

Sisters of Vigilance**CR 11**Succubus ranger 4 (*Pathfinder RPG Bestiary* 68)

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

Init +6 (+8 in jungle); **Senses** darkvision 60 ft., detect good; **Perception** +26 (+28 in jungle)**DEFENSE****AC** 26, touch 13, flat-footed 23 (+6 armor, +3 Dex, +7 natural)**hp** 154 each (12d10+88)**Fort** +13, **Ref** +16, **Will** +10**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18**OFFENSE****Speed** 20 ft., fly 50 ft. (average)**Melee** 2 claws +18 (1d6+2)**Ranged** +1 *shock composite longbow* +19/+14/+9 (1d8+3/x3 plus 1d6 electricity)**w/ Rapid Shot** +1 *shock composite longbow* +17/+17/+12/+7 (1d8+3/x3 plus 1d6 electricity)**Special Attacks** energy drain (DC 22), favored enemy (good outsiders +2), profane gift**Spell-Like Abilities** (CL 12th; concentration +20)Constant—*detect good*, *tongues*At will—*charm monster* (DC 24), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 23), *vampiric touch*1/day—*dominate person* (DC 25), *summon* (level 3, 1 babau 50%)**Ranger Spells Prepared** (CL 1st; concentration +4)1st—*entangle***TACTICS****Before Combat** The sisters patrol the area around the portal from the air, circling near the edge of the Moonscar's atmosphere on the backs of their shantak mounts.**During Combat** The sisters attack from a distance and summon babaus to fight interlopers in melee, preferring to use their own longbows and spell-like abilities rather than engage opponents at close quarters.**Morale** The succubi are delighted if an opponent proves worthy of them, as this may indicate the Insatiable Queen will be pleased with a new prisoner. Once reduced below 25 hit points, or if one of their kind is slain, a sister teleports back to the Shrine of Rest and Fulfillment to spread the joyous news that worthy flesh is near, while any remaining sisters remain to capture or kill the intruders.**STATISTICS****Str** 14, **Dex** 22, **Con** 24, **Int** 16, **Wis** 17, **Cha** 26**Base Atk** +12; **CMB** +18; **CMD** 30**Feats** Agile Maneuvers, Combat Reflexes, Endurance, Mounted Archery, Mounted Combat, Rapid Shot, Skill Focus (Ride), Weapon Finesse**Skills** Bluff +31, Diplomacy +19, Disguise +19, Fly +14, Intimidate +23, Knowledge (local) +14, Perception +26 (+28 in jungle), Ride +24, Sense Motive +14, Stealth +18 (+20 in jungle), Use Magic Device +16;**Racial Modifiers** +8 Bluff, +8 Perception**Languages** Abyssal, Celestial, Common, Draconic; *tongues*; telepathy 100 ft.**SQ** change shape (Small or Medium humanoid; *alter self*), favored terrain (jungle +2), hunter's bond (companions), track +2, wild empathy +12**Combat Gear** *wand of enervation* (15 charges); **Other Gear** +1 *scale mail*, +1 *shock composite longbow* (+2 Str), exotic saddle (on shantak)

SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Hunter's Bond (Ex) At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

SHANTAK**CR 8**

CE Huge magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +3**DEFENSE****AC** 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, –2 size)**hp** 104 (11d10+44)**Fort** +11, **Ref** +10, **Will** +6**Defensive Abilities** slippery; **Immune** cold, disease**OFFENSE****Speed** 20 ft., fly 80 ft. (average)**Melee** bite +17 (2d6+8), 2 talons +17 (1d8+8 plus grab)**w/ Power Attack** bite +14 (2d6+14), 2 talons +14 (1d8+14 plus grab)**Space** 15 ft.; **Reach** 15 ft.**STATISTICS****Str** 26, **Dex** 17, **Con** 19, **Int** 8, **Wis** 17, **Cha** 10**Base Atk** +11; **CMB** +21 (+23 bull rush, +25 grapple); **CMD** 34 (42 vs. grapple)**Feats** Awesome Blow, Flyby Attack, Hover, Improved Bull Rush, Power Attack, Wingover**Skills** Escape Artist +11, Fly +13; **Racial Modifiers** +8 Escape Artist**Languages** Aklo**SQ** no breath, share defenses, starflight**SPECIAL ABILITIES**

Awesome Blow As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Hover A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet. At 25 feet or more, creatures have total concealment.

Share Defenses (Su) As a free action, a shantak can extend its no breath ability and cold immunity to a single creature touching it. It can withdraw this protection as a free action.

Slippery (Ex) A shantak's scales seep slippery slime. This grants the creature a +8 bonus on all Escape Artist checks and to its CMD against grapples, and imparts a –5 penalty on all Ride checks made by creatures attempting to ride a shantak.

Starflight (Su) A shantak can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)— provided the shantak knows the way to its destination.

Wingover Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

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/×3), 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.

VIPER VINE**CR 13**

N Large plant

Init +8; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +13**DEFENSE****AC** 27, touch 14, flat-footed 22 (+4 Dex, +1 dodge, +13 natural, –1 size)**hp** 190 (20d8+100)**Fort** +16, **Ref** +12, **Will** +6**Immune** acid, plant traits**Weaknesses** cold lethargy**OFFENSE****Speed** 10 ft.**Melee** bite +23 (2d6+8/19–20 plus 3d6 acid), 4 tentacles +21 (1d6+4 plus grab)**w/ Power Attack** bite +19 (2d6+16/19–20 plus 3d6 acid), 4 tentacles +17 (1d6+8 plus grab)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)**Special Attacks** captivating cloud, constrict (1d6+8, w/ Power Attack 1d6+16)**STATISTICS****Str** 26, **Dex** 19, **Con** 19, **Int** 1, **Wis** 10, **Cha** 6**Base Atk** +15; **CMB** +24 (+28 grapple); **CMD** 39 (can't be tripped)**Feats** Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (tentacle)**Skills** **Perception** +13, **Stealth** +13**SPECIAL ABILITIES**

Captivating Cloud (Su) Once per day as a swift action, a viper vine can emit a transparent cloud of pollen in a 60-foot spread that has the power to lull the minds of those that smell it. Once activated, the cloud persists for 5 rounds unless dispersed by moderate or stronger wind. All creatures in the cloud must succeed on a DC 24 Will saving throw each round or become captivated. Once a creature becomes captivated, it takes no actions save to approach the viper vine via the most direct route possible. If this path leads it into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. A victim that is attacked by the viper vine gets a new saving throw as a free action during each of the vine's attacks to overcome the effect. This is a mind-affecting effect. The save DC is Constitution-based.

Cold Lethargy (Ex) Exposure to any cold effect slows a viper vine (as a *slow* spell) for 1d4 rounds.

JOTUND TROLL**CR 15**

CE Huge humanoid (giant)

Init +3; **Senses** all-around vision, low-light vision, scent; **Perception** +26**DEFENSE****AC** 30, touch 7, flat-footed 30 (–1 Dex, +23 natural, –2 size)**hp** 216 (16d8+144); regeneration 10 (acid or fire)**Fort** +16, **Ref** +6, **Will** +13 (+17 vs. mind-affecting effects)**Defensive Abilities** multiple minds; **Immune** confusion and insanity effects**OFFENSE****Speed** 30 ft.**Melee** club +20/+15/+10 (2d6+10/19–20), bite +15 (2d6+5 plus grab), claw +15 (1d8+5 plus grab) or +2 scythe +22/+17/+12 (3d6+17/x4), bite +15 (2d6+5 plus grab)**w/ Power Attack** +2 scythe +18/+13/+8 (3d6+29/x4), bite +11 (2d6+9 plus grab)**Ranged** rock +10 (2d8+15)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** all-seeing attacks, cacophonous roar, fast swallow, rock throwing (120 ft.), swallow whole (4d6+15 bludgeoning, AC 21, 21 hp)**STATISTICS****Str** 31, **Dex** 8, **Con** 29, **Int** 10, **Wis** 17, **Cha** 6**Base Atk** +12; **CMB** +24 (+28 grapple); **CMD** 33**Feats** Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (club), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike**Skills** Climb +29, **Perception** +26; **Racial Modifiers** +4 **Perception****Languages** Giant**SPECIAL ABILITIES****All-Seeing Attacks (Ex)** A jotund troll can make nine additional attacks of opportunity in a round, one for each head, although no more than a single attack for any given opportunity.**Awesome Blow** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.**Cacophonous Roar (Su)** Once every 1d4 rounds as a standard action, a jotund troll can emit a cacophonous roar from its nine heads. All creatures within a 60-foot spread of the troll must make a DC 19 Will save or become confused for 1d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.**Multiple Minds (Ex)** A jotund troll has nine different minds that are in constant communication with each other. The resulting jumble of tangled thoughts grants the troll a +4 racial bonus on all Will saving throws against mind-affecting effects. In addition, whenever a jotund troll must make a Will save, it can roll the saving throw twice and take the better of the two results as its actual saving throw.

ADVANCED GIANT CRAWLING HAND**CR 6**

NE Medium undead

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 66 (7d8+35)**Fort** +6, **Ref** +8, **Will** +8**Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** claw +13 (1d6+10 plus grab)**Special Attacks** mark quarry, pus burst**STATISTICS****Str** 25, **Dex** 19, **Con** —, **Int** 6, **Wis** 19, **Cha** 18**Base Atk** +5; **CMB** +12 (+16 grapple); **CMD** 27**Feats** Dodge, Lightning Reflexes, Toughness, Weapon Focus (claw)**Skills** Acrobatics +5, Perception +9, Stealth +14; **Racial Modifiers** +4 Stealth**Languages** Common (can't speak)**SPECIAL ABILITIES**

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous *locate creature* spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Pus Burst (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 17 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

Miglargu**CR 16**Half-fiend froghemoth (*Pathfinder RPG Bestiary* 136, 171)

NE Huge outsider (native)

Init +6; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +29**DEFENSE****AC** 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, –2 size)**hp** 216 (16d8+144)**Fort** +14, **Ref** +9, **Will** +12**DR** 10/magic; **Immune** electricity (partial), poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 27**Weaknesses** slowed by electricity**OFFENSE****Speed** 20 ft., fly 40 ft. (good), swim 30 ft.**Melee** bite +22 (2d6+12/19–20 plus grab), 4 tentacles +20 (1d8+6 plus grab), tongue +20 (1d4+6 plus grab)**w/ Power Attack** bite +18 (2d6+20/19–20 plus grab), 4 tentacles +16 (1d8+10 plus grab), tongue +16 (1d4+10 plus grab)**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tongue)**Special Attacks** constrict (tentacle, 1d6+12), smite good (as 16th level paladin), swallow whole (3d6+12 damage, AC 20, hp 21)**Spell-Like Abilities** (CL 16th; concentration +18)3/day—*darkness*, *poison* (DC 16), *unholy aura* (DC 20)1/day—*blasphemy* (DC 19), *contagion* (DC 15), *desecrate*, *horrid wilting* (DC 20), *unhallow*, *unholy blight* (DC 16)**STATISTICS****Str** 34, **Dex** 15, **Con** 28, **Int** 4, **Wis** 15, **Cha** 15**Base Atk** +12; **CMB** +26 (+30 grapple); **CMD** 38**Feats** Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)**Skills** Perception +29, Stealth +19 (+27 in marshes), Survival +21, Swim +20; **Racial Modifiers** +8 Perception, +8 Stealth in marshes**Languages** Abyssal**SPECIAL ABILITIES****Slowed by Electricity (Ex)** Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

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, SYes) – 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.

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

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

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

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

Pathfinder Adventure Path #42 80

CE Large outsider (chaotic, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., scent, *see invisibility*; Perception +20

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)

hp 168 (16d10+80)

Fort +15; **Ref** +14; **Will** +10

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft., climb 40 ft.

Melee bite +22 (1d8+4), 2 claws +21 (1d10+8 plus grab), gore +24 (1d8+8)

w/ Power Attack bite +17 (1d8+9), 2 claws +16 (1d10+18 plus grab), gore +19 (1d8+18)

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

Special Attacks devouring grapple, monstrous challenge, one-armed hold

Spell-Like Abilities (CL 12th)

Constant—*see invisibility*

At will—*dispel magic*, *teleport* (self plus 50 lbs. of objects only)

3/day—quicken *hold person* (DC 17)

1/day—summon (level 5, 1d4 dire apes 50% or 1d2 girallons 35%), *unholy blight* (DC 17)

STATISTICS

Str 26, **Dex** 19, **Con** 20, **Int** 15, **Wis** 16, **Cha** 17

Base Atk +16; **CMB** +25(+29 grapple); **CMD** 39

Feats Improved Initiative, Intimidating Prowess, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*hold person*), Step Up, Throw Anything

Skills Acrobatics +14, Bluff +12, Climb +26, Diplomacy +9, Intimidate +27, Knowledge (nature) +10, Knowledge (planes) +13, Perception +20, Sense Motive +16, Stealth +19, Survival +19, Swim +16

Languages Abyssal, Celestial, Common, Draconic, Polyglot, telepathy 100 ft.

SPECIAL ABILITIES

Devouring Grapple (Ex) The mouth at the center of a baregara's chest automatically deals 2d8+4 points of damage per round to any creature that the demon successfully grapples.

Monstrous Challenge (Su) As a standard action, a baregara can make an Intimidate check to demoralize an opponent. If this check is successful, the baregara surges with power and gains the effects of *bull's strength* and *bear's endurance*. The caster level is equal to the baregara's Hit Dice. This ability is usable 3 times per day.

One-Armed Hold (Ex) A baregara's huge arms allow it to initiate and maintain a grapple without the standard –4 penalty for not having both hands free.

DIRE APE (GIGANTOPITHECUS)**CR 3**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, –1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +6, **Will** +4**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +6 (1d6+4), 2 claws +6 (1d4+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d4+6)**STATISTICS****Str** 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +3; **CMB** +8; **CMD** 20**Feats** Iron Will, Skill Focus (Perception)**Skills** Acrobatics +6, Climb +16, Perception +8, Stealth +2**GIRALLON****CR 6**

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +11

DEFENSE**AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)**hp** 73 (7d10+35)**Fort** +9, **Ref** +8, **Will** +5**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (4 claws, 1d4+6)**STATISTICS****Str** 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +7; **CMB** +12; **CMD** 25**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Toughness**Skills** Climb +12, Perception +11, Stealth +5

SHEMHAZIAN**CR 16**

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

Init +4; **Senses** darkvision 60 ft., *detect good*, scent, *true seeing*; Perception +36**DEFENSE****AC** 31, touch 11, flat-footed 26 (+4 Dex, +1 dodge, +20 natural, –4 size)**hp** 246 (17d10+153)**Fort** +19, **Ref** +11, **Will** +18**DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27**OFFENSE****Speed** 40 ft., climb 20 ft., fly 60 ft. (good)**Melee** bite +25 (2d6+12 plus 2d4 Strength drain), 2 claws +25 (2d6+12), 2 pincers +23 (1d12+6), tail slap +23 (2d6+6)**w/ Power Attack** bite +20 (2d6+22 plus 2d4 Strength drain), 2 claws +20 (2d6+22), 2 pincers +18 (1d12+11), tail slap +18 (2d6+11)**Space** 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)**Special Attacks** paralyzing gaze, rend (2 claws, 2d6+18)**Spell-Like Abilities** (CL 15th; concentration +18)Constant—*detect good*, *fly*, *true seeing*At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *telekinesis* (DC 18)3/day—*clairaudience/clairvoyance*, *mass inflict serious wounds* (DC 20), *prying eyes*1/day—*blasphemy* (DC 20), *summon* (level 5, 1 shemhazian 30% or 1d4 vrocks 60%)**STATISTICS****Str** 35, **Dex** 19, **Con** 29, **Int** 10, **Wis** 26, **Cha** 16**Base Atk** +17; **CMB** +33; **CMD** 48**Feats** Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike**Skills** Bluff +23, Climb +20, Fly +2, Heal +28, Intimidate +23, Knowledge (religion) +20, Perception +36, Sense Motive +28; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SPECIAL ABILITIES****Paralyzing Gaze (Su)** Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based.**Strength Drain (Su)** A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A DC 27 Fortitude save reduces this amount to 1d4 points of Strength damage. The save DC is Constitution-based.

BLASPHEMY

School evocation [evil, sonic]; **Level** cleric 7

Casting Time 1 standard action

Components V

Range 40 ft.

Area nonevil creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

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

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level –1	Weakened, dazed
Up to caster level –5	Paralyzed, weakened, dazed
Up to caster level –10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects.

Creatures affected by multiple effects make only one save and apply the result to all the effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

Moon-Beast Guardians**CR 14**Advanced moon-beast (*Pathfinder RPG Bestiary* 3 195)

CE Large aberration

Init +7; **Senses** blindsight 90 ft.; Perception +34

DEFENSE**AC** 29, touch 13, flat-footed 25 (+3 Dex, +1 dodge, +16 natural, –1 size)**hp** 199 each (21d8+105)**Fort** +12, **Ref** +12, **Will** +18**DR** 10/piercing or slashing; **Immune** cold, gaze attacks, illusions, poison; **Resist** electricity 30; **SR** 25

OFFENSE**Speed** 50 ft., climb 20 ft., *air walk***Melee** 2 claws +21 (1d6+6), 4 tentacles +19 (1d6+3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 tentacles, 1d6+9 plus Wisdom drain)**Spell-Like Abilities** (CL 14th; concentration +21)Constant—*air walk*At will—*detect thoughts* (DC 19)3/day—*charm monster* (DC 22), quickened *dispel magic*, *dominate person* (DC 24), *shadow conjuration* (DC 22), *shadow evocation* (DC 22), *veil* (DC 23)1/day—*confusion* (DC 23), *major image* (DC 20), *mirage arcana* (DC 22), *plane shift* (self only)

STATISTICS**Str** 22, **Dex** 17, **Con** 20, **Int** 19, **Wis** 18, **Cha** 25**Base Atk** +15; **CMB** +22; **CMD** 36**Feats** Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Multiattack, Quickened Spell- Like Ability (*dispel magic*), Skill Focus (Perception), Weapon Focus (tentacles), Weapon Focus (claws)**Skills** Climb +14, Diplomacy +18, Intimidate +31, Knowledge (arcana) +14, Knowledge (planes) +25, Perception +34, Sense Motive +25, Spellcraft +28, Stealth +31, Use Magic Device +28; **Racial Modifiers** +8 Stealth**Languages** Aklo (cannot speak); telepathy 300 ft.**SQ** compression, no breath

SPECIAL ABILITIES**Wisdom Drain (Su)** A creature that takes rend damage from a moon-beast guardian must succeed at a DC 25 Will save or take 1d4 points of Wisdom drain. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a *heal* spell.

Alu-Demons**CR 5***Tome of Horrors Complete* 154

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

Init +2; **Senses** darkvision 120 ft.; Perception +15**DEFENSE****AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)**hp** 45 each (6d10+12)**Fort** +6, **Ref** +6, **Will** +4**DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** longsword +9/+4 (1d8+3/19–20) or 2 claws +9 (1d6+3 plus vampiric touch)**w/ Power Attack** longsword +7/+2 (1d8+7/19–20) or 2 claws +7 (1d6+7 plus vampiric touch)**Spell-Like Abilities** (CL 8th)3/day—*charm person* (DC 16), *detect thoughts* (DC 15), *disguise self*, *suggestion* (DC 18)1/day—*dimension door***STATISTICS****Str** 17, **Dex** 15, **Con** 15, **Int** 15, **Wis** 15, **Cha** 16**Base Atk** +6; **CMB** +9; **CMD** 21**Feats** Blind-Fight, Cleave, Power Attack**Skills** Bluff +11, Diplomacy +12, Escape Artist +11, Fly +6, Intimidate +12, Knowledge (planes) +11, Perception +15, Stealth +11, Survival +11; **Racial Modifiers** +4 Perception**Languages** Abyssal, Common; telepathy 100 ft.**Gear** longsword**SPECIAL ABILITIES****Vampiric Touch (Su)** An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points + the target's Con score (which is enough to kill the target). The temporary hit points disappear in 1 hour.

SUCCUBUS**CR 7**

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

Init +3; **Senses** darkvision 60 ft., detect good; Perception +21**DEFENSE****AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)**hp** 84 (8d10+40)**Fort** +7, **Ref** +9, **Will** +10**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** 2 claws +11 (1d6+1)**Special Attacks** energy drain, profane gift**Spell-Like Abilities** (CL 12th)Constant—*detect good*, *tongues*At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)**STATISTICS****Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27**Base Atk** +8; **CMB** +11; **CMD** 22**Feats** Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse**Skills** Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.**SQ** change shape (*alter self*, Small or Medium humanoid)**SPECIAL ABILITIES****Energy Drain (Su)** A succubus drains energy from a mortal she lures into an act of passion, such as a kiss.

An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

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/×3), 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.

Somalcygot**CR 12**

NE Large aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +26

DEFENSE**AC** 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, –1 size)**hp** 189 (14d8+126)**Fort** +15, **Ref** +11, **Will** +14**Defensive Abilities** resistant evolution; **DR** 10/slashing; **Immune** acid, cold**Weaknesses** vulnerable to sonic

OFFENSE**Speed** 40 ft., burrow 20 ft.**Melee** bite +21 (2d6+12 plus 4d6 acid), 4 tentacles +19 (1d8+6 plus grab)**w/ Power Attack** bite +18 (2d6+18 plus 4d6 acid), 4 tentacles +16 (1d8+9 plus grab)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)**Special Attacks** acid spray, constrict (1d8+6)

STATISTICS**Str** 34, **Dex** 17, **Con** 28, **Int** 12, **Wis** 17, **Cha** 11**Base Atk** +10; **CMB** +23 (+27 grapple); **CMD** 37**Feats** Cleave, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception)**Skills** Acrobatics +20 (+24 when jumping), Climb +29, Intimidate +17, Perception +26, Stealth +16**Languages** Aklo; telepathy 60 ft.**SQ** no breath

SPECIAL ABILITIES**Acid Spray (Ex)** Every 1d4 rounds, a somalcygot can spit a 60-foot line of acid that deals 6d6 points of acid damage and an additional 3d6 points of acid damage the following round. A successful DC 26 Reflex save halves the initial damage and negates all ongoing damage. The save DC is Constitution-based.**Resistant Evolution (Su)** Somalcygots have evolved in the harsh, unforgiving vacuum of space and developed fortified resistances to the myriad threats found in their environment, granting them a +2 resistance bonus on all saving throws.

HEZROU**CR 11**

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

Init +4; **Senses** darkvision 60 ft.; Perception +23

Aura stench (DC 24, 10 rounds)

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 145 (10d10+90)

Fort +16, **Ref** +3, **Will** +9

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)

w/ Power Attack bite +14 (4d4+14 plus grab), 2 claws +14 (1d8+14 plus grab)

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

Special Attacks nausea

Spell-Like Abilities (CL 13th)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)

STATISTICS

Str 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 29

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Female possessed adult gold dragon (*Pathfinder RPG Bestiary* 108)

CE Huge dragon (fire)

Init +4; **Senses** dragon senses; Perception +25

Aura frightful presence (180 ft., DC 24)

DEFENSE

AC 30, touch 8, flat-footed 30 (+22 natural, –2 size)

hp 243 (18d12+126)

Fort +14, **Ref** +14, **Will** +16

DR 5/magic; **Immune** dragon traits, fire, magic paralysis, sleep; **SR** 29

Weaknesses sunlight powerlessness, vulnerable to cold

OFFENSE

Speed 60 ft., fly 250 ft. (poor), swim 60 ft.

Melee bite +29 (2d8+15), 2 claws +29 (2d6+10)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Spell-Like Abilities (CL 18th; concentration +23)

At will—*deeper darkness*, *fear* (DC 19), *greater teleport* (self only), *telekinesis* (DC 20)

3/day—*shadow conjuration* (DC 19), *shadow evocation* (DC 20)

1/day—extended *magic jar* (DC 20), summon (level 3, 1 shadow demon 50%)

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 14, **Wis** 14, **Cha** 20

Base Atk +20; **CMB** +32; **CMD** 42 (46 vs. trip)

Feats Blind-Fight, Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (bite), Weapon Focus (claws)

Skills Acrobatics +23 (+35 when jumping), Bluff +28, Fly +15, Knowledge (local) +25, Knowledge (planes) +25, Perception +25, Sense Motive +25, Stealth +15, Swim +18

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes.

Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Thastrakna**CR 18**Male advanced shadow demon (*Pathfinder RPG Bestiary* 67)

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

Init +7; **Senses** darkvision 60 ft.; Perception +33

DEFENSE**AC** 10, touch 10, flat-footed 7 (+5 deflection, +3 Dex, –8 size)**hp** 350 (20d10+240)**Fort** +19, **Ref** +17, **Will** +16**Defensive Abilities** incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 29**Weaknesses** sunlight powerlessness

OFFENSE**Speed** fly 40 ft. (perfect)**Melee** bite +16 touch (6d6 plus 4d6 cold), 2 claw +16 touch (4d6 plus 4d6 cold)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** pounce, shadow blend, sprint**Spell-Like Abilities** (CL 18th; concentration +23)At will—*deeper darkness*, *fear* (DC 19), *greater teleport* (self only), *telekinesis* (DC 20)3/day—*shadow conjuration* (DC 19), *shadow evocation* (DC 20)1/day—extended *magic jar* (DC 20), summon (level 3, 1 shadow demon 50%)

STATISTICS**Str** —, **Dex** 17, **Con** 33, **Int** 14, **Wis** 14, **Cha** 20**Base Atk** +20; **CMB** +31; **CMD** 46**Feats** Blind-Fight, Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (claw), Weapon Focus (bite)**Skills** Acrobatics +26, Bluff +28, Fly +26, Knowledge (local) +25, Knowledge (planes) +25, Perception +33, Sense Motive +25, Stealth +10; **Racial Modifiers** +8 Perception**Languages** Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES**Sprint (Ex)** Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.**Shadow Blend (Su)** During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.**Sunlight Powerlessness (Ex)** A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

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.

ADULT GOLD DRAGON**CR 15**

LG Huge dragon (fire)

Init +0; **Senses** dragon senses; Perception +30**Aura** frightful presence (180 ft., DC 24)**DEFENSE****AC** 30, touch 8, flat-footed 30 (+22 natural, –2 size)**hp** 225 (18d12+108)**Fort** +17, **Ref** +11, **Will** +18**DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 26**Weaknesses** vulnerability to cold**OFFENSE****Speed** 60 ft., fly 250 ft. (poor), swim 60 ft.**Melee** bite +26 (2d8+15/19–20), 2 claws +26 (2d6+10/19–20), 2 wings +24 (1d8+5), tail +24 (2d6+15)**w/ Power Attack** bite +21 (2d8+30/19–20), 2 claws +21 (2d6+20/19–20), 2 wings +19 (1d8+10), tail +19 (2d6+30)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** breath weapon (50-ft. cone, DC 25, 12d10 fire), crush, weakening breath**Spell-Like Abilities** (CL 18th)At will—*bless*, *daylight*, *detect evil***Spells Known** (CL 7th)3rd (5/day)—*dispel magic*, *prayer*2nd (7/day)—*aid*, *cure moderate wounds* (DC 17), *resist energy*1st (7/day)—*alarm*, *divine favor*, *mage armor*, *shield*, *shield of faith*0 (at will)—*detect magic*, *light*, *mending*, *stabilize*, 3 more**STATISTICS****Str** 31, **Dex** 10, **Con** 23, **Int** 20, **Wis** 21, **Cha** 20**Base Atk** +18; **CMB** +30; **CMD** 40 (44 vs. trip)**Feats** Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw), Iron Will, Multiattack, Power Attack, Vital Strike**Skills** Diplomacy +26, Fly +13, Heal +26, Knowledge (arcana, local, nobility, religion) +26, Perception +30, Sense Motive +30, Spellcraft +26, Swim +39**Languages** Celestial, Common, Draconic, 3 more**SQ** change shape, detect gems, fast flight, luck**SPECIAL ABILITIES****Dragon Senses (Ex)** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes.

Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

ADVANCED VROCK**CR 10**

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

Init +8; **Senses** darkvision 60 ft.; Perception +25**DEFENSE****AC** 26, touch 13, flat-footed 22 (+4 Dex, +13 natural, –1 size)**hp** 130 (9d10+81)**Fort** +15, **Ref** +12, **Will** +8**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** 2 claws +15 (2d6+7), bite +15 (1d8+7), 2 talons +15 (1d6+7)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** dance of ruin, spores, stunning screech**Spell-Like Abilities** (CL 12th)At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)**STATISTICS****Str** 25, **Dex** 19, **Con** 29, **Int** 18, **Wis** 20, **Cha** 20**Base Atk** +9; **CMB** +17; **CMD** 31**Feats** Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack**Skills** Fly +14, Intimidate +17, Knowledge (planes) +16, Perception +25, Sense Motive +17, Spellcraft +16, Stealth +12, Survival +17; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Common; telepathy 100 ft.**SPECIAL ABILITIES**

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 19 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vlocks are dancing (the DC continues to increase with additional vlocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vlocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bleed* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot radius spread must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

VAMPIRE**CR 9**

Female human vampire sorcerer 8

CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +21**DEFENSE****AC** 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)**hp** 102 (8d6+72); fast healing 5**Fort** +13, **Ref** +11, **Will** +12**Defensive Abilities** channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10**Weaknesses** vampire weaknesses**OFFENSE****Speed** 30 ft.**Melee** slam +8 (1d4+4 plus energy drain)**Ranged** touch +8**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22)**Bloodline Spell-Like Ability** (CL 8th, +7 touch)

11/day—grave touch

Sorcerer Spells Known (CL 8th, +16 concentration, +20 defensively)4th (5/day)—*dimension door*3rd (5/day)—*dispel magic*, *fireball* (DC 21), *vampiric touch*2nd (8/day)—*false life*, *invisibility*, *scorching ray*, *web* (DC 20)1st (8/day)—*burning hands* (DC 19), *chill touch* (DC 19), *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*0—*acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic***Bloodline** undead**STATISTICS****Str** 16, **Dex** 18, **Con** —, **Int** 14, **Wis** 16, **Cha** 26**Base Atk** +4; **CMB** +7; **CMD** 24**Feats** Alertness^B, Blind-Fight, Combat Casting, Combat Reflexes^B, Dodge^B, Eschew Materials, Extend Spell, Improved Initiative^B, Lightning Reflexes^B, Silent Spell, Still Spell, Toughness^B, Weapon Finesse**Skills** Bluff +27, Knowledge (arcana) +13, Knowledge (religion) +10, Perception +21, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +19; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Abyssal, Common, Draconic**SQ** change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb**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.**Children of the Night (Su)** Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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.

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.

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

Betcezia, the Corpulent Mistress**CR 17**Female succubus vampire sorcerer 11 (*Pathfinder RPG Bestiary* 68, 270)

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

Init +11; **Senses** darkvision 60 ft., *detect good*; Perception +37

DEFENSE**AC** 31, touch 18, flat-footed 23 (+7 Dex, +1 dodge, +13 natural)**hp** 313 (19 HD; 8d8+11d6+239); fast healing 5**Fort** +18, **Ref** +18, **Will** +18**Defensive Abilities** channel resistance +4; **DR** 10/good, magic, and silver; **Immune** electricity, fire, poison, undead traits; **Resist** acid 10, cold 10; **SR** 28**Weaknesses** vampire weaknesses

OFFENSE**Speed** 30 ft., fly 50 ft. (average)**Melee** 2 claws +21 (1d6+7/19–20 plus vampire energy drain), slam +20 (1d4+7 plus vampire energy drain)**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 26), profane gift, succubus energy drain (2 levels, DC 25), vampire energy drain (2 levels, DC 30)**Spell-Like Abilities** (CL 12th; concentration +23, defensively +27)Constant—*detect good*, *tongues*At will—*charm monster* (DC 27), *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 26), *vampiric touch*1/day—*dominate person* (DC 28), summon (level 3, 1 babau 50%)**Bloodline Spell-Like Abilities** (CL 11th; concentration +22, defensively +26)

14/day—touch of destiny (+5)

Sorcerer Spells Known (CL 11th; concentration +22, defensively +26)5th (6/day)—*break enchantment*, *hold monster* (DC 28), *waves of fatigue*4th (8/day)—*bestow curse* (DC 25), *crushing despair* (DC 27), *freedom of movement*, *greater invisibility*3rd (9/day)—*dispel magic*, *displacement*, *haste*, *lightning bolt* (DC 24), *protection from energy*2nd (9/day)—*acid arrow*, *blur*, *darkness*, *eagle's splendor*, *protection from arrows*, *scorching ray*1st (9/day)—*alarm*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 22), *shield*, *true strike*0 (at will)—*bleed* (DC 21), *detect magic*, *ghost sound* (DC 21), *mage hand*, *prestidigitation*, *read magic*, *ray of frost*, *resistance*, *touch of fatigue* (DC 21)**Bloodline** destined

STATISTICS**Str** 24, **Dex** 24, **Con** —, **Int** 23, **Wis** 16, **Cha** 33**Base Atk** +13; **CMB** +20; **CMD** 38**Feats** Agile Maneuvers, Alertness^B, Bleeding Critical, Combat Casting, Combat Reflexes, Critical Focus, Dodge^B, Eschew Materials, Great Fortitude, Improved Critical (claws), Improved Initiative^B, Iron Will, Lightning Reflexes^B, Maximize Spell, Toughness^B, Weapon Finesse, Weapon Focus (claws)**Skills** Bluff +40, Diplomacy +22, Disguise +22, Escape Artist +15, Fly +22, Intimidate +22, Knowledge (arcana) +28, Knowledge (local) +17, Knowledge (planes) +25, Perception +37, Sense Motive +37, Stealth +37, Use Magic Device +33**Languages** Abyssal, Celestial, Common, Draconic; *tongues*; telepathy 100 ft.**SQ** bloodline arcana (gain luck bonus on saving throws when casting personal-range spells), change shape (dire bat or wolf, *beast shape II*; or Small or Medium humanoid, *alter self*), fated (+3), gaseous form, shadowless, spider climb

Gear staff of necromancy, wand of inflict serious wounds (CL 9th, 50 charges)

SPECIAL ABILITIES

Bleeding Critical Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

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.

Bloodline Arcana: Whenever you cast a spell with a range of “personal,” you gain a luck bonus equal to the spell’s level on all your saving throws for 1 round.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire’s base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master’s destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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 succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus’s kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Fated (Su) Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

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.

It Was Meant To Be (Su) At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed

by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Touch of Destiny (Sp) At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

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

Staff of Necromancy

PRICE 82,000 gp

AURA strong necromancy **CL** 13th **WEIGHT** 5 lbs.

This staff is made from ebony or other dark wood and carved with images of bones and skulls mingled with strange spidery runes. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

Construction Requirements Craft Staff, *cause fear*, *circle of death*, *enervation*, *ghoul touch*, *halt undead*, *waves of fatigue* **Cost** 41,000 GP

Betcezia Cheat Sheet

5th level spells

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

Hold Monster (Enchantment (compulsion)[mind-affecting], VSMDF, medium, one living creature, 1rd/lvl, SRyes) – WILL or become paralyzed. New save every round to shake it off.

Waves of Fatigue (Necromancy, VS, 30ft. cone, SRyes) – All living creatures in cone are fatigued.

4th 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

Crushing Despair (Enchantment (compulsion)[emotion, mind-affecting], VSM, 30ft. cone, 1min/lvl, SRyes) – WILL or -2 on attack rolls, saves, ability checks, skill checks and weapon damage rolls

Freedom of Movement (Abjuration, VSM, personal or creature touched, 10min/lvl, SRyes) – Target can move and attack normally, even against magical slowing effects, no grappling, auto escaping grapples.

Greater Invisibility (Illusion (glamer), VS, you or creature touched, 1rd/lvl, SRyes) – You are invisible.

3rd level spells

Dispel Magic (Abjuration, VS, medium) – You know how dispel magic works

Displacement (Illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

Haste (Transmutation, VSM, close, one creature/lvl no two of which can be >30ft. apart, 1rd/lvl, SRyes) – Extra attack on a full attack, +1 attack, +1 dodge on REF, AC. Double speed up to 30ft.

Lightning Bolt (Evocation [electricity], VSM, 120ft. line, SRyes) – 10d6 electricity, REF half.

Protection from Energy (Abjuration, VSDF, creature touched, 10min/lvl) – Soaks up first 120 points of dmg of a type of energy you take

2nd level spells

Acid Arrow (Conjuration (creation)[acid], VSM, long, 1rd+1rd/3lvls) – Ranged touch for 2d4 acid. If hit, take the dmg every rd for duration.

Blur (Illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

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

Eagle's Splendor (Transmutation, VSM, 1min/lvl) - +4 CHA

Protection from Arrows (Abjuration, VSF, creature touched, 1hr/lvl, SRyes) – DR 10/magic vs. arrows. Discharged once it prevents 100 damage

Scorching Ray (Evocation[fire], VS, close, three rays, SRyes) – three rays that deal 4d6 fire damage

1st level spells

Alarm (Abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Either a mental or audible alarm when a creature enters the affected area.

Mage Armor (Conjuration (creation)[force], VSF, 1hr/lvl) - +4 armor bonus

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

Ray of Enfeeblement (Necromancy, close, 1rd/lvl, SRyes) – Ray for 1d6+1/2lvls STR penalty. FORT half.

Shield (Abjuration, VS, 1min/lvl) - +4 shield, no magic missiles on you

True Strike (Divination, VF, personal) – +20 to next attack roll before end of next round, ignore miss chance from concealment

Staff spells

Cause Fear (Necromancy [emotion, fear, mind-affecting], VS, close, one living creature with <6HD, SRyes) – WILL?shaken for 1rd:frightened for 1d4rds.

Ghoul Touch (Necromancy, VSM, living humanoid touched, 1d6+2rds, SRyes) – FORT or paralyzed on touch attack, paralyzed creature has a stench aura – everyone else makes FORT within 10 ft. of target or become sickened. Stench is a poison effect.

Halt Undead (Necromancy, VSM, medium, <= 3 undead, no two of which are >30ft. apart, 1rd/lvl, SRyes) – Undead creatures can't move for duration of spell – intelligent undead get WILL to prevent, unintelligent get no save. If the halted creatures are attacked or take damage, effect is broken.

Enervation (Necromancy, VS, close, SRyes) – Ray for 1d4 temp negative levels for 1hr/lvl

Waves of Fatigue (Necromancy, VS, 30ft. cone, SRyes) – All living creatures in cone are fatigued.

Circle of Death (Necromancy[death], VSM, medium, living creatures in 40ft. radius burst, SRyes) – Slays 1d4HD worth of creatures per CL starting with the lowest HD. FORT negates. Creatures with >=9HD are unaffected.

ADVANCED MARILITH**CR 18**

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

Init +6; **Senses** darkvision 60 ft., *true seeing*; Perception +33**Aura** *unholy aura* (DC 27)

DEFENSE**AC** 36, touch 19, flat-footed 30 (+4 deflection, +6 Dex, +17 natural, –1 size)**hp** 296 (16d10+208)**Fort** +27, **Ref** +20, **Will** +15**DR** 10/cold iron and good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE**Speed** 40 ft.**Melee** +1 *longsword* +26/+21/+16/+11 (2d6+10/17–20), 5 +1 *longswords* +26 (2d6+5/17–20), tail slap +19 (2d6+4 plus grab) or 6 slams +24 (1d8+9), tail slap +19 (2d6+4 plus grab)**w/ Power Attack** +1 *longsword* +21/+16/+11/+6 (2d6+20/17–20), 5 +1 *longswords* +21 (2d6+10/17–20), tail slap +14 (2d6+9 plus grab) or 6 slams +19 (1d8+19), tail slap +14 (2d6+9 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (tail slap, 2d6+13 plus crushing coils), infuse weapon, multiweapon mastery**Spell-Like Abilities** (CL 16th, concentration +25)Constant—*true seeing*, *unholy aura* (DC 27)At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 26), *telekinesis* (DC 24)3/day—*blade barrier* (DC 25), *fly*

1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%)

STATISTICS**Str** 29, **Dex** 23, **Con** 36, **Int** 22, **Wis** 22, **Cha** 29**Base Atk** +16; **CMB** +26 (+30 grapple); **CMD** 46 (can't be tripped)**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (longsword), Improved Disarm, Power Attack, Weapon Focus (longsword)**Skills** Acrobatics +25, Bluff +28, Diplomacy +28, Fly +20, Intimidate +28, Knowledge (engineering) +22, Perception +33, Sense Motive +25, Stealth +21, Use Magic Device +28; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES**Bleeding Critical** Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.**Crushing Coils (Ex)** A creature that takes damage from a marilith's constrict attack must succeed on a DC 27 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.**Infuse Weapon (Su)** Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).**Multiweapon Mastery (Ex)** A marilith never takes penalties to her attack roll when fighting with multiple weapons.**Unholy Aura** +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 a good creature hits you, they make FORT or 1d6 Strength damage

General Irentios**CR 16**

Male human fighter 17

CE Medium humanoid (human)

Init +6; **Senses** Perception –1**DEFENSE****AC** 29, touch 15, flat-footed 26 (+14 armor, +2 deflection, +2 Dex, +1 dodge)**hp** 200 (17d10+102)**Fort** +16, **Ref** +9, **Will** +6; +4 vs. fear**Defensive Abilities** bravery +4**OFFENSE****Speed** 30 ft.**Melee** +1 *flaming burst greataxe* +31/+26/+21/+16 (1d12+19+1d6 fire/19–20/x3)**w/ Power Attack** +1 *flaming burst greataxe* +26/+21/+16/+11 (1d12+34+1d6 fire/19–20/x3)**Ranged** +1 *heavy crossbow* +23 (1d10+4/19–20)**Special Attacks** weapon training (axes +4, crossbows +3, light blades +2, flails +1)**TACTICS****Before Combat** Irentios informs his mistress of the impending invasion telepathically and drinks his *potions of fly* and *barkskin*. He waits in the hallway until the glabrezus initiate combat with the PCs.**During Combat** The general is ruthless and employs Power Attack and Greater Vital Strike to deal as much damage as possible, focusing on PCs already harried by his demon allies. If overpowered, he uses his *cape of the mountebank* to retreat to one of the unoccupied chambers in the Obscene Court and drinks his healing potions before heading back into battle.**Morale** Irentios is beyond loyal to Izmiara, who has thoroughly warped his mind with promises of power and pleasure, and he fights to the death to defend her.**STATISTICS****Str** 24, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +17; **CMB** +24; **CMD** 39**Feats** Cleave, Dodge, Great Fortitude, Greater Vital Strike, Greater Weapon Focus (greataxe), Greater Weapon Specialization (greataxe), Improved Critical (greataxe), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Rapid Reload, Skill Focus (Knowledge [nobility]), Toughness, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)**Skills** Climb +16, Handle Animal +11, Intimidate +22, Knowledge (nobility) +16, Ride +14, Swim +15**SQ** armor training 4, profane gift**Languages** Common**Combat Gear** *potion of barkskin* (CL 12th), *potions of cure serious wounds* (3), *potion of fly*; **Other Gear** +5 *mithral full plate*, +1 *heavy crossbow* with 20 bolts, +1 *flaming burst greataxe*, +1 *short sword*, masterwork flail, *belt of giant strength* +4, *cape of the mountebank*, *ring of protection* +2**SPECIAL ABILITIES****Profane Gift** Irentios long ago accepted Izmiara's profane gift, granting him a telepathic link with the Insatiable Queen and a +4 profane bonus to his Constitution score.

GLABREZU**CR 13**

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

Init +0; **Senses** darkvision 60 ft., *true seeing*; Perception +26**DEFENSE****AC** 28, touch 8, flat-footed 28 (+20 natural, –2 size)**hp** 186 (12d10+120)**Fort** +18, **Ref** +4, **Will** +11**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24**OFFENSE****Speed** 40 ft.**Melee** 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10)**w/ Power Attack** 2 pincers +16 (2d8+18/19–20), 2 claws +16 (1d6+18), bite +16 (1d8+18)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rend (2 pincers, 2d8+15)**Spell-Like Abilities** (CL 14th)Constant—*true seeing*At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrock 50%)1/month—*wish* (granted to a mortal humanoid only)**STATISTICS****Str** 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20**Base Atk** +12; **CMB** +24; **CMD** 34**Feats** Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike**Skills** Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

PRISMATIC WALL

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

Casting Time 1 standard action

Components V, S

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

Effect wall 4 ft./level wide, 2 ft./level high

Duration 10 min./level (D)

Saving Throw see text; **Spell Resistance** see text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* can only be used on the wall once all the other colors have been destroyed. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

Prismatic wall can be made permanent with a *permanency* spell.

Order	Color	Effect of Color	Negated By
1 st	Red	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half).	<i>Cone of cold</i>
2 nd	Orange	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	<i>Gust of wind</i>
3 rd	Yellow	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	<i>Disintegrate</i>
4 th	Green	Stops breath weapons. Poison (frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 Con/rd.; cure 2 consecutive Fort saves).	<i>Passwall</i>
5 th	Blue	Stops divination and mental attacks. Turned to stone (Fortitude negates).	<i>Magic missile</i>
6 th	Indigo	Stops all spells. Will save or become insane (as <i>insanity</i> spell).	<i>Daylight</i>
7 th	Violet	Energy field destroys all objects and effects.* Creatures sent to another plane (Will negates).	<i>Dispel magic</i> or <i>greater dispel magic</i>

* The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Izmiara, the Insatiable Queen**CR 19**Succubus antipaladin 12 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Bestiary* 68)

[Red = When Unrighteous Armor is used]

CE Medium [Large] outsider (chaotic, demon, evil, extraplanar)

Init +7 [+6]; **Senses** darkvision 60 ft., detect good; Perception +23**Aura** cowardice (10 ft.), despair (10 ft.), vengeance (10 ft.)**DEFENSE****AC** 36 [37], touch 11 [10], flat-footed 35 [36] (+13 armor, +1 Dex, +7 [+9] natural, +5 shield, [-1 size])**hp** 302 (20d10+192) [342 (20d10+212)]**Fort** +29 [+31], **Ref** +28 [+27], **Will** +27[DR 5/good]; **Immune** charm, disease, electricity, fear, fire, poison; **Resist** acid 10, cold 10; **SR** 30**OFFENSE****Speed** 20 ft., fly 40 ft. (average)**Melee** +2 unholy bastard sword +29/+24/+19/+14 (1d10+8/19–20) [+30/+25/+20/+15 (2d8+10/19–20)]w/ **Power Attack** +2 unholy bastard sword +23/+18/+13/+8 (1d10+20/19–20) [+24/+19/+14/+9 (2d8+22/19–20)]

[Space 10 ft.; Reach 10 ft.]

Special Attacks channel negative energy (DC 27, 6d6), energy drain (2 levels, DC 25), profane gift, smite good (+11 attack and AC, +12 damage)**Spell-Like Abilities** (CL 12th; concentration +23)Constant—*detect good*, *tongues*At will—*charm monster* (DC 27), *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 26), *vampiric touch*1/day—*dominate person* (DC 28), *summon* (level 3, 1 babau 50%)**Antipaladin Spells Prepared** (CL 9th; concentration +20)2nd—*blindness/deafness* (DC 23), *darkness*, *hold person* (DC 25), *invisibility*, *silence*1st—*bane* (DC 24), *curse water*, *death knell* (DC 22), *doom* (DC 22), *protection from law***TACTICS****Before Combat** Given time to prepare, Izmiara mounts Bth-Zgragg and hovers above her bed in the center of the chamber. As she waits for the PCs to breach her *prismatic wall*, she casts *protection from law* and activates her fiendish boon to add the *anarchic* and *keen* special abilities to *Iron Lash*.**During Combat** Izmiara begins combat by using her sword's *finger of death* attack at range, then directs her mount into combat. She hurls herself into battle with all her might, releasing her best powers as soon as she can. Aura of vengeance is followed by cruelties and her touch of corruption. She only uses her kiss attack on those who have fallen but whom she wishes to keep alive, intending to make them pay over long decades for any blemish upon her perfect body.**Morale** Confident in her abilities, the Insatiable Queen does not sully herself by surrendering to mortals. She knows that her plans are still far from complete and teleports away to another location in the Moonscar should she be reduced to fewer than 50 hit points, sacrificing her pride for the ability to continue working her sinister machinations to herald Noctacula's apotheosis.**STATISTICS****Str** 23 [27], **Dex** 24 [22], **Con** 26 [30], **Int** 16, **Wis** 14, **Cha** 32**Base Atk** +20; **CMB** +26; **CMD** 43**Feats** Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Vital Strike, Mounted Combat, Power Attack, Ride-By Attack, Shield Focus, Toughness, Vital Strike, Weapon Focus (bastard sword)

Skills Bluff +42, Diplomacy +22, Disguise +22, Fly +12 [+11], Intimidate +31, Knowledge (local) +14, Knowledge (planes) +14, Knowledge (religion) +18, Perception +23, Ride +16 [+15], Sense Motive +15, Stealth +12 [+11]; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*; telepathy 100 ft.

SQ aura of evil, change shape (Small or Medium humanoid; *alter self*), code of conduct, cruelties (blinded, cursed, diseased, fatigued), fiendish boon (weapon +3, 2/day), touch of corruption (6d6, 17/day), unholy resilience

Gear +4 *unrighteous full plate**, +2 *heavy steel shield*, *Iron Lash* (see sidebar), *belt of physical perfection* +4, *helm of abhorrent charisma* +2 (as *headband of alluring charisma*), *ring of freedom of movement*

SPECIAL ABILITIES

Aura of Cowardice (Su): At 3rd level, an antipaladin radiates a palpably daunting aura that causes all enemies within 10 feet to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of an antipaladin with this ability. This ability functions only while the antipaladin remains conscious, not if he is unconscious or dead.

Aura of Despair (Su): At 8th level, enemies within 10 feet of an antipaladin take a –2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice. This ability functions only while the antipaladin is conscious, not if he is unconscious or dead.

Aura of Vengeance (Su): At 11th level, an antipaladin can expend two uses of his smite good ability to grant the ability to smite good to all allies within 10 feet, using his bonuses. Allies must use this smite good ability by the start of the antipaladin's next turn and the bonuses last for 1 minute. Using this ability is a free action. Good creatures gain no benefit from this ability.

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Advanced shantak (*Pathfinder RPG Bestiary 2* 244)

CE Huge magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +32

DEFENSE

AC 32, touch 14, flat-footed 26 (+5 Dex, +1 dodge, +18 natural, –2 size)

hp 275 (22d10+154)

Fort +20, **Ref** +19, **Will** +15

Defensive Abilities slippery; **Immune** cold, disease

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee bite +30 (2d6+10), 2 talons +30 (1d8+10 plus grab)

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

STATISTICS

Str 30, **Dex** 21, **Con** 23, **Int** 12, **Wis** 25, **Cha** 14

Base Atk +22; **CMB** +34 (+38 grapple); **CMD** 50 (58 vs. grapple)

Feats Awesome Blow, Dodge, Flyby Attack, Hover, Improved Bull Rush, Mobility, Power Attack, Snatch, Spring Attack, Toughness, Wingover

Skills Escape Artist +35, Fly +26, Perception +32; **Racial Modifiers** +8 Escape Artist

Languages Aklo

SQ no breath, profane gift, share defenses, starflight

Gear *resistant saddle +1* (Huge exotic military saddle, as *cloak of resistance +1*)

SPECIAL ABILITIES

Awesome Blow As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Hover A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet. At 25 feet or more, creatures have total concealment.

Profane Gift Izmiara bestowed her profane gift upon her favored mount when she chose it, allowing her to communicate with it telepathically and granting Bth-Zragg a +4 profane bonus to its Wisdom score.

Share Defenses (Su) As a free action, a shantak can extend its no breath ability and cold immunity to a single creature touching it. It can withdraw this protection as a free action.

Slippery (Ex) A shantak's scales seep slippery slime. This grants the creature a +8 bonus on all Escape Artist checks and to its CMD against grapples, and imparts a –5 penalty on all Ride checks made by creatures attempting to ride a shantak.

Snatch The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels $1d6 \times 10$ feet, and takes $1d6$ points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Starflight (Su) A shantak can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take $3d20$ hours, while a trip beyond should take $3d20$ days (or more, at the GM's discretion)— provided the shantak knows the way to its destination.

Wingover Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.