

1-40 Hall of Drunken Heroes

Subtier 10-11 Statblocks & Notes

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Getting Started

QUASIT

CR 2

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

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

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

OFFENSE

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

Melee 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)

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

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*)

SPECIAL ABILITIES

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

Act 1: Cayden's Hall

CHARMED CLERICS (2)

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, +13 defensively)

5/day—strength surge (+3)

Cleric Spells Prepared (CL 7th; concentration +9, +13 defensively)4th—*dimensional anchor*, *dimension door*^D3rd—*dispel magic* (2), *fly*^D2nd—*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 *buckler*, +1 *chainmail*, masterwork dagger, +1 *rapier*, silver tankard with darkwood inlays and copper filigree (50 gp), 11 gp

Charmed Cleric Cheat Sheet

4th level spells

Dimensional Anchor (abjuration, VS, medium, ray, 1 min/lvl, SRyes) – A touched creature is covered in a shimmering emerald field that stops extradimensional travel.

Dimension Door (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

3rd level spells

Dispel Magic (2) (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

2nd level spells

Aid (enchantment(compulsion)[mind-affecting], VSDF, living creature touched, 1min/lvl, SRyes) – target gets a +1 morale to attack and saves vs fear as well as 1d8+lvl (max +10) temp hp.

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Calm Emotions (enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

Shatter (evocation [sonic], VSMDf, close, 5ft radius or one solid object or crystalline creature, SRyes) – nonmagical object of 10lbs/lvl is destroyed, or radius destroys things < 1lb/lvl, or 1d6 dmg/lvl to crystal creature (FORT negates)

1st level spells

Command (3) (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Divine Favor (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.

Longstrider (transmutation, VSM, personal, 1hr/lvl) – +10 enhancement to base speed

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

Special Abilities

Agile Feet – As a free action, ignore all difficult terrain for 1 round and do not take any penalties for moving through it.

Channel Energy – Heal all living creatures within 30 feet for 3d6 damage.

Strength Surge – Touch a creature as a standard action, for 1 round they get +1/2 lvl enhancement bonus to melee attacks, combat maneuvers that rely on Strength, Strength-based skills, Strength checks.

TEMPLE GUARD (2)**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

Act 2: Into the Dream Realm

ADVANCED 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.

Primordial Demon Cheat Sheet

Spell-Like Abilities

Phantasmal Killer (illusion(phantasm)[fear, mind-affecting], VS, medium, 1 living creature, SRyes) – WILL to disbelieve. Fail and FORT?3d6:dead.

Weird (illusion(phantasm)[fear, mind-affecting], VS, medium, any number of creatures, all w/in 30 ft of each other, SRyes) – WILL to disbelieve. Fail and FORT?3d6, stunned for 1rd, 1d4 Str dmg:dead.

Feats

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

Blinding Critical – Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by *heal*, *regeneration*, *remove blindness*, or similar abilities.

Sickening Critical – Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

Critical Focus – You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

BH2. The Archive Foyer

EPHIERONE

CR 7

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

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

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)**hp** 84 (8d10+40)**Fort** +7, **Ref** +9, **Will** +10**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)**Melee** 2 claws +11 (1d6+1)**Special Attacks** energy drain, profane gift**Spell-Like Abilities** (CL 12th)Constant—*detect good*, *tongues*At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

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).

STATISTICS

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27**Base Atk** +8; **CMB** +11; **CMD** 22**Feats** Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse**Skills** Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.**SQ** change shape (*alter self*, Small or Medium humanoid)

SPECIAL ABILITIES

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

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

distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Charm Monster (enchantment(charm)[mind-affecting], VS, close, 1 living creature, 1day/lvl) – WILL or target monster is your friend.

Suggestion (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

Vampiric Touch (necromancy, VS, living creature touched, SRyes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

Dominate Person (enchantment (compulsion) [mind-affecting], 1 round, VS, close, one humanoid, 1 day/level, SRyes) – WILL or follow commands of caster. Forced to take actions against its nature = save w/ a +2 bonus. Command as a move action.

SUMMONED BABAU

CR 6

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

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

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

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

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

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

1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

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.

SUMMONED SHADOW DEMON**CR 7**

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.**Fear** (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.**Greater Teleport** (conjuration(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

Magic Jar**School** necromancy; **Level** sorcerer/wizard 5**Casting Time** 1 standard action**Components** V, S, F (a gem or crystal worth at least 100 gp)**Range** medium (100 ft. + 10 ft./level)**Target** one creature**Duration** 1 hour/level or until you return to your body**Saving Throw** Will negates; see text; **Spell Resistance** yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host's location.

Shadow Conjuration**School** illusion (shadow); **Level** bard 4, sorcerer/wizard 4**Casting Time** 1 standard action**Components** V, S**Saving Throw** Will disbelief (if interacted with); varies; see text; **Spell Resistance** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration's* level (4th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

Shadow Evocation**School** illusion (shadow); **Level** bard 5, sorcerer/wizard 5**Casting Time** 1 standard action**Components** V, S**Saving Throw** Will disbelief (if interacted with); **Spell Resistance** yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation's* level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

BH6: The Binding Chamber

GRAZ'ITH UR MAURGITH

CR 11

Hezrou demon

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

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

Aura stench (DC 24, 10 rounds)

DEFENSE

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

hp 145 (10d10+90)

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

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

OFFENSE

Speed 30 ft., swim 30 ft.

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

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

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

Special Attacks nausea

Spell-Like Abilities (CL 13th)

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

3/day—*gaseous form*

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

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.

STATISTICS

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

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

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

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

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

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

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

Hezrou Cheat Sheet

Chaos Hammer (evocation [chaotic], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Lawful
WILL?half:full + slowed for 1d4 rds. Neutral WILL?quarter:half

Greater Teleport (conjuration(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

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

Blasphemy (evocation [evil, sonic], V, nonevil creatures in a 40ft radius from you, SRyes) –
HD = 13 -> Dazed

HD = 9, 10, 11, 12 -> Weakened, Dazed

HD = 4, 5, 6, 7, 8 -> Paralyzed, Weakened, Dazed

HD < 4 -> Killed, Paralyzed, Weakened, Dazed

Dazed = WILL or Dazed for 1rd

Weakened = Strength scored decreased by 2d6. WILL for half

Paralyzed = Paralyzed and helpless for 1d10min. WILL for 1rd.

Killed = Killed. WILL for 3d6+lvl dmg instead.