Prep Checklist

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Area** | **Minis** | **Base Size** | **# of minis** | |
| **1-2** | **4-5** |
| H1 | Small Fire Elementals | Small | 2 | - |
| H1 | Medium Fire Elementals | Medium | - | 2 |
| E2 | Gali Sinquil | Medium | 1 | 1 |
| E4 | Skeleton (illusion) | Medium | 1 | 1 |
| E7 | Gaav (Lesser Host Devil) | Small | 1 | - |
| E7 | Magaav (Greater Host Devil) | Medium | - | 1 |
| F1 | Vulcus | Medium | 1 | 1 |
| F4 | Hafshi Al-Moloch | Medium | 1 | 1 |
| F4 | Fire Beetle | Small | 1 | - |
| F4 | Lemures | Medium | 1 | 4 |

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**ACT I: Heat of the Hoodoos**

**Tier 1–2 (CR 3)**

**Small Fire Elementals (2) CR 1**

N Small outsider (elemental, extraplanar, fire)

Init +5; Senses darkvision 60 ft.

Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14

(+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, Ref +4, Will +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +1; CMD 13

Feats: Dodge, Improved Initiative, Weapon Finesse

Skills: Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages: Ignan

SPECIAL ABILITIES

Burn (Ex)

A small fire elemental is 4 feet long and weighs 2 pounds.

**Tier 4–5 (CR 5)**

**Medium Fire Elementals (2) CR 3**

N Medium outsider (elemental, extraplanar, fire)

Init +7; Senses darkvision 60 ft.

Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13

(+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, Ref +7, Will +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +5; CMD 19

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills: Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages: Ignan

SPECIAL ABILITIES

Burn (Ex)

A medium fire elemental is 8 feet long and weighs 2 pounds**Fire elementals are quick, cruel creatures of living flame.** They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals vary in appearance—they usually manifest as coiling serpentine forms made of smoke and flame, but some fire elementals take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

**An elemental has the following features:**

* Immunity to bleed, paralysis, poison, sleep effects, and stunning.
* Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
* Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
* Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
* Elementals do not breathe, eat, or sleep.

**Fire Subtype**

A creature with the fire subtype has immunity to fire and vulnerability to cold.

**Burn (Ex)**

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

Size Height Weight Burn DC Burn Damage

Small Small 4 ft. 1 lb. 11 1d4

Medium Medium 8 ft. 2 lbs. 14 1d6**ACT II: The Ember Halls**

**Tier 1–2 (CR 2)**

**Gali Sinquil CR 2**

**Male human sorcerer 3**

NE Medium humanoid

Init +2; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 22 (3d6+9)

Fort +2, Ref +3, Will +3

Resist fire 10

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-1/19-20)

Ranged ray +3 (by spell)

Bloodline Spell-Like Abilities (CL 3rd; concentration +6)

6/day—elemental ray (1d6+1 fire)

Spells Known (CL 3rd; concentration +6)

1st (6/day)—burning hands (DC 14), color spray (DC 15), mage armor, silent image (DC 15)

0 (at will)—dancing lights, flare (DC 13), ghost sound (DC 14), open/close, ray of frost

Bloodline elemental (fire)

TACTICS

Before Combat Gali casts mage armor as soon as he hears the PCs and watches them from the hidden viewports (which grant him improved cover), using the tricks outlined in each room’s description. If discovered, he harasses the PCs with fire rays.

Before confronting the PCs in person, he uses his feather token and scroll of shield if possible.

During Combat Gali starts combat with color spray and then uses burning hands or his elemental ray as often as possible.

Morale Gali flees if he runs out of spells and rays, escaping into the hoodoo maze outside.

STATISTICS

Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 17

Base Atk +1; CMB +0; CMD 12

Base Statistics AC 12, touch 12, flat-footed 10 (+2 Dex)

Feats: Combat Casting, Eschew Materials, Spell Focus

(Illusion), Toughness

Skills: Bluff +9, Intimidate +9, Knowledge (arcana) +5, Perception +2, Spellcraft +7

Languages: Common, Ignan

SQ bloodline arcana (fire)

Combat Gear: *feather token (whip), potions of cure light wounds (2), scroll of flaming sphere, scroll of shield,* smokesticks (2)

Other Gear: dagger, hand of the mage, holy symbol (Moloch), key (to the secret door to the bridge in area E5)

SPECIAL ABILITIES

Bloodline Arcana: Elemental (Ex) You may change any energy spell to use Fire energy.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Elemental Ray (1d6+1 fire, 6/day) (Sp) As a standard action, ranged touch attack deals damage to foe.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Spell Focus (Illusion) Spells from one school of magic have +1 to their save DC.

**Gali Sinquil’s Tactics:**

Gali does his best to frighten the PCs and trick them into wasting their resources before confronting them directly.

Note that he often uses his hand of the mage to cause a distraction (a falling object, fluttering tapestries, etc.). To adjudicate this, allow Gali a Bluff check (opposed by Sense Motive) to conceal his spellcasting. If he fails, PCs can make the normal DC 15 Perception checks to hear his voice.

E1:

When he sees the PCs enter E1, Gali casts silent image to create a set of footprints in the sand leading upstairs. He attempts to lure the PCs up to the trapped Sacred Sauna (area E6), using more illusions if necessary (such as ghost sound to create rustling noises up the stairs).

E3:

Gali casts flaming sphere to chase the PCs (using his scroll for Tier 1–2, which requires a DC 5 caster level check) and open/close to frustrate attempts to escape.

E4:

Gali uses silent image (together with ghost sound) or minor image to cause the skeleton to appear to animate and attack the PCs.

E5:

Gali makes his last stand here. Once the PCs reach the reception chamber, he uses ghost sound to mimic a large squadron of soldiers approaching along the path the PCs did not take. The soldiers clank and clatter as they move and then halt before the reception chamber and discuss the readiness of a horde of fire creatures that have assembled in the Inferno Heart (use Gali’s Bluff bonus if the PCs attempt a Sense Motive check). If this fails to scare the PCs away, he waits until they are distracted and enters E5 to attack.

**Tier 4–5 (CR 5)**

**Gali Sinquil CR 5**

**Male human sorcerer 6**

NE Medium humanoid

Init +2; Senses Perception +5

DEFENSE

AC 17, touch 13, flat-footed 15

(+4 armor, +1 deflection, +2 Dex)

hp 41 (6d6+18)

Fort +4, Ref +5, Will +6

Resist fire 10

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4-1/19-20)

Ranged ray +5 (by spell)

Bloodline Spell-Like Abilities (CL 6th; concentration +10)

7/day—elemental ray (1d6+3 fire)

Spells Known (CL 6th; concentration +10)

3rd (4/day)—fireball (DC 17)

2nd (6/day)—flaming sphere (DC 16), minor image (DC 17), scorching ray

1st (7/day)—burning hands (DC 15), color spray (DC 16), mage armor, shocking grasp, silent image (DC 16)

0 (at will)—acid splash, dancing lights, flare (DC 14), ghost sound (DC 15), open/close, ray of frost, resistance

Bloodline elemental (fire)

TACTICS

Before Combat Same as Tier 1–2.

During Combat Gali starts combat with color spray and then uses fireball, burning hands and his elemental ray as often as possible.

Morale Same as Tier 1–2.

STATISTICS

Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 18

Base Atk +3; CMB +2; CMD 14

Base Statistics AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

Feats: Combat Casting, Eschew Materials, Skill Focus (Bluff), Spell Focus (Illusion), Toughness

Skills: Bluff +16, Intimidate +13, Knowledge (arcana) +5, Perception +5, Spellcraft +10

Languages: Common, Ignan

SQ bloodline arcana (fire)

Combat Gear*: feather token (whip), scroll of shield,* smokesticks (2)

Other Gear: masterwork dagger, *cloak of resistance +1, hand of the mage, ring of protection +1,* holy symbol (Moloch), key (to the secret door to the bridge in area E5), pouch with 200 gp**Acid Splash Sorcerer 0**

School: Conjuration / Earth Elemental (Creation) [Acid]; Components: V, S; Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Effect: One missile of acid; Duration: Instantaneous; Save: None; Resistance: No Orb deals 1d3 acid damage.

**Dancing Lights Sorcerer 0**

School: Evocation [Light]; Components: V, S; Casting Time: 1 action; Range: Medium (100 + 10 ft./level); Effect: Up to four lights, all within a 10-ft.-radius area; Duration: 1 minute (D); Save: None; Resistance: No Creates torches or other lights.

**Flare Sorcerer 0**

School: Evocation [Light]; Components: V; Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Effect: burst of light; Duration: Instantaneous; Save: DC 13 Fortitude negates; Resistance: Yes Dazzles one creature (-1 on attack rolls).

**Ghost Sound Sorcerer 0**

School: Illusion (Figment); Components: V, S, M (a bit of wool or a small lump of wax); Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Effect: Illusory sounds; Duration: 1 round/level (D); Save: DC 14 Will disbelief; Resistance: No

Figment sounds.

**Open/Close Sorcerer 0**

School: Transmutation; Components: V, S, F (a brass key); Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Target: Object weighing up to 30 lbs. or portal that can be opened or closed; Duration: Instantaneous; Save: DC 13 Will negates (object); Resistance: Yes (object)

Opens or closes small or light things.

**Ray of Frost Sorcerer 0**

School: Evocation / Water Elemental [Cold]; Components: V, S; Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Effect: Ray; Duration: Instantaneous; Save: None; Resistance: Yes

Ray deals 1d3 cold damage.

**Burning Hands (bloodline energy type) Sorcerer 1**

School: Evocation / Fire Elemental [Fire]; Components: V, S; Casting Time: 1 action; Range: 15 ft.; Area: Cone-shaped burst; Duration: Instantaneous; Save: DC 14 Reflex half; Resistance: Yes

1d4/level fire damage (max 5d4).

**Color Spray Sorcerer 1**

School: Illusion (Pattern) [Mind-Affecting]; Components: V, S, M (red, yellow, and blue powder or colored sand); Casting Time: 1 action; Range: 15 ft.; Area: Cone-shaped burst; Duration: Instantaneous; see text; Save: DC 15 Will negates; Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

**Mage Armor Sorcerer 1**

School: Conjuration (Creation) [Force]; Components: V, S, F (a piece of cured leather); Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: 1 hour/level (D); Save: Will negates (harmless); Resistance: No

Gives subject +4 armor bonus.

**Shocking Grasp Sorcerer 1**

School: Evocation / Air Elemental / Metal Elemental [Electricity]; Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature or object touched; Duration: Instantaneous; Save: None; Resistance: Yes

Touch delivers 1d6/level electricity damage (max 5d6).

**Silent Image Sorcerer 1**

School: Illusion (Figment); Components: V, S, F (a bit of fleece); Casting Time: 1 action; Range: Long (400 + 40 ft./level); Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S); Duration: Concentration; Save: DC 15 Will disbelief (if interacted with); Resistance: No

Creates minor illusion of your design.

**Flaming Sphere Sorcerer 2**

School: Evocation / Fire Elemental [Fire]; Components: V, S, M/DF (tallow, brimstone, and powdered iron); Casting Time: 1 action; Range: Medium (100 + 10 ft./level); Effect: 5-ft.-diameter sphere; Duration: 1 round/level; Save: DC 16 Reflex negates; Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space

with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

**Minor Image Sorcerer 2**

School: Transmutation; Components: V, S, F (a brass key); Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Target: Object weighing up to 30 lbs. or portal that can be opened or closed; Duration: Instantaneous; Save: DC 14 Will negates (object); Resistance: Yes (object)

As silent image, plus some sound.

**Scorching Ray (bloodline energy type) Sorcerer 2**

School: Evocation / Fire Elemental [Fire]; Components: V, S; Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Effect: One or more rays; Duration: Instantaneous; Save: None; Resistance: Yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

**Fireball Sorcerer 3**

School: Evocation / Fire Elemental [Fire]; Components: V, S, M (a ball of bat guano and sulfur); Casting Time: 1 action; Range: Long (400 + 40 ft. /level); Area: 20-ft.-radius spread; Duration: Instantaneous; Save: DC 17 Reflex half; Resistance: Yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

**ACT II: E6: The Sacred Sauna**

**Tier 1–2 (CR 2)**

**Burning Hands Trap CR 2**

Type: magic

Perception DC 26

Disable Device DC 26

EFFECTS

Trigger: proximity (alarm)

Reset: none

Effect: spell effect (burning hands, 2d4 fire damage, DC 11

Reflex save for half damage)

multiple targets (all targets in a 15-ft. cone)

SPECIAL

The trap can be bypassed by speaking a password (“burn” in Ignan).

**Tier 4–5 (CR 5)**

**Fireball Trap CR 5**

Type: magic

Perception DC 28

Disable Device DC 28

EFFECTS

Trigger: proximity (alarm)

Reset: none

Effec:t spell effect (fireball, 6d6 fire damage, DC 14 Reflex savefor half damage)

multiple targets (all targets in a 20-ft.-radius spread)

SPECIAL

The trap can be bypassed by speaking a password (“burn” in Ignan).

**ACT II: E7: The Bridge of Flame**

**Tier 1–2 (CR 3)**

**Lesser Host Devil (gaav) CR 3**

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

(Princes of Darkness: Book of the Damned, Vol. 1 58)

Init +3; Senses darkvision 60 ft., see in darkness

Perception +6

Defense

AC 17, touch 15, flat-footed 13

(+3 Dex, +1 dodge, +2 natural, +1 size)

hp 30 (4d10+8)

Fort +6, Ref +7, Will +0

DR 5/good; Immune fire, poison

Resist acid 10, cold 10

Offense

Speed 5 ft., fly 60 ft. (good)

Melee mwk spear +7 (1d8+1), 2 claws +6 (1d4+1)

Special Attacks: noxious breath, summon devil

Spell-Like Abilities: (CL 4th; concentration +3)

At will—dancing lights, detect magic, greater teleport (self plus 50 lbs. of objects only), mage hand, ventriloquism (DC 10)

TACTICS

Before Combat The gaav has already used its summon devil ability for the day, summoning an imp to explore the surrounding territory.

During Combat The gaav attacks the nearest target relentlessly, only changing targets if the first is unconscious or otherwise incapacitated.

Morale The gaav fights until brought below 5 hit points and then attempts to fly away. If successful, the gaav flees and does not return to bother the PCs again.

Statistics

Str 13, Dex 17, Con 14, Int 7, Wis 9, Cha 8

Base Atk +4; CMB +4; CMD 18

Feats: Dodge, Hover

Skills: Acrobatics +9, Escape Artist +9, Fly +11, Perception +6, Stealth +13

Languages: Infernal; telepathy 100 ft.

SQ superior grappler, shared senses, swarming

Special Abilities

**Superior Grappler (Ex)** A gaav can wield a weapon and still make grapple checks. If it’s not wielding a weapon, a gaav gains a +4 bonus on grapple checks. Each gaav can lift up to 50 pounds and still fly without being impeded.

**Noxious Breath (Su)** Three times per day, a gaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must make a DC 14 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution based. Creatures that successfully save cannot be affected by the same gaav’s noxious breath 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. Once a gaav uses its breath weapon, it can’t breathe again until 1d4 rounds later.

**Tier 4–5 (CR 6)**

**Greater Host Devil (magaav) CR 6**

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

(Princes ofDarkness: Book of the Damned, Vol. 1 58)

Init +4; Senses darkvision 60 ft., see in darkness

Perception +11

Defense

AC 23, touch 15, flat-footed 18

(+4 Dex, +1 dodge, +8 natural)

hp 59 (7d10+21)

Fort +8, Ref +9, Will +3

DR 5/good; Immune fire, poison;

Resist acid 10, cold 10; SR 17

Offense

Spd 20 ft., fly 50 ft. (average)

Melee mwk ranseur +12 (2d4+6), 2 claws +11 (1d6+4)

Special Attacks: infernal wound, noxious breath, rend (2 claws, 1d6+1), summon devil

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

At will—greater teleport (self plus 50 lbs. of objects only)

Tactics

Before Combat The magaav has already used its summon devil ability for the day, summoning gaavs to explore the surrounding territory.

During Combat The magaav is a tactical fighter and attempts to attack the weakest PC (wearing light or no armor, has obvious wounds, etc.) each round.

Morale The magaav fights until brought below 5 hit points and then attempts to fly away. If successful, the magaav returns to area F4 where the PCs encounter it later.

Statistics

Str 18, Dex 19, Con 16, Int 10, Wis 12, Cha 11

Base Atk +7; CMB +10; CMD 25

Feats: Combat Reflexes, Dodge, Mobility, Hover

Skills: Acrobatics +14, Escape Artist +14, Fly +14, Intimidate +10, Perception +11, Stealth +14

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

SQ master grappler, shared senses

Special Abilities

**Infernal Wound (Ex)** The damage a magaav deals with its claws or rend causes a persistent wound. An injured creature loses 1 additional hit point each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check or any spell that cures hit point damage; casting a curative spell on the injured creature requires a successful DC 15 caster level check, otherwise the spell has no effect. The check DC is Constitution-based.

**Master Grappler (Ex)** (see 1-2)

**Noxious Breath (Su)** (see 1-2)

**Devil Subtype:** Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess a particular suite of traits (unless otherwise noted in a creature’s entry).

• Immunity to fire and poison.

• Resistance to acid 10 and cold 10.

• See in Darkness (Su) Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

• Summon (Sp) Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.

• Telepathy. • Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.

• A devil’s natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.

**Evil Subtype:** This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil aligned.

**Extraplanar Subtype:** This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

**Lawful Subtype:** This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields.

**Teleport, Greater (7)**

Casting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); Spell Resistance no and yes (object)

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. Only objects held or in use (attended) by another person receive saving throws and Spell Resistance.

**Ventriloquism (1)**

Casting Time 1 standard action

Components V, F (parchment rolled into cone)

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

Effect intelligible sound, usually speech

Duration 1 min./level (D)

Saving Throw Will disbelief (if interacted with); Spell Resistance no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

**Hover**

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

**Grapple**

As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a –4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures have the grappled condition, you can, as the creature that initiated the grapple, release the grapple as a free action, removing the condition from both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple).

Move

You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a wall of fire or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage

You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a light or one-handed weapon. This damage can be either lethal or nonlethal.

If You Are Grappled

If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC equal to your opponent's CMD; this does not provoke an attack of opportunity) or Escape Artist check (with a DC equal to your opponent's CMD). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making a combat maneuver check, while you can). Instead of attempting to break or reverse the grapple, you can take any action that doesn’t require two hands to perform, such as cast a spell or make an attack or full attack with a light or one-handed weapon against any creature within your reach, including the creature that is grappling you. See the grappled condition for additional details. If you are pinned, your actions are very limited. See the pinned condition in Conditions for additional details.

**Grappled**

A grappled creature is restrained by a creature, trap, or effect. Grappled creatures cannot move and take a –4 penalty to Dexterity. A grappled creature takes a –2 penalty on all attack rolls and combat maneuver checks, except those made to grapple or escape a grapple. In addition, grappled creatures can take no action that requires two hands to perform. A grappled character who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grappler's CMB + spell level), or lose the spell. Grappled creatures cannot make attacks of opportunity.

A grappled creature cannot use Stealth to hide from the creature grappling it, even if a special ability, such as hide in plain sight, would normally allow it to do so. If a grappled creature becomes invisible, through a spell or other ability, it gains a +2 circumstance bonus on its CMD to avoid being grappled, but receives no other benefit.

Casting Spells while Grappled/Grappling: The only spells which can be cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a concentration check (DC 10 + the grappler's CMB + the level of the spell you're casting) or lose the spell.

**Fly (Dex; Armor Check Penalty)**

Table: Flying Maneuver DCs

Flying Maneuver Fly DC

Move less than half speed and remain flying 10

Hover 15

Turn > 45° by spending 5 feet of movement 15

Turn 180° by spending 10 feet of movement 20

Fly up at a greater than 45° angle 20

You generally need only make a Fly check when you are attempting a complex maneuver. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed. It can also turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. Note that these restrictions only apply to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a Fly check. The difficulty of these maneuvers varies depending upon the maneuver you are attempting, as noted on the following chart.

Common Uses

Avoid Falling After Being Attacked:

You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude. This descent does not provoke an attack of opportunity and does not count against a creature’s movement.

Avoid Falling After Collision:

If you are using wings to fly and you collide with an object equal to your size or larger, you must immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

Negate Falling Damage:

If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision. See Falling Damage if you fail this check.

Modifiers

High Wind Speeds:

Table: Wind Effects on Flying

Force Speed Checked Blown Away Penalty

Light 0–10mph — — —

Moderate 11–20 — — —

Strong 21–30 Tiny — –2

Severe 31–50 Small Tiny –4

Storm 51–74 Medium Small –8

Hurricane 75–174 Large Medium –12

Tornado 175+ Huge Large –16

“Checked” creatures size or smaller DC 20 Fly check to move at all so long as the wind persists.

“Blown away” creatures size or smaller DC 25 Fly check or be blown back 2d6×10 feet and take 2d6 points of nonlethal damage. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

Action

None. A Fly check doesn’t require an action; it is made as part of another action or as a reaction to a situation.

Modifiers

Fly Speed:

Creatures with a fly speed treat the Fly skill as a class skill. A creature with a natural fly speed receives a bonus (or penalty) on Fly skill checks depending on its maneuverability. Creatures without a maneuverability rating are assumed to have average maneuverability and take no penalty on Fly checks.

Clumsy –8 Poor –4 Average +0 Good +4 Perfect +8

Size:

A creature larger or smaller than Medium takes a size bonus or penalty on Fly checks depending on its size category:

Fine +8 Dimin +6 Tiny +4 Small +2 Large –2

Huge –4 Gargant –6 Colossal –8

Feats:

If you have the Acrobatic feat, you get a +2 bonus on Fly skill checks. If you have 10 or more ranks in this skill, the bonus from the Acrobatics feat increases to +4.**Spell Resistance (EX)**

Spell resistance (abbreviated SR) is the extraordinary ability to avoid being affected by spells. Some spells also grant spell resistance.

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. The defender's spell resistance is like an Armor Class against magical attacks. If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack, but rather overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does.

Targeted Spells:

Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells:

Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells:

Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as web.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is back up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Spell-resistant creatures can be harmed by a spell when they are not being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

**Act III: F1: The Volcanic Anvil (CR 2) (OPTIONAL)**

**Vulcus CR 2**

**Male dwarf expert 4**

CN Medium humanoid

Init +1; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 22 (4d8+4)

Fort +2, Ref +2, Will +4

+2 against poisons, spells, and spell-like abilities

Defensive Abilities: defensive training

OFFENSE

Speed 20 ft.

Melee quarterstaff +3 (1d8/x3) or club +3 (1d6)

Special Attacks: hatred

TACTICS

During Combat Vulcus initially uses Combat Expertise and his staff to defend himself, continuing to attempt to negotiate with the PCs. If necessary, he uses his hammer as a club.

Morale See Development below.

STATISTICS

Str 10, Dex 12, Con 13, Int 14, Wis 10, Cha 7

Base Atk +3; CMB +3; CMD 14 (18 vs. bull rush or trip)

Feats: Combat Expertise, Skill Focus (Craft [weapons])

Skills: Appraise +9, Craft (armorsmithing) +9, Craft (stonemasonry) +9, Craft (weaponsmithing) +12, Disable Device +9, Knowledge (engineering) +9, Linguistics +1, Perception +7, Sense Motive +6;

Racial Modifiers: +2 Appraise (precious metals or gemstones), +2 Perception (unusual stonework)

Languages: Common, Dwarven, Gnome, Kelish, Undercommon

Gear: quarterstaff, beat-up smithing hammer (as club)

Development:

If the PCs improve Vulcus’s attitude to friendly he tells them his story and expresses disgruntlement with the cult. He points out that his duties require him to stop the PCs, but he implies that this would not be an issue if the cult were destroyed entirely. The PCs can request that he let them pass using the normal Diplomacy rules. If they succeed, he pretends to be busy with his task while they pass. If they exceed the base DC by at least 5, he also explains casually how the steam vents reach into the temple and how to shut them off.

If Vulcus remains indifferent, he reluctantly attacks the PCs but surrenders once he reaches 11 hit points. If necessary, he tries to use the secret of shutting off the steam vents to bargain for his freedom. If the PCs worsen the smith’s attitude, he attacks them and fights to the death.

Above each forge a stone chimney captures the steam generated by water used to cool the forged metal. The steam travels upward along stone channels to the Lava Temple above. A DC 10 Knowledge (engineering) check reveals that the accumulated pressure must open a vent above (and out of sight) every round. A DC 25 Disable

Device check (necessary only once to figure out how each of the four chimneys works) renders the system inoperable, dispersing the steam harmlessly throughout the forge.**Diplomacy (Cha)**

Influence Attitude

You can change the initial attitudes of nonplayer characters with a successful check. The DC of this check depends on the creature’s starting attitude toward you, adjusted by its Charisma modifier.

*Succeed-* If you succeed, the character’s attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character’s attitude toward you increases by one additional step. A creature’s attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations.

*Fail-* If you fail the check by 4 or less, the character’s attitude toward you is unchanged. If you fail by 5 or more, the character’s attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Retry? You cannot use Diplomacy to influence a given creature’s attitude more than once in a 24 hour period. If a request is refused, the result does not change with additional checks, although other requests might be made.

Starting Attitude Diplomacy DC

Hostile 25+ creature's Cha Modifier

Unfriendly 20+ creature's Cha Modifier

Indifferent 15+ creature's Cha Modifier

Friendly 10+ creature's Cha Modifier

Helpful 0+ creature's Cha Modifier

Make Request

If a creature’s attitude toward you is at least indifferent, you can make requests of the creature. This is an additional Diplomacy check, using the creature’s current attitude to determine the base DC, with one of the following modifiers. Once a creature’s attitude has shifted to helpful, the creature gives in to most requests without a check, unless the request is against its nature or puts it in serious peril. Some requests automatically fail if the request goes against the creature’s values or its nature, subject to GM discretion.

Request Diplomacy Modifier

Give simple advice or directions –5

Give detailed advice +0

Give simple aid +0

Reveal an unimportant secret +5

Give lengthy or complicated aid +5

Give dangerous aid +10

Reveal secret knowledge +10 or more

Give aid that could result in punishment +15 or more

Additional requests +5 per request

**ACT III: F4. The Lava Temple (CR 3 or CR 6)**

**Tier 1–2 (CR 3)**

**Hafshi Al-Moloch CR 3**

Female human cleric of Moloch 4

LE Medium humanoid

Init +3; Perception +5

Defense

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 25 (4d8+4)

Fort +5, Ref +5, Will +8

Offense

Speed 20 ft.

Melee mwk whip +5 (1d3+1 or trip) *or*

mwk whip +3 (1d3+1 or trip), mwk light mace +3 (1d6)

Space 5 ft.; Reach 5 ft. (15 ft. with whip)

Special Attacks channel negative energy 2/day (DC 11, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

6/day—battle rage +2, fire bolt (1d6+2 fire)

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—cure moderate wounds, spiritual weapon[D], summon monster II, summon monster II

1st—burning hands[D] (DC 14), cause fear (DC 14), endure elements, shield of faith, summon monster I

0 (at will)—bleed (DC 13), create water, detect magic, read magic

D Domain spell; Domains Fire, War

Tactics

Before Combat If Hafshi knows the PCs are coming, she times her summoning spells for their arrival. She summons a lemure and a fire beetle. The fire beetle lasts for 3 rounds after the PCs arrive and the lemure stays for 4 rounds.

During Combat Hafshi uses her summoned minions to keep the PCs away from her and trips heavily-armed PCs as often as she can. Because she gets a single attack with her mace and a single trip attack with her whip each round that she can take a full attack, she will always move to ensure she can do both whenever possible. If any heavily-armed PCs get too close to her, she uses cause fear on that PC. Hafshi saves her cure spell (and wand) for herself.

Morale Hafshi fights to the death.

Statistics

Str 12, Dex 16, Con 10, Int 13, Wis 16, Cha 8

Base Atk +3; CMB +4 (+6 trip); CMD 17 (19 vs. trip)

Feats: Combat Expertise, Improved Trip, Two-Weapon Fighting

Skills: Knowledge (planes) +8, Knowledge (religion) +7, Linguistics +7, Perception +5, Spellcraft +8

Languages: Common, Ignan, Infernal, Kelish

SQ aura

Combat Gear: *wand of cure light wounds (50 charges)*

Other Gear:scale mail, *masterwork light mace, masterwork whip, cloak of resistance +1*

Special Abilities

**Battle Rage +2 (6/day) (Sp)**

Touch ally to grant +2 to a melee dam for 1 rd.

**Combat Expertise**

+/-1 Bonus to AC in exchange for an equal penalty to attack.

**Fire Bolt**

1d6+2 fire (6/day) (Sp) As a standard action, ranged touch attack deals fire dam to foe in 30 ft.

**Improved Trip**

You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than one size category larger than you. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver.

If your attack exceeds the target's CMD, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

**Prone**

The character is lying on the ground. A prone attacker has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A prone defender gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

**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

Tactics

Present for 4 rounds if summoned before PC arrival.

**Summoned Fire Beetle (Fiendish) CR 1/3**

N Small fiendish vermin

Init +0; Senses darkvision 60 ft.

Perception +0

Defenses

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, Ref +0, Will +0

SR 5

Fiendish - Resist Cold and Fire 5

Immune mind-affecting effects

Offense

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

Special Attacks Smite good

Statistics

Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7

Base Atk +0; CMB -1; CMD 9 (17 vs. trip)

Skills Fly +2

SQ luminescence

Special abilities

**Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

**Smite good** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (+1) against good foes; smite persists until target is dead or the fiendish creature rests).

**Tier 4–5 (CR 6)**

**Hafshi Al-Moloch CR 6**

Female human cleric of Moloch 7

LE Medium humanoid

Init +3; Perception +8

Defense

AC 23, touch 16, flat-footed 20

(+7 armor, +3 deflection, +3 Dex)

hp 56 (7d8+21)

Fort +6, Ref +6, Will +9

Resist fire 10

Offense

Speed 20 ft.

Melee +1 whip +10 (1d3+4 or trip) or

+1 whip +8/+8 (1d3+4 or trip), mwk light mace +7 (1d6+2)

Space 5 ft.; Reach 5 ft. (15 ft. with whip)

Special Attacks channel negative energy 2/day (DC 12, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—battle rage +3, fire bolt (1d6+3 fire)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—divine power, wall of fire[D]

3rd—deeper darkness, fireball[D] (DC 16), summon monster III, summon monster III

2nd—cure moderate wounds, spiritual weapon[D], spiritual weapon, summon monster II, summon monster II

1st—burning hands[D] (DC 14), cause fear (DC 14), cause fear (DC 14), cause fear (DC 14), endure elements, shield of faith

0 (at will)—bleed (DC 13), create water, detect magic, read magic

D Domain spell; Domains Fire, War

Tactics

Before Combat If Hafshi knows the PCs are coming, she prepares for their arrival by casting *shield of faith.* She summons a *lemure* using summon monster II, followed by *1d3 additional lemures* with summon monster III. The first lemure lasts for 5 rounds after the PCs arrive and the other lemures stay for 6 rounds. Finally, Hafshi casts *divine power* prior to the PCs’ arrival—it lasts for 7 rounds. Both divine power and shield of faith are already figured into her stat block.

During Combat Hafshi uses her summoned minions to keep the PCs away from her and trips heavily-armed PCs as often as she can. Because she gets a single attack with her mace and two trip attacks with her whip each round that she can take a full attack, she will always move to insure she can do both whenever possible. If any heavily-armed PCs get too close to her, she uses *cause fear* on that PC and uses *deeper darkness* and *wall of fire* to cut off casters from herself or her minions. Hafshi saves her cure spell, potions, and wand for herself.

Morale Hafshi fights to the death.

Statistics

Str 12, Dex 16, Con 10, Int 13, Wis 16, Cha 8

Base Atk +5; CMB +8 (+10 trip); CMD 22 (24 vs. trip)

Base Statistics AC 20, touch 13, flat-footed 17

(+7 armor, +3 Dex);

hp 49 (7d8+14)

Melee +1 whip +8 (1d3+2 plus trip), or +1 whip +6 (1d3+2 plus trip), mwk light mace +5 (1d6); CMB +6 (+8 trip)

CMD 19 (21 vs. trip)

Feats: Combat Expertise, Improved Trip, Toughness, Two-Weapon Fighting, Weapon Focus (whip)

Skills: Knowledge (planes) +9, Knowledge (religion) +7, Linguistics +7, Perception +8, Spellcraft +9

Languages: Common, Ignan, Infernal, Kelish

SQ aura

Combat Gear: *potion of cure moderate wounds (2), potion of cure serious wounds, wand of cure light wounds (50 charges)*

Other Gear: *+1 breastplate, masterwork light mace, +1 whip, cloak of resistance +1*

Special Abilities

**Battle Rage +3 (6/day) (Sp)** Touch ally to grant +3 to a melee dam for 1 rd.

**Combat Expertise** +/-2 Bonus to AC in exchange for an equal penalty to attack.

**Energy Resistance, Fire (10)** You have the specified Energy Resistance against Fire attacks.

**Fire Bolt 1d6+3 fire (6/day) (Sp)** As a standard action, ranged touch attack deals fire dam to foe in 30 ft.

**Improved Trip** You don't provoke attacks of opportunity when tripping. (see Tier 1-2)

**Summoned Lemures (1 + 1d3) 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

Tactics

Present for 5/6 rounds if summoned before PC arrival.

**Bleed Cleric 0**

School: Necromancy; Components: V, S; Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Target: One living creature; Duration: Instantaneous; Save: DC 13 Will negates; Resistance: Yes

Cause a stabilized creature to resume dying.

**Create Water Cleric 0**

School: Conjuration (Creation) [Water]; Components: V, S; Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Effect: Up to 2 gallons of water/level; Duration: Instantaneous; Save: None; Resistance: No Creates 2 gallons/level of pure water.

**Detect Magic Cleric 0**

School: Divination; Components: V, S; Casting Time: 1 action; Range: 60 ft.; Area: Cone-shaped emanation; Duration: Concentration, up to 1 min./level (D); Save: None; Resistance: No

Detects all spells and magic items within 60 ft.

**Read Magic Cleric 0**

School: Divination; Components: V, S, F (a clear crystal or mineral prism); Casting Time: 1 action; Range: Personal; Target: You; Duration: 10 min./level

Read scrolls and spellbooks.

**Burning Hands Cleric 1**

School: Evocation / Fire Elemental [Fire]; Components: V, S; Casting Time: 1 action; Range: 15 ft.; Area: Cone-shaped burst; Duration: Instantaneous; Save: DC 14 Reflex half; Resistance: Yes

1d4/level fire damage (max 5d4).

**Cause Fear Cleric 1**

School: Necromancy [Fear, Mind-Affecting]; Components: V, S; Casting Time: 1 action; Range: Close (25 + 5 ft./2 levels); Target: One living creature with 5 or fewer HD; Duration: 1d4 rounds or 1 round; see text; Save: DC 14 Will partial; Resistance: Yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect.

**Frightened**

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

**Shaken**

A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

**Endure Elements Cleric 1**

School: Abjuration; Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: 24 hours; Save: Will negates (harmless); Resistance: Yes (harmless)

Exist comfortably in hot or cold regions.

**Shield of Faith Cleric 1**

School: Abjuration; Components: V, S, M (parchment with a holy text written on it); Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: 1 min./level; Save: Will negates (harmless); Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

**Cure Moderate Wounds Cleric 2**

School: Conjuration (Healing); Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Save: Will half (harmless); see text; Resistance: Yes (harmless); see text

Cures 2d8 damage +1/level (max. +10).

**Spiritual Weapon Cleric 2**

School: Evocation [Force]; Components: V, S, DF; Casting Time: 1 action; Range: Medium (100 + 10 ft./level); Effect: Magic weapon of force; Duration: 1 round/level (D); Save: None; Resistance: Yes Magic weapon attacks on its own.

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

**Deeper Darkness Cleric 3**

School evocation [darkness]; Casting Time 1 standard action

Components V, M/DF (bat fur and a piece of coal); Range touch; Target object touched; Duration 10 min./level (D)

Saving Throw none; Spell Resistance no

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

**Fireball Cleric 3**

School: Evocation / Fire Elemental [Fire]; Components: V, S, M (a ball of bat guano and sulfur); Casting Time: 1 action; Range: Long (400 + 40 ft. /level); Area: 20-ft.-radius spread; Duration: Instantaneous; Save: DC 16 Reflex half; Resistance: Yes

1d6 damage per level, 20-ft. radius.

**Summon Monster I/II/III Cleric 1/2/3**

School: Conjuration / All Elements (Summoning); Components: V, S, F/DF (a tiny bag and a small candle); Casting Time: 1 round; Range: Close (25 + 5 ft./2 levels); Effect: One summoned creature; Duration: 1 round/level (D); Save: None; Resistance: No

Summons extraplanar creature to fight for you.

**Divine Power Cleric 4**

School: Evocation; Components: V, S, DF; Casting Time: 1 action; Range: Personal; Target: You; Duration: 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.

**Wall of Fire Cleric 4**

School evocation [fire]; Casting Time 1 standard action; Components V, S, M/DF; Range medium (100 ft. + 10 ft./level); Effect opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high; Duration concentration + 1 round/level

Saving Throw none; Spell Resistance yes

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

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