

EMERALD SPIRE LEVEL 13

THE PLEASURE GARDENS

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TOPHET**CR 10**

N Large construct

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

DEFENSE**AC** 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)**hp** 107 (14d10+30)**Fort** +4, **Ref** +3, **Will** +5**DR** 5/adamantine; **Immune** fire, construct traits

OFFENSE**Speed** 20 ft.**Melee** bite +21 (2d6+8 plus grab), 2 slams +16 (1d6+8)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** swallow whole (no damage [see below], AC 18, 40 hp), trample (2d6+12, DC 25)

STATISTICS**Str** 26, **Dex** 8, **Con** —, **Int** —, **Wis** 12, **Cha** 1**Base Atk** +14; **CMB** +23 (+27 grapple); **CMD** 32 (36 vs. trip)**SQ** conductive

SPECIAL ABILITIES

Conductive (Ex) Anytime a tophet is affected by an effect that deals fire damage, determine how much damage the construct would have taken if it were not immune to fire. Creatures currently swallowed whole by the construct take fire damage equal to half of this amount.

Swallow Whole (Ex) Once swallowed by a tophet, an opponent takes no damage, but is trapped inside the creature's hollow interior. The construct's maw locks down, preventing creatures from climbing back out. A creature can attempt to hack or smash its way out as normal, but a tophet's stomach has hit points equal to one-tenth its actual hit points plus its bonus hit points for being a construct (totalling 40 hit points for most tophets). Alternatively, a swallowed creature can attempt to pick the lock on the iron hatch in the tophet's stomach by making a DC 30 Disable Device check. If a creature exits by picking the lock, the tophet closes its hatch and can swallow whole again. These locks can also be picked from the outside, but only after the tophet is slain. A Large tophet's belly can hold 1 Medium creature at a time.

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

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

DEFENSE

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

hp 16 (3d10); fast healing 2

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

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

OFFENSE

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

Melee sting +8 (1d4 plus poison)

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

Spell-Like Abilities (CL 6th)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

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

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

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Perception +7, Spellcraft +7, Use Magic Device +8

Languages Common, Infernal

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

Gear *wand of lightning bolt*

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

The save DC is Constitution-based, and includes a +2 racial bonus.

HUGE GIBBERING MOUTHER**CR 8**Advanced gibbering moulder (*Pathfinder RPG Bestiary* 153)

N Huge aberration

Init +5; **Senses** darkvision 60 ft.; Perception +12

DEFENSE**AC** 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)**hp** 124 (8d8+88)**Fort** +13, **Ref** +5, **Will** +7**Defensive Abilities** all-around vision, amorphous, **DR** 5/ bludgeoning; **Immune** critical hits, precision damage

OFFENSE**Speed** 10 ft., swim 20 ft.**Melee** 6 bite +9 (1d8+4 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** blood drain (1d4 bite plus 1 Con), engulf (6d4 plus 2 Con damage, AC 15, 12 hp), gibbering (DC 25), ground manipulation, spittle (+7 ranged touch, DC 25)

STATISTICS**Str** 18, **Dex** 13, **Con** 32, **Int** 4, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 23 (can't be tripped)**Feats** Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Focus (bite)**Skills** Perception +12, Swim +19**Languages** Aklo

SPECIAL ABILITIES**All-Around Vision (Ex)** A gibbering moulder sees in all directions at once. It cannot be flanked.**Amorphous (Ex)** A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.**Blood Drain (Ex)** On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.**Engulf (Ex)** This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.**Gibbering (Su)** As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a DC 25 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.**Ground Manipulation (Su)** At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.**Spittle (Ex)** Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 25 Fortitude save. The save DC is Constitution-based.

SPIRE-WARPED CREEPER**CR 10**Advanced variant yellow musk creeper (*Pathfinder RPG Bestiary* 285)

N Huge plant

Init +4; **Senses** low-light vision, tremorsense 30 ft.; Perception +0

DEFENSE**AC** 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 size)**hp** 126 (12d8+72)**Fort** +14, **Ref** +8, **Will** +4**Immune** plant traits

OFFENSE**Speed** 5 ft.**Melee** 3 tendrils +18 (1d4+11)**Space** 20 ft.; **Reach** 30 ft.**Special Attacks** create yellow musk zombie (2d4 Int), pollen spray (+12 ranged touch, DC 22)

STATISTICS**Str** 33, **Dex** 19, **Con** 22, **Int** —, **Wis** 11, **Cha** 8**Base Atk** +9; **CMB** +22; **CMD** 36 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 2d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a spire-warped yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +12 ranged touch attack to strike the target, who must then succeed on a DC 22 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

SPIRE-WARPED YELLOW MUSK ZOMBIES**CR 5**Variant yellow musk zombie (*Pathfinder RPG Bestiary* 285, 288)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)**hp** 59 each (7d8+28)**Fort** +5, **Ref** +4, **Will** +5**Defensive Abilities** thorns; **DR** 5/slashing; **Immune** plant traits

OFFENSE**Speed** 30 ft.**Melee** slam +12 (1d6+10 plus 1d6 piercing)

STATISTICS**Str** 25, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 16**Base Atk** +5; **CMB** +12; **CMD** 24**Feats** Toughness**SQ** staggered

SPECIAL ABILITIES

Thorns (Ex) Any creature that strikes the zombie with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage. Creatures using melee weapons with reach are unaffected by this ability. Creatures that successfully grapple the zombie take 2d6 points of piercing damage.

GIANT FLYTRAP**CR 10**

N Huge plant

Init +8; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +10

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 size)**hp** 149 (13d8+91)**Fort** +17, **Ref** +8, **Will** +5**Immune** mind-affecting effects, paralysis, poison, polymorph, sleep, stun; **Resist** acid 20

OFFENSE

Speed 10 ft.**Melee** 4 bites +15 (1d8+7 plus grab)**w/ Power Attack** 4 bites +12 (1d8+13 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** engulf

STATISTICS

Str 25, **Dex** 18, **Con** 25, **Int** 1, **Wis** 12, **Cha** 6**Base Atk** +9; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)**Feats** Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)**Skills** Perception +10, Stealth +9 (+17 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth

SPECIAL ABILITIES

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

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)**Gear** *necklace of fireballs type VI* or *ring of the ram* (21 charges)

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).

SUMMONED 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.

FIENDISH BASILISK**CR 6**

N Medium magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE**AC** 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)**hp** 52 (7d10+14)**Fort** +9, **Ref** +4, **Will** +5**DR** 5/good; **Resist** cold 5, fire 5; **SR** 11

OFFENSE**Speed** 20 ft.**Melee** bite +10 (1d8+4)**Special Attacks** gaze, smite good (1/day, +0 to hit, +7 damage)

STATISTICS**Str** 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11**Base Atk** +7; **CMB** +10; **CMD** 19 (31 vs. trip)**Feats** Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)**Skills** Perception +10, Stealth +10; **Racial Modifiers** +4 Stealth

SPECIAL ABILITIES

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

HELLWASP SWARM**CR 8**

LE Diminutive vermin (extraplanar, swarm)

Init +10; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)**hp** 90 (12d8+36)**Fort** +10, **Ref** +10, **Will** +7**DR** 10/good; **Immune** swarm traits, weapon damage; **Resist** fire 10**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (3d6 plus distraction and poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 18), inhabit**STATISTICS****Str** 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9**Base Atk** +9; **CMB** +11; **CMD** 16 (can't be tripped)**Feats** Ability Focus (poison), Dodge, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness**Skills** Fly +25, Perception +4, Stealth +24**Languages** Infernal**SPECIAL ABILITIES**

Inhabit (Ex) A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's DR, resistances, and immunities may negate some or all of this damage. When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster*. Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour. A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a Disguise check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host. A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex) Swarm—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

HUMAN ZOMBIE**CR 1/2****XP** 200

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 12, touch 10, flat-footed 12 (+2 natural)**hp** 12 (2d8+3)**Fort** +0, **Ref** +0, **Will** +3**DR** 5/slashing; **Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** slam +4 (1d6+4)**STATISTICS****Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness^B**Special Qualities** staggered

INTELLECT DEVOURER

CR 8

CE Small aberration

Init +10; **Senses** blindsight 60 ft., *detect magic*; Perception +19

DEFENSE

AC 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)**hp** 84 (8d8+48)**Fort** +7, **Ref** +8, **Will** +8**DR** 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23**Weaknesses** vulnerability to *protection from evil*

OFFENSE

Speed 40 ft.**Melee** 4 claws +13 (1d4+1)**Special Attacks** body thief, sneak attack +3d6**Spell-Like Abilities** (CL 8th)Constant—*detect magic*At will—*confusion* (DC 17, single target only), *daze monster* (DC 15, no HD limit), *inflict serious wounds* (DC 16), *invisibility*, *reduce size* (as *reduce person* but self only)3/day—*cure moderate wounds*, *globe of invulnerability*

STATISTICS

Str 12, **Dex** 23, **Con** 21, **Int** 16, **Wis** 10, **Cha** 17**Base Atk** +6; **CMB** +6; **CMD** 22 (26 vs. trip)**Feats** Improved Initiative, Iron Will, Toughness, Weapon Finesse**Skills** Bluff +19, Disguise +11, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Stealth**Languages** Undercommon (cannot speak); telepathy 100 ft.

SPECIAL ABILITIES

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to Protection from Evil (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

DEVOURER**CR 11**

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20**DEFENSE****AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)**hp** 133 (14d8+70)**Fort** +9, **Ref** +7, **Will** +12**Defensive Abilities** spell deflection, undead traits; **SR** 22**OFFENSE****Speed** 30 ft., fly 20 ft. (perfect)**Melee** 2 claws +18 (1d8+9 plus energy drain)**w/ Power Attack** 2 claws +15 (1d8+15 plus energy drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** devour soul, energy drain (1 level, DC 20)**Spell-Like Abilities** (CL 18th)

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

STATISTICS**Str** 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21**Base Atk** +10; **CMB** +20; **CMD** 33**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack**Skills** Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6**Languages** Abyssal, Celestial, Common, Infernal; telepathy 100 ft.**SPECIAL ABILITIES**

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats to the left in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is

deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

HUMAN SKELETON

CR 1/3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or
2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

Gear broken chain shirt, broken scimitar

SUMMONED LEMURE

CR 1

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

Init +0; **Senses** darkvision 60 ft., see in darkness;

Perception +0

DEFENSE

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

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0

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

OFFENSE

Speed 20 ft.

Melee 2 claws +2 (1d4)

STATISTICS

Str 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 12

BEARDED DEVIL (BARBAZU)**CR 5**

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

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

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 57 (6d10+24)**Fort** +9, **Ref** +7, **Will** +3**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.**Melee** glaive +11/+6 melee (1d10+6 plus infernal wound) or

2 claws +10 melee (1d6+4)

w/ Power Attack glaive +9/+4 melee (1d10+12 plus infernal wound) or

2 claws +8 melee (1d6+8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)**Special Attacks** beard**Spell-Like Abilities** (CL 12th)At will—*greater teleport* (self plus 50 lbs. of objects only)1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)**Skills** Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

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

NECKLACE OF FIREBALLS

Aura moderate evocation; **CL** 10th; **Identify** DC 25

Slot neck (does not take up slot); **Price** 1,650 gp (type I), 2,700 gp (type II), 4,350 gp (type III), 5,400 gp (type IV), 5,850 gp (type V), 8,100 gp (type VI), 8,700 gp (type VII); **Weight** 1 lb.

DESCRIPTION

This item appears to be a string of beads, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half). Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals. Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed above.

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Type VI – 1 10d6, 2 8d6, 2 6d6, 4 4d6 spheres

CONSTRUCTION

Requirements Craft Wondrous Item, *fireball*; **Cost** 825 gp (type I), 1,350 gp (type II), 2,175 gp (type III), 2,700 gp (type IV), 2,925 gp (type V), 4,050 gp (type VI), 4,350 gp (type VII)

RING OF THE RAM

Aura moderate transmutation; **CL** 9th

Slot ring; **Price** 8,600 gp; **Weight** —

DESCRIPTION

The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device. The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. The ram is Large and uses the ring's caster level as its base attack bonus with a Strength of 25. This gives the ram a Combat Maneuver Bonus of +17. The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. This expends 1 charge. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

CONSTRUCTION

Requirements Forge Ring, *bull's strength*, *telekinesis*; **Cost** 4,300 gp

FIGURINES OF WONDROUS POWER (BRONZE GRIFFON)

Aura moderate transmutation; **CL** 11th; **Identify** DC 26

Slot none; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to statuette that can be used again at a later time.

Bronze Griffon: When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor (see the *Pathfinder RPG Bestiary*). The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 5,000 gp

FROST WEAPON PROPERTY

Aura moderate evocation; **CL** 8th; **Identify** DC 23

Slot none; **Price** +1 bonus; **Weight** -

DESCRIPTION

Upon command, a *frost* weapon is sheathed in icy cold that deals an extra 1d6 points of cold damage on a successful hit. The cold does not harm the wielder. The effect remains until another command is given.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill metal* or *ice storm*; **Cost** +1 bonus
