

## Temple Guard CR 3

Male or female human warrior 5

CG Medium humanoid (human)

**Init** +0; **Senses** Perception +0

### Defense

**AC** 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

**hp** 47 (5d10+20)

**Fort** +7, **Ref** +2, **Will** +2

### Offense

**Speed** 30 ft.

**Melee** mwk heavy mace +8 (1d8+2) or unarmed strike +7 (1d3+2 nonlethal)

**Ranged** thrown tankard +5 (1d3+2) or thrown chair +5 (1d6+2)

### Tactics

**Before Combat** A temple guard watches for signs of trouble and is quick to put a stop to any excessive violence.

**During Combat** While a temple guard prefers to deal nonlethal damage, if presented with a lethal attack he will not hesitate to use his heavy mace to subdue foes.

**Morale** A temple guard fights to the death.

### Statistics

**Str** 14, **Dex** 11, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +7; **CMD** 17

**Feats** Catch Off-Guard, Improved Unarmed Strike, Throw Anything, Toughness

**Skills** Climb +2, Craft (brewing) +4, Intimidate +7, Profession (temple guard) +4

**Languages** Common

**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** masterwork chainmail, masterwork heavy steel shield, *cloak of resistance* +1, 18 gp

## Charmed Clerics CR 6

Male human cleric of Cayden Cailean 7

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +4

### Defense

**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

**hp** 59 (7d8+28)

**Fort** +7, **Ref** +5, **Will** +7

### Offense

**Speed** 30 ft.; +10 base speed from Travel domain

**Melee** +1 *rapier* +9 (1d6+3/18–20) or mwk dagger +8 (1d4+2/19–20)

**Ranged** mwk dagger +7 (1d4+2/19–20)

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

**Domain Spell-Like Abilities** (CL 7th; concentration +9)

5/day—strength surge (+3)

**Spells Prepared** (CL 7th; concentration +9)

4th—*dimensional anchor*, *dimension door*[D]

3rd—*dispel magic* (2), *fly*[D]

2nd—*aid*, *bull's strength*[D], *calm emotions* (DC 14), *shatter* (DC 14)

1st—*command* (3, DC 13), *divine favor*, *longstrider*[D], *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *read magic*, *stabilize*

**D** Domain spell; **Domains** Strength, Travel

### Tactics

**During Combat** Both clerics work together to flank and attack one opponent at a time, starting with the most heavily armed or armored PC.

**Morale** The clerics fight until reduced to 10 hit points or fewer and then drop their weapons and surrender.

### Statistics

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +5; **CMB** +7; **CMD** 18

**Feats** Combat Casting, Lightning Reflexes, Step Up, Toughness, Weapon Focus (*rapier*)

**Skills** Craft (brewing) +9, Diplomacy +4, Heal +8, Knowledge (religion) +7, Perception +4, Sense Motive +7, Spellcraft +5

**Languages** Common

**SQ** aura, +10 base speed from Travel domain, agile feet (5/day)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 *chainmail*, +1 *buckler*, masterwork dagger, +1 *rapier*, silver tankard with darkwood inlays and copper filigree (50 gp), 261 gp

## Primordial Demon CR 14

CE Huge outsider (chaotic, demon, devil, extraplanar, incorporeal)

**Init** +5; Senses darkvision 60 ft.; Perception +23

### Defense

**AC** 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, –2 size)

**hp** 199 (19d10+95)

**Fort** +11, **Ref** +14, **Will** +15

**Defensive Abilities** incorporeal; **Immune** electricity, poison;

**Resist** acid 10, cold 10, fire 10; **SR** 22

### Offense

**Speed** 30 ft., fly 60 ft. (good)

**Melee** 4 tendrils +26 (2d6+8/19–20)

**Space** 15 ft.; **Reach** 15 ft.; 30 ft. with tendrils

**Special Attacks** psychic implosion (DC 23, 12d6 psychic damage)

**Spell-Like Abilities** (CL 13th; concentration +17)

At Will—*phantasmal killer* (DC 18), *modify memory* (DC 18), *nightmare* (DC 19)

1/day—*weird* (DC 23)

### Tactics

**During Combat** The primordial demon begins combat by using its *weird* ability on all of the PCs. Starting on the second round, it attacks a single target each round with its tendrils, grappling when possible and then using its psychic implosion ability until that target is “killed” and ejected from the dream realm—it then selects another target, likely the one dealing the most damage to it, and hits that target and so on.

**Morale** The primordial demon fights to the death.

### Statistics

**Str** 26, **Dex** 13, **Con** 20, **Int** 15, **Wis** 18, **Cha** 19

**Base Atk** +19; **CMB** +29; **CMD** 44

**Feats** Bleeding Critical, Blind-Fight, Blinding Critical, Critical Focus, Improved Critical (tendrils), Improved Initiative, Lightning Reflexes, Multiattack, Sickening Critical, Weapon Focus (tendrils)

**Skills** Bluff +17, Diplomacy +17, Fly +14, Intimidate +17, Knowledge (planes) +21, Knowledge (religion) +18, Perception +23, Sense Motive +23, Sleight of Hand +17, Spellcraft +21, Stealth +12

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

**SQ** dream form

### Special Abilities

**Dream Form (Su)** A primordial demon has no physical form and only exists within the subconscious realm of dreams. Because it exists only as thought and concept, it can neither leave this realm nor exist in any other plane, realm, or reality. Likewise, the only way for a mortal to confront the creature is to travel to its realm. Methods include meditation, suffering head injury that renders one unconscious, dreaming, and spells that permit planar travel (such as *planeshift*). Any creature slain by a primordial demon does not die in the Material Plane. Instead, the individual falls unconscious and is forced from the dream realm (see above).

**Psychic Implosion (Su)** As a full-round action, a primordial demon can constrict his tendrils to psychically rend the mind of a grappled victim. The attack deals 12d6 points of damage, though the victim may attempt a DC 23 Will save for half damage. The save DC is Charisma-based.

**Phantasmal Killer:** You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a **Will** save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a **Fortitude** save or die from fear. Even if the **Fortitude** save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

### **Weird**

**Targets** any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's **Fortitude** save succeeds, it still takes 3d6 points of damage and is **stunned** for 1 round. The subject also takes 1d4 points of **Strength** damage.

## Advanced Shadow Demon [CR 11]

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

**Init** +10; **Senses** darkvision 60 ft.; Perception +29

### Defense

**AC** 21, touch 21, flat-footed 14 (+4 deflection, +6 Dex, +1 dodge)

**hp** 147 (14d10+70)

**Fort** +9, **Ref** +17, **Will** +13

**Defensive Abilities** incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison;

**Resist** acid 10, fire 10; **SR** 22

### Offense

**Speed** fly 40 ft. (perfect)

**Melee** 2 claws +14 (2d6 plus 2d6 cold), 1 bite +14 (2d8 plus 2d6 cold)

**Special Attacks** pounce, shadow blend, sprint

**Spell-Like Abilities** (CL 14th; concentration +21)

At Will—*deeper darkness*, *fear* (DC 21), *greater teleport* (self only), *telekinesis* (DC 22)

3/day—*shadow conjuration* (DC 21), *shadow evocation* (DC 22)

1/day—*magic jar* (DC 22), *summon* (level 3, 1 shadow demon 50%)

### Tactics

**Before Combat** The shadow demon has melded into the shadows near door **C**, opposite the door to area **BH2**. This way, he sees the PCs if they come through that door.

**During Combat** The shadow demon begins combat by attempting to summon another shadow demon, then drops *deeper darkness* on the squares surrounding the PCs, hits any obvious healers with *fear*, and wades into melee with the PCs. Should the PCs ever surround him, he uses *telekinesis* to push them back.

**Morale** The shadow demon fights to the death.

### Statistics

**Str** —, **Dex** 22, **Con** 21, **Int** 14, **Wis** 18, **Cha** 25

**Base Atk** +14; **CMB** +14; **CMD** 35

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Stand Still

**Skills** Acrobatics +20, Bluff +24, Fly +28, Knowledge (local) +16, Knowledge (planes) +19, Perception +29, Sense Motive +21, Stealth +23; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Common; telepathy 100 ft.

### Special Abilities

**Sprint (Ex)** Once per minute, a shadow demon increases its fly speed to 240 feet for 1 round.

**Shadow Blend (Su)** During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

**Sunlight Powerlessness (Ex)** A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunray* spell while possessing a creature, the shadow demon is driven out of its host automatically.

# Demon, Hezrou

*This fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.*

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

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

**Aura** stench (DC 24, 10 rounds)

## DEFENSE

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

**hp** 145 (10d10+90)

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

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

## OFFENSE

**Speed** 30 ft., swim 30 ft.

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

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

**Special Attacks** nausea

**Spell-Like Abilities** (CL 13th)

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

3/day—*gaseous form*

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

## STATISTICS

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

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

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

**Skills** Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15,

**Perception** +23, **Spellcraft** +15, **Stealth** +9, **Swim** +29; **Racial Modifiers** +8 **Perception**

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

**SQ** amphibious

## SPECIAL ABILITIES

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

## TACTICS

**Before Combat** Graz'ith has just been freed from his prison, but is unable to find the way out of the room (he was still bound when Ephierone left).

**During Combat** Graz'ith charges into the midst of the PCs trying to affect all of them with his stench aura. His summon ability will not work in this chamber, so he relies on his natural attacks, grappling, and his nausea special ability to fight the PCs.

**Morale** This close to freedom, Graz'ith Ur Maurgith flees if reduced to less than 20 hit points. He attempts to flee into **BH5**, where he'll teleport out of the chamber, effectively ending the encounter. If any of the PCs tell Graz'ith that Ephierone is dead, he does not flee and instead fights to the death.