

A. Soul Hunters (low)

OPHELIA PERAN

Human fighter 7/shadowdancer 2; CN Medium humanoid (human)
Init +2; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 20, **touch** 14, **flat** 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 nat)
hp 86 (7d10+2d8+34)
fort +9, **Ref** +8, **Will** +4; +2 vs. fear
Defensive Abilities bravery +2, evasion, uncanny dodge

OFFENSE

Speed 30 ft.
Melee +1 greatsword +17/+12 (2d6+13/19-20)
P.A.: +15/+9 (2d6+22/19-20)
Ranged mwk shortbow +11/+6 (1d6/×3)

STATISTICS

Str 22, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8
BAB +8; **CMB** +14; **CMD** 28
Feats Combat Reflexes, Disruptive, Mobility, Power Att, Vital Strike
Skills Acrobatics +14, Climb +10, Heal +1, Perc +12, Stealth +14
SQ hide in plain sight
Combat Gear pot of blur, pot of bull's strength (used), pot of CMW

NARSINO GABET

Human magus 8; LN Medium humanoid (human)
Init +1; **Senses** **Perception** +7

DEFENSE

AC 19, **touch** 12, **flat** 18 (+7 armor, +1 deflection, +1 Dex)
hp 63 (8d8+24)
fort +8, **Ref** +4, **Will** +8

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee +1 rapier +11/+6 (1d6+4/18-20)
Special Attacks arcane pool (+2, 7 pts), imp. spell combat, magus
arcana (arcane accuracy, close range), spell recall, spellstrike

MAGUS SPELLS PREPARED (CL 8th; concentration +11)

3rd—dispel magic, fly, ray of exhaustion (DC 16)
2nd—bear's end., frigid tch, intensified shock grasp, invis, mirror img
1st—chill touch (DC 14), corrosive touch true strike, frostbite, shield,
0 (at Will)—acid splash, arcane mark, detect magic, light, mage hand.

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 17, **Wis** 8, **Cha** 10
BAB +6; **CMB** +9; **CMD** 21
Feats Arcane Strike, Combat Casting, Intensified Spell Toughness,
Weapon Focus (rapier), Iron Will
Skills Bluff +4, Diplomacy +4, Intimidate +11, Knowledge (arcana)
+14, Knowledge (planes) +14, Perception +7, Spellcraft +14
Combat Gear potion of barkskin (CL 9th) (used)

TEENA FORESTER

Human Hellknight 4/ranger (skirmisher) 5 LN Medium humanoid
Init +4; **Senses** **Perception** +12

DEFENSE

AC 22, **touch** 12, **flat** 20 (+10 armor, +2 **Dex**)
hp 77 (9d10+23)
fort +8, **Ref** +10, **Will** +3; +2 bonus vs. compulsion
Defensive Abilities force of Will (compulsion)

OFFENSE

Speed 30 ft.
Melee mwk kukri +12/+7 (1d4+2/18-20)
Ranged +1 composite longbow +14/+9 (1d8+3/×3)
Favored: +18/+13 (1d8+7/×3)
Favored+Smite: +20/+15 (1d8+11/×3)
Favored+Smite+Rapid: +18/+18/+13 (1d8+11/×3)
Special Attacks combat style (archery), favored enemies
(goblinoids +2, humans +4), hunter's tricks (2/day; hobbling
attack), smite chaos 2/day (+2 attack & AC, +4 dam.)

HELLKNIGHT SLAs (CL 9th; concentration +11)

At Will—detect chaos
5/day—discern lies
1/day—greater command (DC 17)

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 8, **Wis** 10, **Cha** 14
BAB +9; **CMB** +11; **CMD** 25
Feats Deadly Aim, Endurance, Heavy Armor Proficiency, Manyshot,
Point-Blank Shot, Precise Shot, Rapid Shot, Toughness
Skills Climb +4, Intimidate +10, Knowledge (planes) +4, Perception
+12, Sense Motive +5, Stealth +12, Survival +8
Languages Common
SQ aura, discipline (command), Hellknight armor 1, hunter's bond
(companions)
Combat Gear potion of owl's wisdom, potion of shield of faith

SPECIAL ABILITIES

Aura of Law (Ex) lawful aura functions as that of a 9thlevel cleric.
Force of Will (Ex) +2 Will save against spells with compulsion desc.
Smite Chaos (Su) as smite evil but vs. chaotic creatures. 2x effective
vs outsiders w/ chaotic subtype, chaotic aberrations, fey.

4-player Adjustment

Each of the agents are shaken. Narsino has expended his
mirror image spell.

A. Soul Hunters (low) (cont.)

Nariso's Spells

Force Punch: successful Melee touch attack deals 8d4 points of force damage and causes the target to be pushed away from you in a straight line up to 20 feet. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

Shocking Grasp: SR; no save. 8d6 damage .

Mirror image: 1d4+4

Frigid touch: No save; SR. 4d6 damage + staggered. If the attack is a critical hit, target is staggered for 1 minute.

Corrosive touch: 5d4 acid.

Chill touch: 1d6 points of damage; save opr 1 strength damage.

Shield: +4 shield bonus; Immune to magic missile.

Teena Forester's Abilities

Dispel Chaos: This spell functions like dispel evil, except that you are surrounded by constant, blue lawful energy; affects chaotic creatures and spells rather than evil ones.

Greater Command: This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command. (Approach, drop, fall, flee, halt)

Hobbling Attack: das

A. Soul Hunters (high)

OPHELIA PERAN

Human fighter 8/shadowdancer 4; LE Medium humanoid (human)
Init +2; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 23, **touch** 15, **flat** 19 (+8 armor, +1 deflection, +2 Dex, +2 dodge)
hp 110 (12 HD; 4d8+8d10+44)
fort +11, **Ref** +10, **Will** +7 (+2 vs. fear)
Defensive Abilities uncanny dodge

OFFENSE

Speed 60 ft.
Melee +1 shk. grtswd +19/+19/+14/+9 (2d6+10/19-20 + 1d6 elec)
PA +1 shk. grtswd +15/+15/+10/+5 (2d6+19/19-20 + 1d6 elec)
Ranged mwk composite shortbow +15/+15/+10/+5 (1d6+4/×3)

SHADOWDANCER SLAs (CL 4th; concentration +3)

2/day—shadow illusion (DC 10)

1/day—shadow call (DC 13)

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8
BAB +11; **CMB** +15; **CMD** 29
Feats Combat Reflexes, Disruptive, Dodge, Improved Vital Strike, Mobility, Power Att
Skills Acrobatics +16, Climb +9, Perception +15, Stealth +16
Languages Common, Infernal
SQ hide in plain sight, rogue talent (fast stealth), shadow jump, summ shadow
Combat Gear pot of bull's strength (used), pot of haste (used)

NARSINO GABET

Human magus 12; LN Medium humanoid (human)
Init +1; **Senses** **Perception** +11

DEFENSE

AC 28, **touch** 12, **flat** 27 (+7 armor, +1 deflection, +1 Dex, +5 natural, +4 shield)
hp 117 (12d8+60)
fort +13, **Ref** +7, **Will** +11; DR 10/adamantine (120 hp)

OFFENSE

Speed 20 ft.
Melee +2 rapier +16/+11 (1d6+8/15-20)
Special Attacks arcane pool (+3, 10 points), improved spell combat, improved spell recall, magus arcana (arcane accuracy UM, close range UM, critical strike UM, hasted assault), spellstrike

MAGUS SPELLS PREPARED (CL 12th; concentration +16)

4th—arcana theft, grt. invisibility, monstrous physique II, stonemage

3rd—dispel magic, fly, force punch (DC 17), vampiric touch (DC 17), ray of exhaustion

2nd—bear's endurance, frigid touch intensified shocking grasp (2), invisibility, mirror image

1st—chill touch (DC 15), corrosive touch, true strike (2), frostbite, shield

0 (at Will)—acid splash, arcane mark, detect magic, light, mage hand

STATISTICS

Str 18, **Dex** 12, **Con** 17, **Int** 18, **Wis** 8, **Cha** 10
BAB +9; **CMB** +13; **CMD** 25
Feats Arcane Strike, Combat Casting, Improved Critical (rapier), Intensified Spell, Power Attack
Skills Bluff +6, Diplomacy +6, Intimidate +15, Perc +11, Spellcraft +19, UMD +15
Combat Gear potion of barkskin (CL 12th) (used)

TEENA FORESTER

Human Hellknight 7/ranger (skirmisher) 5; LN Medium humanoid
Init +4; **Senses** **Perception** +15

DEFENSE

AC 24, **touch** 13, **flat** 21 (+11 armor, +3 Dex)
hp 99 (12d10+29)
fort +10, **Ref** +11, **Will** +4; +4 bonus vs. compuls., +2 bonus vs. fear
Defensive Abilities force of Will (compulsion, fear)

OFFENSE

Speed 30 ft.
Melee mwk kukri +15/+10/+5 (1d4+2/18-20)
Ranged +2 composite longbow +18/+13/+8 (1d8+4/×3)
Dead. Aim: +14/+9/+4 (1d8+12/×3)
Dead. Aim + F.A.: +18/+13/+8 (1d8+16/×3)
Dead. Aim + F.A.+Smite: +20/+15/+10 (1d8+23/×3)
Dead. Aim + F.A.+Smite+Rapid: +18/+18/+13/+8 (1d8+23/×3)
Special Attacks combat style (archery), favored enemies (goblinoids +2, humans +4), hunter's tricks (2/day; hobbling attack), lawbringer, smite chaos 3/day (+2 attack and AC, +7 dam)

HELLKNIGHT SLAs (CL 12th; concentration +14)

At Will—detect chaos

5/day—discern lies

2/day—dispel chaos, greater command (DC 17)

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 8, **Wis** 10, **Cha** 14
BAB +12; **CMB** +14; **CMD** 28
Feats Deadly Aim, Imp Precise Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness
Skills Climb +5, Intimidate +10, Perc +15, Sns Mot +5, Stealth +16
Combat Gear pot owl's wisdom (used), pot shield of faith (used)

SPECIAL ABILITIES

Aura of Law (Ex) lawful aura functions as that of a 9-thlevel cleric.
Force of Will (Ex) +2 Will save against spells with compulsion desc.
Smite Chaos (Su) as smite evil but vs. chaotic creatures. 2x effective vs outsiders w/ chaotic subtype, chaotic aberrations, fey
Lawbringer (Su) attacks are treated as being lawful for the purpose of overcoming damage reduction.

4-player Adjustment

Hunters are sickened; Narsino has no mirror images.

A. Soul Hunters (high) (cont)

OPHELIA'S SHADOW

LE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 15, **touch** 15, **flat** 12 (+2 deflection, +2 Dex, +1 dodge)

hp 55 (3d8+6)

fort +9, **Ref** +6, **Will** +4

Defensive Abilities channel resistance +4, incorporeal; Immune commanding, turning, undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +13 (1d6 Str damage)

STATISTICS

Str –, **Dex** 14, **Con** –, **Int** 6, **Wis** 12, **Cha** 15

BAB +11; **CMB** +13; **CMD** 26

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light)

Create Spawn (su): A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (su): A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

4-player Adjustment

Each of the agents are shaken. Narsino has expended his mirror image spell.

Nariso's Spells

Arcane theft: no save; SR. Functions as a targeted dispel magic spell, except it requires a Melee touch attack. If successful and the spell successfully dispels one spell affecting the target, that spell is instead transferred to you, treating you as the original target.

Monstrous Physique: Assume the form of any Small or Medium creature of the monstrous humanoid type. If the form has any of the following abilities, you gain the listed ability: *climb* 30', *fly* 30' (average), *swim* 30', *darkvision* 60', *low-light* vision, and *scent*. **Small monstrous humanoid:** +2 size bonus to Dexterity and a +1 natural armor bonus.

Medium monstrous humanoid: +2 size bonus to Strength and a +2 natural armor bonus.

Stoneskin: Subject gains DR 10/adamantine. Once spell prevents 120 points, it is discharged.

Force Punch: successful Melee touch attack deals 8d4 points of force damage and causes the target to be pushed away from you in a straight line up to 35 feet. For every size category of the target above Medium, reduce the distance pushed by 5' (-5' for Large) to a minimum of 0'. A successful Fortitude save negates the movement but not the damage.

Shocking Grasp: SR; no save. 10d6 damage .

Mirror image: 1d4+4

Frigid touch: No save; SR. 4d6 damage + staggered. If the attack is a critical hit, the target is staggered for 1 minute instead.

Corrosive touch: 5d4 acid.

Chill touch: 1d6 points of damage; save opr 1 strength damage.

Shield: +4 shield bonus; Immune to magic missile.

Teena Forester's Abilities

Dispel Chaos: This spell functions like dispel evil, except that you are surrounded by constant, blue lawful energy; affects chaotic creatures and spells rather than evil ones.

Greater Command: This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command. (Approach, drop, fall, flee, halt)

Hobbling Attack: Can use this trick as a free action when he hits with an attack. The target's land speed is reduced by 1/2 1d4 rnds.

F. Widow's Cry (both)

ERINYES (2 low) (3 high)

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

Init +6; **Senses** darkvision 60 ft., see in darkness, true seeing;

Perception +16

DEFENSE

AC 23, **touch** 17, **flat** 16 (+6 **Dex**, +1 dodge, +6 natural)

hp 94 (9d10+45)

fort +11, **Ref** +12, **Will** +7

DR 5/good; **Immune** fire, poison; Resist acid, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 longsword +15/+10 (1d8+8/19-20)

Ranged +1 flaming composite longbow +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or rope +15 touch (entangle)

Spell-Like Abilities (CL 12th; concentration +17)

Constant—true seeing

At Will—fear (single target, DC 19), grt. teleport (self + 50lbs.), minor image (DC 17), unholy blight (DC 19)

1/day—summon (level 3, 2 bearded devils, 50%)

STATISTICS

Str 20, **Dex** 23, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

BAB +9; **CMB** +14; **CMD** 31

Feats Combat Reflexes, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Perc +16, Sense Motive +10, Stealth +15

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

SPECIAL ABILITIES

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an animate rope spell (CL 16th, DC 20). An erinyes can hurl its rope 30' with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save is Dex-based.

HAZARDS

Entrance: 4d6 fire to anyone passing through. 50-foot drop to bottom; climbing out DC 18.

Lethe: DC 20 planes to ID. If splashed, **DC 25 Will** or unable to remember identity or past. Keep ability to make new memories, Languages known, Skills, Feats, class abilities. Restored w/ restoration (including the full 1,000 gp of diamond dust) or heal. If submerged, **DC 25 Will** or lose all memories (incl. class abilities, Feats, skill ranks). Still remember how to speak and perform basic tasks, and keep BAB, Saves, CMB, CMD, and HP. Restored by greater restoration, limited wish, miracle, or wish.

Performance: When a creature performs check as standard, knocks prone, confirms crit, +2 Morale on attack / damage until end of that creature's next turn.

EXECUTIONER DEVIL (1 high)

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

Init +6; **Senses** darkv 60 ft., see in darkness; **Perception** +21

DEFENSE

AC 26, **touch** 13, **flat** 23 (+7 armor, +3 **Dex**, +6 natural)

hp 150 (12d10+84); **fast healing** 5

fort +15, **Ref** +10, **Will** +14

DR 10/good; **Immune** fire, pois.; **Resist** acid, cold 15; **SR** 22

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee +1 keen battleaxe +20/+15/+10 (1d8+11/19-20/×3), gore +14 (1d6+3)

P.A.: +16/+11/+7 (1d8+20/19-20/×3), gore +10 (1d6+12)

Special Attacks enraged warrior

Spell-Like Abilities (CL 11th; concentration: +18)

At Will—greater teleport (self plus 50 lbs. of objects only), scorching ray

1/day—summon (level 4, 3 erinyes 60%)

STATISTICS

Str 25, **Dex** 23, **Con** 24, **Int** 14, **Wis** 23, **Cha** 24

BAB +12; **CMB** +19 (+21 bull rush, sunder); **CMD** 35 (37 vs. bull rush or sunder)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Skills Acrobatics +18, Fly +22, Intimidate +22, Perc +21, Sense Motive +21, Stealth +18, Swim +19

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

SPECIAL ABILITIES

Enraged Warrior (Ex) Whenever an executioner devil hits with all of her attacks in a single round, she *adds her Charisma modifier (+7 for most executioner devils) to all weapon damage rolls until the end of her next turn*. If an executioner devil's attacks reduce a creature to below 0 hit points, her critical threat range for all attacks doubles until the end of her next turn (typically increasing her battleaxe threat range to 17-20 and her gore threat range to 19-20). This is an emotion effect.

G1. Entrance Hall (both)

Bone Devil (1 low) (3/2 high)

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

Init +9; **Senses** darkvision 60 ft., see in dark; **Perception** +19

Aura fear aura (5 ft., DC 19, 1d6 rounds)

DEFENSE

AC 25, **touch** 14, **flat** 20 (+5 Dex, +11 natural, -1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +12, **Will** +7

DR 10/good; **Immune** fire, pois.; **Resist** acid, cold 10; **SR** 20

OFFENSE

Speed 40 ft., **fly** 60 ft. (good)

Melee bite +14 (1d8+5), 2 claws +14 (1d6+5), sting +14 (3d4+5 plus poison)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 12th)

Constant - fly

At will - dimensional anchor, greater teleport (self plus 50 lbs. of objects only), invisibility (self only), major image (DC 17), wall of ice

3/day - quickened invisibility (self only)

1/day - summon (level 4, 1 bone devil, 35%)

STATISTICS

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18

BAB +10; **CMB** +16; **CMD** 31

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (invisibility)

Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100'

SPECIAL ABILITIES

Poison (Ex) Sting - injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves. The save DC is Constitution-based.

See in darkness (Su): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

4-player Adjustment

Subtier 7-8: Vetrivides has already expended all uses of quickened invisibility and summon.

Subtier 10-11: Remove one bone devil from the encounter.

SPELL-LIKE ABILITIES (CL 12th; concentration +16)

Dimensional Anchor [abjuration; 220 ft. range; ray; 12 mins.]: ranged touch blocks creature or object struck from extradimensional travel including astral projection, blink, dimensional door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport; prevents gate and teleportation circle for duration; doesn't interfere those already in ethereal or astral form when spell cast, extradimensional perception, or attack forms; doesn't prevent summoned creatures disappearing at end of summoning spell

Fly [transmutation]: fly speed of 60 ft.; can ascend at 1/2 speed and descend at 2x speed; can attack and cast normally; can charge but not run

Wall of Ice

Casting Time 1 standard action

EFFECT

Range medium (220')

Effect anchored plane of ice, up to 12 10' squares, or hemisphere w/radius of up 48'

Duration 1 min./level

Saving Throw Reflex negates; see text;

SR yes

Ice Plane: A sheet of strong, hard ice appears. The wall is 12" thick. It covers up to a 120-foot-square area (so a 12th-level wizard can create a wall of ice 120 feet long and 10 feet high, a wall 60 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,200 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness (36 HP). Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level (DC 27). Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach

G4. Throne Museum (both)

Throne Ascendant (low)

CR 11 LE persistent haunt

Caster Level 11th

Notice Perception DC 25 (distant warning shouts, figures to the northwest slowly moving, and a growing sense of dread)

hp 49; **Trigger** proximity; Reset 1 day

Effect The illusory army assaulting the battlements to the northwest increases in size, filling most of the room. A moment later, an illusion of the Large pit fiend Gorthoklek manifests in a pillar of flame amid them, sowing terror. Creatures in the area are *panicked for 1 round* and then *confused for 2d4 rounds*; creatures who succeed at a *DC 18 Will save* are only *shaken for 1 round and not confused*.

Gorthoklek taunts Zarta, mistakenly identifying her as Lannavia Davian, last matriarch of House Davian, while attacking the nearest PC. The pit fiend can fly up to 60 feet per turn, attacks once per round (melee claw +32), and any target struck is affected by phantasmal killer (DC 18).

Gorthoklek does not make attacks of opportunity. Any attacks against the illusory fiend (AC 25, touch 18; Fort +14, Ref +11, Will +8; immune to fire) decrease the haunt's hit points, and once reduced to 0 hit points, the haunt is neutralized.

Destruction Destroying the true Gorthoklek destroys the haunt permanently.

Phantasmal Killer

Saving Throw Will disbelief, then Fortitude partial; see text;

Spell Resistance yes

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.

Throne Ascendant (high)

CR 14 LE persistent haunt

Caster Level 14th

Notice Perception DC 28 (distant warning shouts, figures to the northwest slowly moving, and a growing sense of dread)

hp 63; **Trigger** proximity; Reset 1 day

Effect The illusory army assaulting the battlements to the northwest increases in size, filling most of the room. A moment later, an illusion of the Large pit fiend Gorthoklek manifests in a pillar of flame amid them, sowing terror. Creatures in the area are *panicked for 1 round* and then *confused for 2d4 rounds*; creatures who succeed at a *DC 20 Will save* are only *shaken for 1 round and not confused*.

Gorthoklek taunts Zarta, mistakenly identifying her as Lannavia Davian, last matriarch of House Davian, while attacking the nearest PC. The pit fiend can fly up to 60 feet per turn, attacks once per round (melee claw +32), and any target struck is affected by phantasmal killer (DC 20).

Gorthoklek does not make attacks of opportunity. Any attacks against the illusory fiend (AC 27, touch 18; Fort +16, Ref +13, Will +10; immune to fire) decrease the haunt's hit points, and once reduced to 0 hit points, the haunt is neutralized.

Destruction Destroying the true Gorthoklek destroys the haunt permanently.

G5. Trophy Room (low)

Leventi (Contract Devil)

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

Init +11; **Senses** darkvision 60 ft., see in darkness;

Perception +26

DEFENSE

AC 25, **touch** 18, **flat** 17 (+7 **Dex**, +1 dodge, +7 natural)

hp 136 (13d10+65)

fort +9, **Ref** +15, **Will** +16

DR 10/good; **Immune** fire, mind-affecting effects, poison;

Resist acid 10, cold 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee binding contract (whip) +20/+15/+10 (1d4+7 plus bleed and grab), gore +11 (2d6+1)

Space 5 ft.; **Reach** 5 ft. (10 ft. with binding contract)

Special Attacks binding contract, bleed (1d6), impale (2d8+4)

Spell-Like Abilities (CL 13th; concentration +19)

Constant—tongues

At Will—bestow curse (DC 20), detect thoughts (DC 18), dimension door, erase, identify, major image (DC 19), produce flame, sending

3/day—arcane eye, break enchantment, greater teleport (self plus 50 lbs. of objects only), hold person (DC 19), locate creature, mage's private sanctum, scorching ray, silence (DC 18), vision

1/day—contact other plane, delayed blast fireball (DC 23), dismissal (DC 21), plane shift (DC 23), symbol of pain (DC 21)

STATISTICS

Str 17, **Dex** 25, **Con** 20, **Int** 24, Wis 23, **Cha** 22

BAB +13; **CMB** +16; **CMD** 34

Feats Persuasive

Skills Bluff +26, Diplo. +26, Disguise +8, Intimidate +26, Perc +26, Sense Motive +26, Sleight of Hand +20, Spellcraft +20

Languages tongues

SQ infernal contract, infernal investment

SPECIAL ABILITIES

Binding Contract (Su) All contract devils carry numerous lengthy contracts draped over their horns or within their numerous carrying cases. They can wield these contracts like whips, but deal lethal damage regardless of the armor bonus of their target. A contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier (this equates to a +7 bonus for most contract devils). Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage. A contract devil can use its binding contract to disarm and trip foes as if the contract were a whip. If it is itself disarmed of the contract, the devil can rearm itself with a new contract as an immediate action.

Impale (Ex) As a swift action, a contract devil can impale an opponent grappled by its binding contract, dealing 2d8+4 points of piercing damage.

Contract Devil Contract (Su) See page 38.

Flames of Hell

Type magical; **Perception** DC 15; **Disable Device** DC 30
EFFECTS

Trigger proximity (living creature on grate); **Reset** 2 rounds

Effect blast of hellfire (6d6 fire and unholy damage), DC 18 Reflex for half damage; multiple targets (all above grate)

4-player Adjustment

Leventi already expended delayed blast fireball, dismissal, and plane shift.

G5. Trophy Room (low) (cont)

Leventi Notes

Symbol of pain: DC 21 fort negates. 60' of symbol suffer wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. No HP limit; remains for 10 minutes per caster level.

Delayed Blast Fireball: DC 23 reflex half. *13d6 points of fire damage as Fireball.* The glowing bead created by delayed blast fireball can detonate immediately, or delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Plane shift: DC 23 Will negates. Standard action; SR. You move yourself or some other creature to another plane of existence or alternate dimension. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Dismissal: Close; SR. DC 21 Will negates. Forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Hold Person: DC 19 Will negates. Paralyzed. Helpless; only mental actions. Save as full round each turn.

Scorching Ray: close range (55'); SR. 3 rays Ranged touch each ray 4d6 fire. 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.

Bestow Curse: DC 20 Will negates; SR. Permanent -6 decrease to an ability score (minimum 1), or -4 penalty on attack rolls, saves, ability checks, and skill checks, or 50% chance to act normally; otherwise, it takes no action.

G5. Trophy Room (high)

Leventi (Advanced Contract Devil)

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

Init +13; **Senses** darkvision 60 ft., see in darkness;

Perception +28

DEFENSE

AC 29, **touch** 20, **flat** 19 (+9 **Dex**, +1 dodge, +9 natural)

hp 162 (13d10+91)

fort +11, **Ref** +17, **Will** +18

DR 10/good; **Immune** fire, mind-affecting effects, poison;

Resist acid, cold 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee binding contract +22/+17/+12 (1d4+9 plus grab and bleed) or gore +18 (2d6+7)

Space 5 ft.; **Reach** 5 ft. (10 ft. with binding contract)

Special Attacks binding contract, bleed (1d6), impale (2d8+7)

Spell-Like Abilities (CL 13th; concentration +21)

Constant—tongues

At Will—bestow curse (DC 22), detect thoughts (DC 20), dimension door, erase, identify, major image (DC 21), produce flame, sending

3/day—arcane eye, break enchantment, greater teleport (self plus 50 lbs. of objects only), hold person (DC 21), locate creature, mage's private sanctum, scorching ray, silence (DC 20), vision

1/day—contact other plane, delayed blast fireball (DC 25), dismissal (DC 23), plane shift (DC 25), symbol pain (DC 23)

STATISTICS

Str 21, **Dex** 29, **Con** 24, **Int** 28, **Wis** 27, **Cha** 26

BAB +13; **CMB** +18 (+22 grapple); **CMD** 38

Feats Persuasive

Skills Bluff +28, Diplomacy +28, Disguise +10, Intimidate +28, Perc +28, Sense Motive +28, Sleight of Hand +22, Spellcraft +22, Stealth +25

Languages tongues

SQ infernal contract, infernal investment

SPECIAL ABILITIES

Binding Contract (Su) Wield contracts like whips, but deal lethal damage regardless of the armor bonus of their target. Modifies att/dam using int. Wounds resemble deep paper cuts & cause 1d6 points of bleed damage. Can use to disarm and trip foes as if the contracts were a whip. The devil can rearm itself with a new contract as an immediate action.

Impale (Ex) As a swift, can impale an opponent grappled by its binding contract, dealing 2d8+7 points of piercing damage.

Infernal Contract (Su) See page 37.

Field-Infused Stone Golem

NOTE: comes in after leventi takes 40 HP; takes round to tear free. NE Large construct

Init +3; **Senses** darkvision 60 ft., low-light; **Perception** +0

DEFENSE

AC 26, **touch** 8, **flat** 26 (-1 **Dex**, +18 natural, -1 size)

hp 121 (14d10+44); **fast healing** 5

fort +4, **Ref** +3, **Will** +4

DR 10/adamantine & good; **Immune** construct traits, fire, magic

OFFENSE

Speed 20 ft.

Melee 2 slam +23 (2d10+9 plus hellfire [2d6 fire/unholy])

P.A.: 2 slam +19 (2d10+21 plus hellfire [2d6 fire/unholy])

Space 10 ft., **Reach** 10 ft.

Special Attacks berserk liberation, hellfire touch, slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** 4, **Wis** 11, **Cha** 10

BAB +14; **CMB** +24; **CMD** 33

Feats Blind-Fight, Power Attack

Skills Intimidate +29

SPECIAL ABILITIES

Berserk Liberation (Ex) Cumulative 2% chance each rnd the animating fiend breaks free & golem goes berserk. When berserk, animating fiend explodes in hellfire, dealing *13d6 points of damage to all creatures within 60 feet (Reflex DC 17 half)*. Half fire, half is unholy. DC Con-based. Loses the template and attacks nearest living creature, else smashes object within reach.

Hellfire Touch (Su) 2d6 damage with its touch. Half is fire, the other half unholy. Creatures attacking a fiend-infused golem with unarmed strikes or natural weapons take this same hellfire damage each time one of their attacks hits. A fiend-infused golem's natural attacks are treated as evil for the purpose of overcoming damage reduction.

Immunity to Magic (Ex) A fiend-infused stone golem is Immune to any spells or Spell-Like Abilities that allow spell resistance. Certain spells / effects function differently vs creature, as noted below.

- *Transmute rock to mud slows* (as per slow) for 2d6 rnds, no save, while *transmute mud to rock* restores all lost HP.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.
- A *banishment* or *dismissal* spell quells the animating fiend temporarily, negating the golem's hellfire touch ability for 1 round with no save. Also increases the chance of the golem's berserk liberation by 20% in subsequent rounds.
- *Slow* (Su) Can use a slow effect, as per spell, as a free action once every 2 rnds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds. A successful DC 17 Will save negates the effect. The save is Con-based.

G5. Trophy Room (high) (cont)

Flames of Hell

Type magical; **Perception** DC 15; **Disable Device** DC 30

EFFECTS

Trigger proximity (living creature on grate); **Reset** 2 rounds

Effect blast of hellfire (*6d6 fire and unholy damage*), DC 18
Reflex save for half damage; multiple targets (targets above the grate)

Leventi Notes

Symbol of pain: DC 21 fort negates. 60' of symbol suffer wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. No HP limit; remains for 10 minutes per caster level.

Delayed Blast Fireball: DC 25 reflex half. *13d6 points of fire damage as Fireball*. The glowing bead created by delayed blast fireball can detonate immediately, or delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Plane shift: DC 25 Will negates. Standard action; SR. You move yourself or some other creature to another plane of existence or alternate dimension. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Dismissal: Close; SR. DC 23 Will negates. Forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Hold Person: DC 21 Will negates. Paralyzed. Helpless; only mental actions. Save as full round each turn.

Scorching Ray: close range (55'); SR. 3 rays Ranged touch each ray 4d6 fire. 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.

Bestow Curse: DC 21 Will negates; SR. Permanent -6 decrease to an ability score (minimum 1), or -4 penalty on attack rolls, saves, ability checks, and skill checks, or 50% chance to act normally; otherwise, it takes no action.

4-player Adjustment

Remove the advanced simple template from Leventi (run low tier version).

He has already expended *dismissal* and *plane shift*.