

## 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 4

Male human cleric of Cayden Cailean 5

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +3

### Defense

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

**hp** 42 (5d8+20)

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

### Offense

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

**Melee** mwk rapier +7 (1d6+2/18–20) or mwk dagger +6 (1d4+2/19–20)

**Ranged** mwk dagger +5 (1d4+2/19–20)

**Special Attacks** channel positive energy (3d6, DC 11, 2/day)

**Domain Spell-Like Abilities** (CL 5th; concentration +7)

5/day—strength surge (+2)

**Cleric Spells Prepared** (CL 5th; concentration +7)

3rd—*dispel magic*, *fly*[D]

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

1st—*command* (2, 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** +3; **CMB** +5; **CMD** 16

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

**Skills** Craft (brewing) +8, Diplomacy +4, Heal +7, Knowledge (religion) +6, Perception +3, Sense Motive +6, Spellcraft +4

**Languages** Common

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

**Gear** +1 *buckler*, +1 *chainmail*, masterwork dagger, masterwork rapier, silver tankard with darkwood inlays and copper filigree (50 gp), 11 gp

## Primordial Demon CR 11

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

**Init** +5; **Senses** darkvision 60 ft.; Perception +19

### Defense

**AC** 25, touch 13, flat-footed 24 (+4 deflection, +1 Dex, +12 natural, –2 size)

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

**Fort** +9, **Ref** +12, **Will** +13

**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 +21 (1d8+8/19–20 plus grab)

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

**Special Attacks** psychic implosion (DC 21, 8d6 psychic damage)

**Spell-Like Abilities** (CL 11th; concentration +15)

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** +14; **CMB** +24; **CMD** 39

**Feats** Bleeding Critical, Critical Focus, Improved Critical (tendrils), Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (tendrils)

**Skills** Bluff +17, Diplomacy +17, Fly +14, Intimidate +17, Knowledge (planes) +17, Knowledge (religion) +14, Perception +19, Sense Motive +19, Spellcraft +17, Stealth +8

**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 in 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. 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 8d6 points of psychic damage, though the victim may attempt a DC 21 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.

# Demon, Succubus

*Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.*

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

**Init** +3; **Senses** darkvision 60 ft., detect good; **Perception** +21,

## DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

**hp** 84 (8d10+40)

**Fort** +7, **Ref** +9, **Will** +10

**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

## OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +11 (1d6+1)

**Special Attacks** **energy drain**, profane gift

**Spell-Like Abilities** (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

## STATISTICS

**Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

**Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

**Skills** Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16,

Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception

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

**SQ** *change shape* (*alter self*, Small or Medium humanoid)

## SPECIAL ABILITIES

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

## Tactics

**During Combat** Ephierone lets her shadow demon minion do the brunt of the heavy fighting while she uses her various charm and dominate abilities to either turn the PCs against one another or send them running back up the stairs in area **BH1**. If forced into melee, she attempts to summon a babau using her summon ability and then fights as best as she can with her claws.

**Morale** If reduced to less than 20 hit points, Ephierone uses *ethereal jaunt* to escape. If she manages to escape, she returns when the PCs encounter Graz'ith Ur Maurgith in **BH6**, though she will not have regained any of her hit points by that encounter unless it takes place more than 24 hours later (in which case she recovers 8 hit points per day).

# Demon, Shadow

*Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.*

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

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +20

## DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

**hp** 59 (7d10+21)

**Fort** +5, **Ref** +11, **Will** +7

**Defensive Abilities** incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

**Weaknesses** sunlight powerlessness

## OFFENSE

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

**Melee** 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

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

**Spell-Like Abilities** (CL 10th)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

## STATISTICS

**Str** —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

**Base Atk** +7; **CMB** +11; **CMD** 25

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes,

**Skills** Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes) +12,

Perception +20, Sense Motive +12, Stealth +14; **Racial Modifiers** +8 Perception

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

## SPECIAL ABILITIES

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

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

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

## 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.

# Demon, Nabasu

*This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.*

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

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +23

## DEFENSE

**AC** 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

**hp** 103 (9d10+54)

**Fort** +9, **Ref** +9, **Will** +9

**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

## OFFENSE

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

**Melee** 2 claws +15 (1d6+6), bite +15 (1d8+6)

**Special Attacks** consume life, death-stealing gaze, sneak attack +2d6

**Spell-Like Abilities** (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)

## STATISTICS

**Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

**Base Atk** +9; **CMB** +15; **CMD** 29

**Feats** Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

**Skills** Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23,

Sense Motive +15, Stealth +15 (+23 in shadowy conditions), Survival +15; **Racial Modifiers** +8

Perception, +8 Stealth in shadowy areas

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

## SPECIAL ABILITIES

**Consume Life (Su)** When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

**Death-Stealing Gaze (Su)** As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-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 stays aloft as much as possible, using *silence* and *telekinesis* to shut down casters and *deeper darkness* on himself to further confuse the PCs. His summon ability will not work in this chamber, so he relies on *mass hold person* and his own claws and bite to dispatch 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.