At will—*charm person* (DC 14), *greater invisibility*, *greater teleport* (self plus 50 pounds of objects only), *polymorph* (self only), *prying eyes*1/day—*chain lightning* (DC 19), *discern location*, *forcecage*, *horrid wilting* (DC 21)

Tactics

During Combat As the devils move to attack, they speak in unison: “Some secrets are not yet ready for the world. And thus, you must die!” They work together to defeat the PCs, focusing on one character at a time with two of their number flanking and the other two using their spell-like abilities against that target, using *forcecage* against other targets to help them focus on one foe at a time. These devils are themselves summoned, and thus cannot use their own summon power.

Morale The ashmede devils fight to the death.

Statistics**Str** 24, **Dex** 16, **Con** 20, **Int** 14, **Wis** 16, **Cha** 17**Base Atk** +12; **CMB** +20; **CMD** 33**Feats** Blind-Fight, Combat Expertise, Flyby Attack, Improved Critical (scythe), Iron Will, Weapon Focus (scythe)**Skills** Acrobatics +18 (+22 jump), Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (planes) +17, Perception +18, Stealth +14, Survival +18**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**Gear** +1 *unholy scythe*

CHAIN LIGHTNING

School evocation [electricity]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)

Range long (400 ft. + 40 ft./level)

Targets one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

HORRID WILTING

School necromancy; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M/DF (a bit of sponge)

Range long (400 ft. + 40 ft./level)

Targets living creatures, no two of which can be more than 60 ft. apart

Duration instantaneous

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).

CE Medium outsider (evil, extraplanar)

Init +7; **Senses** darkvision 120 ft.; Perception +25

Aura blinding light (60 feet)

DEFENSE

AC 28, touch 21, flat-footed 24 (+7 deflection, +3 Dex, +1 dodge, +7 natural)

hp 152 (16d10+64)

Fort +14, **Ref** +10, **Will** +10

Immune blindness, fire, poison; **Resist** cold 10, sonic 10

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee 2 touches +19 (4d10 fire plus burning touch)

Ranged searing ray +19 touch (10d6 fire)

Spell-Like Abilities (CL 12th; concentration +19)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *major image* (DC 20)

3/day—*greater dispel magic*, *mirage arcana* (DC 20), *rainbow pattern* (DC 22), *spell turning*, *sunbeam*, *wall of force*

1/day—*scintillating pattern* (DC 25), *screen* (DC 25), *symbol of insanity* (DC 25)

STATISTICS

Str 10, **Dex** 17, **Con** 18, **Int** 15, **Wis** 11, **Cha** 24

Base Atk +16; **CMB** +16; **CMD** 37

Feats Ability Focus (blinding light), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse

Skills Bluff +26, Diplomacy +23, Fly +11, Intimidate +26, Knowledge (arcana) +21, Knowledge (planes) +21, Perception +25, Spellcraft +21, Use Magic Device +26

Languages telepathy 120 ft.

SQ radiant armor

SPECIAL ABILITIES

Blinding Light (Ex) A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 25 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Constitution-based.

Burning Touch (Su) A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be "extinguished" by casting *darkness* or *deeper darkness* on the target, or by entering an area of natural darkness (not counting the light from the burning target).

Radiant Armor (Su) The light that surrounds a shining child grants a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

Searing Ray (Su) A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.

SPELL TURNING

School abjuration; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M/DF (a small silver mirror)

Range personal

Target you

Duration until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d% Effect

01–70 Spell drains away without effect.

71–80 Spell affects both of you equally at full effect.

81–97 Both turning effects are rendered nonfunctional for 1d4 minutes.

98–100 Both of you go through a rift into another plane.

SUNBEAM

School evocation [light]; **Level** druid 7

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area line from your hand

Duration 1 round/level or until all beams are exhausted

Saving Throw Reflex negates and Reflex half; see text; **Spell Resistance** yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Female half-fiend medusa cleric of Asmodeus 11 (*Pathfinder RPG Bestiary* 171, 201)

LE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft.; Perception +28

Defense

AC 33 touch 22, flat-footed 25 (+7 armor, +4 deflection, +6 Dex, +2 dodge, +4 natural)

hp 256 (19 HD; 8d10+11d8+163)

Fort +16, **Ref** +15, **Will** +19

DR 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 28

Offense

Speed 30 ft., swim 30 ft.

Melee bite +22 (1d6+1), claws +22 (1d4+1), snake bite +22 (1d4+1 plus poison)

Ranged +3 *axiomatic longbow* +25/+20/+15/+10 (1d8+3/19–20/x3)

w/ Deadly Aim +3 *axiomatic longbow* +20/+15/+10/+15 (1d8+13/19–20/x3)

Special Attacks channel negative energy 8/day (DC 20, 6d6), petrifying gaze (DC 21), smite good 1/day (as 19th level paladin, but vs. good targets)

Half-Fiend Spell-Like Abilities (CL 19th; concentration +24, defensively +28)

3/day—*darkness*, *poison* (DC 19), *unholy aura* (DC 21)

1/day—*desecrate*, *destruction* (DC 22), *displacement* (DC 19), *horrid wilting* (DC 23), *phantasmal killer* (DC 19), *scintillating pattern* (DC 23), *summon monster IX* (fiends only), *unhallow*

Domain Spell-Like Abilities (CL 14th; concentration +20, defensively +24)

At will—master's illusion (11 rounds/day)

9/day—*copycat*, *touch of evil*

1/day—*scythe of evil*

Cleric Spells Prepared (CL 14th; concentration +20, defensively +24)

6th—*blade barrier* (DC 22), *heal*, *mislead*^D

5th—*dispel good*^D, *flame strike* (2, DC 21), *slay living* (DC 21)

4th—*air walk*, *cure critical wounds* (2), *spell immunity*, *unholy blight*^D (DC 20)

3rd—*bestow curse* (DC 19), *create food and water*, *cure serious wounds*, *nondetection*^D, *stone shape*, *water breathing*

2nd—*cure moderate wounds* (5), *darkness*, *invisibility*^D

1st—*bane*, *cure light wounds* (3), *divine favor*, *protection from good*^D, *sanctuary* (DC 17)

0 (at will)—*bleed* (DC 16), *guidance*, *read magic*, *resistance*

D Domain spell; **Domains** Evil, Trickery

Tactics

Before Combat If she has time to prepare, Suasandra casts *air walk*, *spell immunity* (*confusion* and *charm monster*), and *invisibility* on herself.

During Combat Suasandra casts *unholy aura* on herself on the first round of combat, then uses *summon monster IX* to summon 1d3 barbed devils to attack the PCs. After this, she uses *air walk* or her swim speed to stay out of melee while she uses her spells and arrows.

Morale Suasandra fights to the death.

Statistics

Str 12, **Dex** 22, **Con** 24, **Int** 12, **Wis** 22, **Cha** 21

Base Atk +16; **CMB** +17; **CMD** 38 (can't be tripped)

Feats Combat Casting, Deadly Aim, Dodge, Improved Critical (longbow), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse

Skills Knowledge (engineering) +20, Knowledge (religion) +15, Perception +32, Profession (architect) +28, Spellcraft +17, Swim +20

Languages Common, Infernal

Gear +5 *leather armor*, +3 *axiomatic longbow with 20 arrows*, *ring of protection +4*

Special Abilities

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Smite Good (Su) Once per day as a swift action it can smite good as the smite evil ability of a paladin of its Hit Dice, except affecting a good target. The smite persists until the target is dead or the half-fiend rests.

Suasandra's Cheat Sheet

6th level spells

Blade Barrier (Evocation[force], wall 20ft/lvl long or ring of 5ft/2lvls radius, 1min/lvl) – Walk through the wall and take 1d6/lvl dmg, REF for half. If wall is cast on a creature, they take dmg. Provides cover through it.

Heal (Conjuration[healing], VS, creature touched, SRyes) – Heal 150hp, cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, stunned

Mislead (Illusion (figment, glamor), S, close, you/one illusory double, 1rd/lvl + concentration + 3rds) – You become *greater invisible*, a *major image* of you shows up

5th level spells

Dispel Good (Abjuration[good], VSDF, touch, 1rd/lvl) – +4 deflection vs. good creatures, can end the spell when making a melee touch to dismiss an evil creature from another plane (WILL negates, SRyes) or end the spell to dispel an enchantment spell from a good creature.

Flame Strike (2) (Evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half). 50% is fire dmg, 50% is divine dmg.

Slay Living (Necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

4th level spells

Air Walk (Transmutation [air], VSDF, creature touched, 10min/lvl, SRyes) – Walk on air like it was ground.

Cure Critical Wounds (2) (Conjuration (healing), VS) – creature touched heals 4d8+14

Spell Immunity (Abjuration, VSDF, creature touched, 10min/lvl, SRyes) – Have infinite SR vs. 3 spells

Unholy Blight (Evocation [evil], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

3rd level spells

Bestow Curse (Necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -5 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Create Food and Water – not relevant in this scenario

Cure Serious Wounds (Conjuration (healing), VS) – creature touched heals 3d8+14

Nondetection (Abjuration, VSM, creature touched, 1hr/lvl, SRyes) – Divination on you requires a caster level check of 11+CL (or 15+CL if you cast it on yourself).

Stone Shape (Transmutation, VSMDf, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won't work.

Water Breathing (Transmutation, VSMDf, living creatures touched, 2hrs/lvl, SRyes) – Transmuted creatures can breathe water.

2nd level spells

Cure Moderate Wounds (5) (Conjuration (healing), VS) – creature touched heals 2d8+10

Darkness (Evocation[darkness], VMDF, creature touched, object touched, 1min/lvl) – 20ft. area of darkness. Shut off any lower-level light sources in the area.

Invisibility (Illusion[glamor], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

1st level spells

Bane (Enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

Cure Light Wounds (3) (Conjuration (healing), VS) – creature touched heals 1d8+5

Divine Favor (Evocation, VSDF, personal, 1 minute) - +3 luck to hit & weapon damage

Protection from Good (Abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

Sanctuary (Abjuration, VSDF, creature touched, 1rd/lvl) – Any creature makes a WILL when they attack you. Fail and they can't attack you and loses part of that action.

Half-Fiend SLAs

Darkness (Evocation[darkness], VMDF, creature touched, object touched, 1min/lvl) – 20ft. area of darkness. Shut off any lower-level light sources in the area.

Desecrate (Evocation[evil], VSMDf, close, 20ft. radius, 2hrs/lvl, SRYes) – Undead creatures get +1 on attack rolls, damage rolls, saving throws. DC to resist neg energy is increased by 3. Altar in area doubles all these bonuses.

Destruction (Necromancy[death], close, one creature) – FORT 20 or 10dmg/lvl. If dead, remains are consumed in fire. Pass the FORT, take only 10d6dmg.

Displacement (Illusion[glamer], VM, creature touched, 1rd/lvl) – 50% concealment

Horrid Wilting (Necromancy, VSMDf, long, living creatures, no two of which are more than 60ft. apart, SRYes) – 1d6/lvl, FORT half. Water elementals and plant creatures take 1d8/lvl.

Phantasmal Killer (Illusion(phantasm)[emotion, fear, mind-affecting], VS, medium, one living creature, SRYes) – WILL?disbelief:(FORT?3d6:dead)

Poison (Necromancy[poison], VSDF, living creature touched, SRYes) – Poison deals 1d3 CON for 6 rounds, FORT negates.

Scintillating Pattern (Illusion(pattern)[mind-affecting], VSM, close, colorful lights in 20ft. spread, concentration + 2 rounds, SRYes) – affects HD up to your CL. Fewest HD are affected first.

<=6HD: Unconscious for 1d4 rds, stunned for 1d4 rds, confused for 1d4 rds

7-12HD: Stunned for 1d4 rds, confused for 1d4 rds

13+HD: Confused for 1d4 rds

Summon Monster IX (Conjuration(summoning), 1rd, VSFDF, close, one summoned creature, 1rd/lvl (D)) – Ice Devil or 1d3 Barbed Devils or 1d4+1 Bone Devils

Unhallow – Not relevant in the fight

Unholy Aura (Abjuration [evil], VSF, one creature/lvl within 20ft of you, 1rd/lvl) – Each warded creature gets 4 benefits:

+4 deflection to AC, +4 resistance to saves, even vs. non good creatures

SR 25 vs. evil spells and spells cast from good creatures

Protection from mental control like protection from good

If an good creature hits you, they make FORT or 1d6 Strength damage