Ury Sevenskulls CR 10 XP 9,600

Male Orc Barbarian (Invulnerable Rager) 11 CE Medium

**Init** +6 Senses Darkvision (60 feet); **Perception** +12

DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex , +5 armor, +1 natural)

**hp** 126 (11d12+33)

**Fort** +9 **Ref** +5 **Will** +2

**Defensive Abilities**: Ferocity; **Resist** fire 2, Extreme Endurance (Fire); **Weaknesses** Light Sensitivity; **DR** 12/lethal, 6/—

OFFENSE

**Spd** 40 ft

**Melee** *Akeraum (+1 dragon bane frost greatsword)* +18/+13/+8 (2d6+8/17-20/x2) + 1d6 frost, (+2 2d6 vs dragons)

**Ranged** Masterwork Longbow, Composite (Str +5) +14/+9/+4 (1d8+5/20/x3)

**Special Attacks**: Scent

TACTICS

**During Combat** If the alarm is raised, Ury moves to area 8, joining the orcs there as he prepares to use his longbow on intruders. After a few rounds of combat, he grows impatient, rages, and leaps from the parapet (he attempts a DC 15 Jump check to reduce the damage from the fall to 1d6 points) to attack the intruders in melee. He uses a 4-point Power Attack when he attacks with Akeraum.

**Morale** Ury fights to the death.

STATISTICS

**Str** 20 (+5) **Dex** 14 (+2) **Con** 14 (+2) **Int** 6 (-2) **Wis** 8 (-1) **Cha** 10 (+0)

**Base Atk** +11; **CMB** +16; **CMD** 28

**Feats** Armor Proficiency (Light), Armor Proficiency (Medium), Furious Focus, Improved Critical: Greatsword, Improved Initiative, Martial Weapon Proficiency - All, Power Attack -3/+6, Shield Proficiency, Simple Weapon Proficiency - All, Toughness +11, Weapon Focus: Greatsword

**Skills** Acrobatics +6, Intimidate +13, Perception +12, Survival +3

**Languages** Common, Orc

**SQ** Clear Mind (1/rage), Fast Movement +10, Increase Damage Reduction, No Escape (1/rage), Rage (26 rounds/day), Renewed Vigor 2d8+2 HP (1/day)

**Combat Gear** *Akeraum (+1 dragon bane frost greatsword*), Masterwork Longbow, Composite (Str +5), *+1 Mithral Chain Shirt*

**Other Gear** necklace of seven silver plated wyrmling skulls (1050 gp)

SPECIAL ABILITIES

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Light Sensitivity (Ex**) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

**Clear Mind (1/rage) (Ex**) A barbarian may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The barbarian must take the second result, even if it is worse. A barbarian must be at least 8th level before selecting this power. This power can only be used once per rage.

**No Escape (1/rage) (Ex)** The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

**Rage (26 rounds/day) (Ex)** A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

**Renewed Vigor 2d8+2 HP (1/day) (Ex)** As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

Ury Sevenskulls - Raged & Power Attack CR 10 XP 9,600

Male Orc Barbarian (Invulnerable Rager) 11 CE Medium

**Init** +6 Senses Darkvision (60 feet), Scent; **Perception** +12

DEFENSE

**AC** 16, touch 10, flat-footed 14 (+2 Dex , +5 armor, +1 natural, -2 misc)

**hp** 159 (11d12+66)

**Fort** +12 **Ref** +5 **Will** +5

**Defensive Abilities**: Ferocity; **Resist** fire 2, Extreme Endurance (Fire); **Weaknesses** Light Sensitivity; **DR** 12/lethal, 6/—

OFFENSE

**Spd** 40 ft

**Melee** *Akeraum (+1 dragon bane frost greatsword)* +18/+13/+8 (2d6+22/17-20/x2) + 1d6 frost, (+2 2d6 vs dragons)

**Ranged** Masterwork Longbow, Composite (Str +5) +14/+9/+4 (1d8+5/20/x3)

**Special Attacks**: Scent

TACTICS

**During Combat** If the alarm is raised, Ury moves to area 8, joining the orcs there as he prepares to use his longbow on intruders. After a few rounds of combat, he grows impatient, rages, and leaps from the parapet (he attempts a DC 15 Jump check to reduce the damage from the fall to 1d6 points) to attack the intruders in melee. He uses a 4-point Power Attack when he attacks with Akeraum.

**Morale** Ury fights to the death.

STATISTICS

**Str** 26 (+8) **Dex** 14 (+2) **Con** 20 (+5) **Int** 6 (-2) **Wis** 8 (-1) **Cha** 10 (+0)

**Base Atk** +11; **CMB** +19; **CMD** 29

**Feats** Armor Proficiency (Light), Armor Proficiency (Medium), Furious Focus, Improved Critical: Greatsword, Improved Initiative, Martial Weapon Proficiency - All, Power Attack -3/+6, Shield Proficiency, Simple Weapon Proficiency - All, Toughness +11, Weapon Focus: Greatsword

**Skills** Acrobatics +6, Intimidate +13, Perception +12, Survival +3

**Languages** Common, Orc

**SQ** Clear Mind (1/rage), Fast Movement +10, Increase Damage Reduction, No Escape (1/rage), Rage (26 rounds/day), Renewed Vigor 2d8+5 HP (1/day)

**Combat Gear** *Akeraum (+1 dragon bane frost greatsword),* Masterwork Longbow, Composite (Str +5), *+1 Mithral Chain Shirt*

**Other Gear** necklace of seven silver plated wyrmling skulls (1050 gp)

Orc, Deathwatcher CR 7 XP 3,200

Male Orc Fighter (Two-Handed Fighter) 8 CE Medium

**Init** +5 Senses Darkvision (60 feet); **Perception** +0

DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex , +7 armor, +1 natural)

**hp** 76 (8d10+16)

**Fort** +8 **Ref** +3 **Will** +2

**Defensive Abilities**: Ferocity; **Weaknesses** Light Sensitivity

OFFENSE

**Spd** 20 ft

**Melee** *+1 Greataxe* +16/+11 (1d12+11/20/x3)

**Ranged** Masterwork Shortbow, Composite (Str +5) +10/+5 (1d6+5/20/x3)

**Special Attacks**: Backswing, Overhand Chop, Shattering Strike +2, Weapon Training: Axes

STATISTICS

**Str** 21 (+5) **Dex** 12 (+1) **Con** 14 (+2) **Int** 8 (-1) **Wis** 11 (+0) **Cha** 6 (-2)

**Base** **Atk** +8; **CMB** +13; **CMD** 24

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Improved Initiative, Ironhide, Martial Weapon Proficiency - All, Point Blank Shot, Power Attack -3/+6, Shield Proficiency, Simple Weapon Proficiency - All, Skill Focus: Stealth, Stealthy, Tower Shield Proficiency, Weapon Focus: Greataxe, Weapon Specialization: Greataxe

**Skills** Intimidate +2, Stealth +8, Survival +4, Swim +6

**Languages** Common, Orc

**Combat Gear** *+1 Greataxe*, Masterwork Shortbow, Composite (Str +5), +1 Breastplate

**Other Gear** 20 – Arrows (1 gp), 4 – Opal (80 gp), 3 – Poison, Shadow Essence (750 gp)

SPECIAL ABILITIES

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Light Sensitivity (Ex**) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

**Backswing (Ex)** At 7th level, when a two-handed fighter makes a full attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the f irst. This ability replaces armor training 2.

**Overhand Chop (Ex)** At 3rd level, when a two-handed fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls. This ability replaces armor training 1.

**Shattering Strike +2 (Ex)** At 2nd level, a two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd. This ability replaces bravery.

Tarnworm CR 12 XP 19,200

Male Purple Worm TN Gargantuan Magical Beast

**Init** -2 Senses Darkvision (60 feet), Low-Light Vision, Tremorsense (60 feet)

**Perception** +18

DEFENSE

**AC** 26, touch 4, flat-footed 26 (-2 Dex , -4 size, +22 natural)

**hp** 200 (16d10+112)

**Fort** +17 **Ref** +8 **Will** +4

OFFENSE

**Spd** 20 ft; Burrowing (20 feet), Swimming (10 feet)

**Melee**  Bite (Purple Worm) +25 (4d8+12/19-20/x2)

Sting (Purple Worm) +25 (2d8+12/20/x2) plus poison

**Special Attacks**: Grab, Poison: Sting-injury (DC 25), Swallow Whole (4d8+18, AC 21, 20 HP)

STATISTICS

**Str** 35 (+12) **Dex** 6 (-2) **Con** 25 (+7) **Int** 1 (-5) **Wis** 8 (-1) **Cha** 8 (-1)

**Base A**tk +16; **CMB** +32; **CMD** 40

**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical: Bite, Power Attack -5/+10, Staggering Critical (DC 26), Weapon Focus: Bite, Weapon Focus: Sting

**Skills** Perception +18

SPECIAL ABILITIES

**Grab (Gargantuan) (Ex)** If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

**Poison: Sting-injury (DC 25) (Ex)** 1d4 Str, 1/round for 6 roudns, cure 3 saves

**Swallow Whole (4d8+18, AC 21, 20 HP) (Ex)** If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Belshallam CR 14 XP 38,400

Male Dragon, Umbral, Adult NE Huge Dragon (Extraplanar)

**Init** +4 Senses Darkvision (60 feet), Low-Light Vision; **Perception** +24

**Aura** Frightful Presence (180 feet, 5d6 rounds) (DC 23)

DEFENSE

**AC** 29, touch 8, flat-footed 29 (0 Dex , -2 size, +21 natural)

**hp** 195 (17d12+85)

**Fort** +15 **Ref** +10 **Will** +14

**SR** 25; **Immune** death effects, negative energy, cold, paralysis, sleep; **DR** 5/magic

OFFENSE

**Spd** 40 ft; Flight (200 feet, Poor)

**Melee** Bite (Dragon, Umbral, Adult) +23 (2d8+12/19-20/x2)

Claw x2 (Dragon, Umbral, Adult) +23 x2 (2d6+8/20/x2)

Tail Slap (Dragon, Umbral, Adult) +18 (2d6+12/20/x2)

Wing x2 (Dragon, Umbral, Adult) +18 x2 (1d8+4/20/x2)

**Special Attacks**: Breath weapon (50-ft. cone, 12d8 neg. energy, ever, Crush (Small creatures, 2d8+12) (DC 23), Shadow Breath (3/day)

**Racial Spells Known** (CL 20, melee touch +23, ranged touch +15, DC 15)

3 (7/day) – *Cure Serious Wounds, Deeper Darkness*

2 (7/day) – *Acid Arrow, Silence, Spider Climb*

1 (10/day) – *Cure Light Wounds, Detect Undead, Grease, Magic Missile, Shield*

Cantrips – *Create Water, Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Read Magic, Touch of Fatigue*

TACTICS

**Morale** Belshallam understands much of how the chained spirit and Scarwall function, and knows that if he perishes here, his soul will become bound even more firmly to the region. As a result, the dragon becomes particularly craven if brought below 40 hit points, attempting to flee back to area 10 to hide and heal. If already cornered here, Belshallam resorts to begging for mercy. Mithrodar?s influence prevents the dragon from openly joining forces with the PCs or discussing the nature of how his spirit is anchored, but anyone who speaks for at least one minute with the dragon can attempt a DC 20 Sense Motive check to notice that some sort of magical compulsion is affecting the dragon. Belshallam?s only real bargaining chip is his treasure, which he offers to the PCs as a bribe if that will prevent them from killing him. If, on the other hand, the PCs make clear the fact that they are here to release the spirit anchor effect, he grows suddenly very still and quiet. Mithrodar?s control isn?t enough to force the dragon to attack, but it is enough to keep him from giving the PCs any clue as to how to release him. Belshallam's sudden silence is the best he can do to encourage the PCs that they're on the right track. If, in the end, the PCs decide that the dragon's death is the only option, a cornered Belshallam does his best to kill the PCs before they kill him and consign his soul to eternal imprisonment in Scarwall.

STATISTICS

**Str** 27 (+8) **Dex** 10 (+0) **Con** 21 (+5) **Int** 20 (+5) **Wis** 18 (+4) **Cha** 20 (+5)

**Base** **Atk** +17; **CMB** +27; **CMD** 37

**Feats** Critical Focus, Flyby Attack, Hover, Improved Critical: Bite, Improved Initiative, Improved Vital Strike, Power Attack -5/+10, Simple Weapon Proficiency - All, Skill Focus: Stealth, Snatch, Vital Strike

**Skills** Appraise +13, Bluff +18, Diplomacy +25, Fly +12, Knowledge (Arcana) +25, Knowledge (Local) +25, Knowledge (Planes) +25, Linguistics +10, Perception +24, Sense Motive +24, Spellcraft +25, Stealth +18, Survival +24

**Languages** Abyssal, Common, Daemonic, Draconic, Orc, Shoanti, Undercommon, Varisian

**SQ** Ghost Bane, Umbral Scion

SPECIAL ABILITIES

**Frightful Presence (180 feet, 5d6 rounds) (DC 23**) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Breath weapon (50-ft. cone, 12d8 neg. energy, every 1d4 rounds, Ref half) (Su)** Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

**Crush (Small creatures, 2d8+12) (DC 23)** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

**Shadow Breath (3/day) (Su)** Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon. A successful save negates the blindness and reduces Str drain to 1d4 points.

**Ghost Bane (Su)** A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Gargoyle, Brute CR 7 XP 3,200

Male Gargoyle, Brute CE Large Monstrous Humanoid (Earth)

**Init** +1 Senses Darkvision (60 feet); **Perception** +9

DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex , -1 size, +7 natural)

**hp** 84 (8d10+48)

**Fort** +8 **Ref** +7 **Will** +6

**DR** 10/magic

OFFENSE

**Spd** 40 ft; Flight (80 feet, Average)

**Melee** Bite (Gargoyle, Brute) +14 (1d8+7/20/x2)

Claw x4 (Gargoyle, Brute) +14 x4 (1d6+7/20/x2)

Gore (Gargoyle, Brute) +14 (1d8+7/20/x2)

TACTICS

**During Combat** Gargoyle brutes wade into combat, focusing on a single foe if possible. They attempt to grapple anyone who proves to be particularly dangerous, allowing other gargoyles to gang up on them.

**Morale** These creatures do not retreat from combat.

STATISTICS

**Str** 24 (+7) **Dex** 12 (+1) **Con** 22 (+6) **Int** 6 (-2) **Wis** 11 (+0) **Cha** 7 (-2)

**Base Atk** +8; **CMB** +16**;** **CMD** 27

**Feats** Alertness, Hover, Improved Natural Armor, Multiattack, Simple Weapon Proficiency - All

**Skills** Fly +10, Perception +9, Stealth +4

**Languages** Common, Terran

**SQ** Freeze

SPECIAL ABILITIES

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Sergeant Lashton CR 14 XP 38,400

Male Human Fighter (Roughrider) 9 LE Medium Undead (Human)

**Init** +6 Senses Darkvision (60 feet); **Perception** +0

DEFENSE

**AC** 23, touch 11, flat-footed 22 (+1 Dex , +10 armor, +2 natural)

**hp** 98 (9d10+2d8+22)

**Fort** +8 **Ref** +5 **Will** +6

**Defensive Abilities**: Channel Resistance +4; **Immune** cold, undead traits; **DR** 5/bludgeoning

OFFENSE

**Spd** 20 ft

**Melee** *+2 Lance* +20/+15 (1d8+12/19-20/x3)

Claw x2 (Skeletal Champion) +16 x2 (1d4+6/20/x2)

Gauntlet (from Armor) +16/+11 (1d3+4/20/x2)

Masterwork Longsword +17/+12 (1d8+4/19-20/x2)

**Special Attacks**: Leap from the Saddle, Mounted Mettle +2

TACTICS

**During Combat** Lashton can command the skeletons under his service, directing them to set up flanking opportunities or simply to harry and distract intruders as needed. He can control his mount as a free action and need only make Ride checks when performing special combat moves or using his Mounted Combat feat.

**Morale** Sergeant Lashton fights until destroyed.

STATISTICS

**Str** 19 (+4) **Dex** 14 (+2) **Con** 0 (+2) **Int** 4 (-3) **Wis** 10 (+0) **Cha** 14 (+2)

**Base Atk** +10; **CMB** +14; **CMD** 25

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Greater Weapon Focus: Lance, Improved Critical: Lance, Improved Initiative, Martial Weapon Proficiency - All, Mounted Combat, Power Attack -3/+6, Ride-by Attack, Shield Proficiency, Simple Weapon Proficiency - All, Skill Focus: Ride, Spirited Charge, Tower Shield Proficiency, Trample, Trick Riding, Vital Strike, Weapon Focus: Lance, Weapon Specialization: Lance

**Skills** Intimidate +7, Ride +17

**Languages** Common

**SQ** Armored Charger, Steadfast Mount +2

**Combat Gear** *+2 Lance*, Masterwork Longsword, *+1 Full Plate*

SPECIAL ABILITIES

**Mounted Mettle +2 (Ex)** At 5th level, a roughrider and his mount gain a +1 bonus on attack and damage rolls when he is mounted or adjacent to his mount. This bonus increases by +1 for every four levels after 5th. This ability replaces weapon training 1, 2, 3, and 4.

**Steadfast Mount +2 (Ex)** At 2nd level, after a roughrider has spent 1 hour practicing with a mount, the mount gains a +1 dodge bonus to AC and a +1 morale bonus on saves, but only while the roughrider is mounted on it or adjacent to it. This bonus increases by +1 for every four levels after 2nd. This ability replaces bravery.

Sergeant Lashton's Skeletal Nightmare CR 6 XP 2,400

Male Nightmare NE Large Undead ( Extraplanar)

**Init** +9 Senses Darkvision (60 feet); **Perception** +0

DEFENSE

**AC** 28, touch 14, flat-footed 25 (+3 Dex , +10 armor, -1 size, +4 natural, +2 misc)

**hp** 65 (6d8)

**Fort** +3 **Ref** +8 **Will** +7

**Immune** cold, undead traits; **DR** 5/bludgeoning

OFFENSE

**Spd** 45 ft; Flight (90 feet, Good)

**Melee** Bite (Nightmare) +10 (1d4+7/20/x2)

Claw x2 (Skeleton) +10 x2 (1d6+7/20/x2)

Gauntlet (from Armor) +10/+5 (1d4+7/20/x2)

Hooves x2 (Nightmare) +5 x2 (1d6+3/20/x2)

TACTICS

**During Combat** The skeletal nightmare follows Lashton's commands unerringly, taking attacks as directed by him.

**Morale** The skeletal nightmare fights until destroyed.

STATISTICS

**Str** 24 (+7) **Dex** 20 (+5) **Con** 0 (+0) **Int** 0 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

**Base** **Atk** +7; **CMB** +15; **CMD** 30

**Feats** Improved Initiative, Martial Weapon Proficiency - All, Simple Weapon Proficiency - All

Skills

**Languages** Abyssal, Infernal

**SQ** Smoke (DC 15)

**Combat Gear** *+1 Mithral Full Plate*

SPECIAL ABILITIES

**Smoke (DC 15) (Su)** In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 16 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.

Skeleton (Human) CR 1/3 XP 135

Male Human NE Medium Undead (Human)

**Init** +6 Senses Darkvision (60 feet); **Perception** +0

DEFENSE

**AC** 24, touch 11, flat-footed 23 (+1 Dex , +9 armor, +2 shield, +2 natural)

**hp** 4 (1d8)

**Fort** +0 **Ref** +2 **Will** +2

**Immune** cold, undead traits; **DR** 5/bludgeoning

OFFENSE

**Spd** 20 ft

**Melee** Heavy Shield Bash -6 (1d4+2/20/x2)

Claw x2 (Skeleton) -11 x2 (1d4+1/20/x2)

Gauntlet (from Armor) -6 (1d3+2/20/x2)

Longsword -6 (1d8+2/19-20/x2)

STATISTICS

**Str** 15 (+2) **Dex** 14 (+2) **Con** 0 (+0) **Int** 0 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

**Base** **Atk** +0; **CMB** +2; **CMD** 13

**Feats** Armor Proficiency (Light), Improved Initiative, Martial Weapon Proficiency - All, Simple Weapon Proficiency - All

**Languages** Common

**Combat Gear** Longsword, Full Plate, Shield, Heavy Steel

**Other Gear** Full Plate (1500 gp), Longsword (15 gp), Shield, Heavy Steel (20 gp)

Skeleton (Human) CR 1/3 XP 135

Male Human NE Medium Undead (Human)

**Init** +6 Senses Darkvision (60 feet); **Perception** +0

DEFENSE

**AC** 24, touch 11, flat-footed 23 (+1 Dex , +9 armor, +2 shield, +2 natural)

**hp** 4 (1d8)

**Fort** +0 **Ref** +2 **Will** +2

**Immune** cold, undead traits; **DR** 5/bludgeoning

OFFENSE

**Spd** 20 ft

**Melee** Heavy Shield Bash -6 (1d4+2/20/x2)

Claw x2 (Skeleton) -11 x2 (1d4+1/20/x2)

Gauntlet (from Armor) -6 (1d3+2/20/x2)

Longsword -6 (1d8+2/19-20/x2)

STATISTICS

**Str** 15 (+2) **Dex** 14 (+2) **Con** 0 (+0) **Int** 0 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

**Base** **Atk** +0; **CMB** +2; **CMD** 13

**Feats** Armor Proficiency (Light), Improved Initiative, Martial Weapon Proficiency - All, Simple Weapon Proficiency - All

**Languages** Common

**Combat Gear** Longsword, Full Plate, Shield, Heavy Steel

**Other Gear** Full Plate (1500 gp), Longsword (15 gp), Shield, Heavy Steel (20 gp)

Zombie (Human) CR 1/2 XP 200

Male Human NE Medium Undead (Human)

**Init** +0 Senses Darkvision (60 feet); **Perception** +0

DEFENSE

**AC** 12, touch 10, flat-footed 12 (0 Dex , +2 natural)

**hp** 12 (2d8+3)

**Fort** +0 **Ref** +0 **Will** +3

**Immune** undead traits; **DR** 5/slashing

OFFENSE

**Spd** 30 ft

**Melee** Slam (Zombie) +4 (1d6+4/20/x2)

STATISTICS

**Str** 17 (+3) **Dex** 10 (+0) **Con** 0 (+0) **Int** 0 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Simple Weapon Proficiency - All, Toughness +3

**Languages** Common

**SQ** Staggered

SPECIAL ABILITIES

**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Scarwall Guard CR 6 XP 2,400

Minotaur CE Large Undead

**Init** +7 Senses Darkvision (60 feet); **Perception** +11

DEFENSE

**AC** 16, touch 12, flat-footed 13 (+3 Dex , -1 size, +4 natural)

**hp** 39 (8d8-8)

**Fort** +3 **Ref** +5 **Will** +7

**Defensive Abilities**: Channel Resistance +4; **Immune** cold, undead traits; **DR** 5/bludgeoning

OFFENSE

**Spd** 30 ft

**Melee** Claw x2 (Skeletal Champion) +6 x2 (1d6+3/20/x2)

Gore (Minotaur) +6 (1d6+3/20/x2)

Masterwork Greataxe +13/+8 (3d6+9/20/x3)

**Ranged** Masterwork Crossbow, Light +9/+4 (2d6/19-20/x2)

**Special Attacks**: Powerful charge (gore +11, 2d6+6)

TACTICS

**During Combat** Scarwall guards open combat with a charge, then continue to fight with their melee weaponry. They only resort to crossbows if they simply can't reach a victim.

**Morale** Scarwall guards fight until destroyed.

STATISTICS

**Str** 23 (+6) **Dex** 16 (+3) **Con** 0 (-1) **Int** 4 (-3) **Wis** 13 (+1) **Cha** 8 (-1)

**Base Atk** +6; **CMB** +13; **CMD** 26

**Feats** Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack -2/+4, Simple Weapon Proficiency - All, Weapon Focus: Greataxe

**Skills** Intimidate +5, Perception +11, Stealth +5, Survival +8

**Languages** Giant

**SQ** Natural Cunning

**Combat Gear** Masterwork Greataxe, Masterwork Crossbow, Light

**Other Gear** 10 – Bolts, Crossbow (2 gp)

SPECIAL ABILITIES

**Powerful charge (gore +11, 2d6+6) (Ex)** When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Wraith CR 5 XP 1,600

Male Wraith LE Medium Undead (Incorporeal)

**Init** +7 Senses Darkvision (60 feet), Lifesense (60'); **Perception** +10

**Aura** Unnatural Aura

DEFENSE

**AC** 18, touch 18, flat-footed 15 (+3 Dex , +5 deflection)

**hp** 47 (5d8+25)

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

**Defensive Abilities**: Channel Resistance +2, Incorporeal; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits

OFFENSE

**Spd** 0 ft; Flight (60 feet, Good)

**Melee** Unarmed +6 (1d3 +3 /1d6 Con Drain/ 1d6 Level DC 17 Fort)

**Special Attacks**: 1d6 CON drain (Melee Touch Attack), Energy Drain: Melee Touch Attack (1d6 levels) (DC

STATISTICS

**Str** 0 (+3) **Dex** 16 (+3) **Con** 0 (+5) **Int** 14 (+2) **Wis** 14 (+2) **Cha** 21 (+5)

**Base Atk** +3; **CMB** +6; **CMD** 24

**Feats** Blind-Fight, Combat Reflexes (4 AoO/round), Improved Initiative, Simple Weapon Proficiency - All

**Skills** Diplomacy +10, Intimidate +13, Knowledge (Planes) +7, Perception +10, Sense Motive +10, Stealth +11

**Languages** Common, Infernal

**SQ** Create Spawn, Sunlight Powerlessness

SPECIAL ABILITIES

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

**1d6 CON drain**: Melee Touch Attack Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

**Energy Drain: Melee Touch Attack (1d6 levels) (DC 17) (Ex)** This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

**Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.

Wraith, Dread CR 6 XP 1,600

Male Wraith LE Large Undead (Incorporeal)

**Init** +8 Senses Darkvision (60 feet), Lifesense (60'); **Perception** +12

**Aura** Unnatural Aura

DEFENSE

**AC** 20, touch 20, flat-footed 16 (+4 Dex , -1 size, +7 deflection)

**hp** 57 (5d8+35)

**Fort** +8 **Ref** +5 **Will** +8

**Defensive Abilities**: Channel Resistance +2, Incorporeal; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits

OFFENSE

**Spd** 0 ft; Flight (60 feet, Good)

**Melee** Unarmed +6 (1d4 +4 /1d6 Con Drain/ 1d6 Level DC 19 Fort)

**Special Attacks**: 1d6 CON drain (Melee Touch Attack), Energy Drain: Melee Touch Attack (1d6 levels) (DC

STATISTICS

**Str** 0 (+4) **Dex** 18 (+4) **Con** 0 (+7) **Int** 18 (+4) **Wis** 18 (+4) **Cha** 25 (+7)

**Base Atk** +3; **CMB** +8; **CMD** 29

**Feats** Blind-Fight, Combat Reflexes (5 AoO/round), Improved Initiative, Simple Weapon Proficiency - All

**Skills** Diplomacy +12, Fly +14, Intimidate +15, Knowledge (Planes) +9, Knowledge (Religion) +12, Perception +12, Sense Motive +12, Stealth +8

**Languages** Common, Giant, Infernal, Other Language, Other Language

**SQ** Create Spawn, Sunlight Powerlessness

SPECIAL ABILITIES

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

**1d6 CON drain**: Melee Touch Attack Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

**Energy Drain: Melee Touch Attack (1d6 levels) (DC 19) (Ex)** This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

**Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.

Shadow, Greater CR 8 XP 4,800

Male Shadow, Greater CE Medium Undead (Incorporeal)

**Init** +5 Senses Darkvision (60 feet); **Perception** +13

DEFENSE

**AC** 18, touch 18, flat-footed 12 (+5 Dex , +2 deflection, +1 dodge)

**hp** 58 (9d8+18)

**Fort** +5 **Ref** +8 **Will** +7

**Defensive Abilities**: Channel Resistance +2, Incorporeal; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits

OFFENSE

**Spd** 0 ft; Flight (40 feet, Good)

**Melee** Unarmed Strike +11/+6 (1d3 + 5/1d8 Str)

STATISTICS

**Str** 0 (+5) **Dex** 20 (+5) **Con** 0 (+2) **Int** 6 (-2) **Wis** 12 (+1) **Cha** 15 (+2)

**Base Atk** +6; **CMB** +11; **CMD** 29

**Feats** Dodge, Flyby Attack, Mobility, Simple Weapon Proficiency - All, Skill Focus: Perception, Skill Focus: Stealth

**Skills** Fly +15, Perception +13, Stealth +20

**SQ** Create Spawn, Strength Damage

SPECIAL ABILITIES

**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 greater shadow's touch deals 1d8 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.

Loute CR 6 XP 2,400

Male Human Expert 6 CN Medium

**Init** +5 Senses Darkvision (60 feet); **Perception** +16

DEFENSE

**AC** 15, touch 15, flat-footed 14 (+1 Dex , +4 deflection)

**hp** 54 (6d8+24)

**Fort** +6 **Ref** +5 **Will** +4

**Defensive Abilities**: Channel Resistance +4, Incorporeal, Rejuvenation; **Immune** critical hits, precision damage, undead traits

OFFENSE

**Spd** 30 ft; Flight (30 feet, Perfect)

**Special Attacks**: Corrupting Touch 6d6 (DC 17), Draining Touch

STATISTICS

**Str** 0 (+1) **Dex** 12 (+1) **Con** 0 (+4) **Int** 11 (+0) **Wis** 8 (-1) **Cha** 18 (+4)

**Base Atk** +4; **CMB** +5; **CMD** 20

**Feats** Armor Proficiency (Light), Improved Initiative, Lightning Reflexes, Simple Weapon Proficiency - All, Skill Focus: Perform (Act), Weapon Finesse

**Skills** Acrobatics +9, Bluff +13, Diplomacy +13, Perception +16, Perform (Act) +16, Perform (Oratory) +13, Profession (Jester) +8, Sense Motive +8, Stealth +13

**Languages** Common

SQ

SPECIAL ABILITIES

**Draining Touch (Su)** The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Pegg CR 6 XP 2,400

Male Human Expert 6 CN Medium

**Init** +5 Senses Darkvision (60 feet); **Perception** +16

DEFENSE

**AC** 15, touch 15, flat-footed 14 (+1 Dex , +4 deflection)

**hp** 54 (6d8+24)

**Fort** +6 **Ref** +5 **Will** +4

**Defensive Abilities**: Channel Resistance +4, Incorporeal, Rejuvenation; **Immune** critical hits, precision damage, undead traits

OFFENSE

**Spd** 30 ft; Flight (30 feet, Perfect)

**Special Attacks**: Corrupting Touch 6d6 (DC 17), Draining Touch

STATISTICS

**Str** 0 (+1) **Dex** 12 (+1) **Con** 0 (+4) **Int** 11 (+0) **Wis** 8 (-1) **Cha** 18 (+4)

**Base Atk** +4; **CMB** +5; **CMD** 20

**Feats** Armor Proficiency (Light), Improved Initiative, Lightning Reflexes, Simple Weapon Proficiency - All, Skill Focus: Perform (Act), Weapon Finesse

**Skills** Acrobatics +9, Bluff +13, Diplomacy +13, Perception +16, Perform (Act) +16, Perform (Oratory) +13, Profession (Jester) +8, Sense Motive +8, Stealth +13

**Languages** Common

SQ

SPECIAL ABILITIES

**Draining Touch (Su)** The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Cinder Ghoul CR 7 XP 3,200

Cinder Ghoul CE Large Undead (Fire)

**Init** +9 Senses Darkvision (60 feet); **Perception** +12

DEFENSE

**AC** 20, touch 14, flat-footed 15 (+5 Dex , -1 size, +6 natural)

**hp** 84 (8d12+32)

**Fort** +6 **Ref** +9 **Will** +7

**Defensive Abilities**: Channel Resistance +2; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, fire, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits; **Weaknesses** Vulnerability to Cold; **DR** 10/magic

OFFENSE

**Spd** 30 ft; Flight (40 feet, Perfect)

**Melee** Slam x2 (Cinder Ghoul) +10 x2 (1d8+3/20/x2)

**Special Attacks**: Negetive level (DC 18), Burn (DC 18), Smoke Inhalation (DC 18)

TACTICS

**During Combat** The cinder ghouls are nearly mindless, and move to attack the closest targets. On the first round that a cinder ghoul is adjacent to a foe at the start of that round, the ghoul attempts its smoke inhalation attack while the other ghoul continues to fight. Although they will pursue foes into the nearby pantry to the southwest, they do not pursue foes further into the castle.

**Morale** The cinder ghouls fight until destroyed.

STATISTICS

**Str** 16 (+3) **Dex** 20 (+5) **Con** 0 (+4) **Int** 4 (-3) **Wis** 12 (+1) **Cha** 19 (+4)

**Base Atk** +6; **CMB** +10; **CMD** 25

**Feats** Flyby Attack, Improved Initiative, Lightning Reflexes, Simple Weapon Proficiency - All, Weapon Finesse

**Skills** Perception +12

**Languages** Common (can't speak)

**SQ** Smoke Form

SPECIAL ABILITIES

**Negetive level (DC 18) (Ex**) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

**Burn (DC 18) (Ex)** A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see Pathfinder RPG Core Rulebook, page 444).

**Smoke Inhalation (DC 18) (Su)** As a full round action, this creature can attempt to force some of its smoky form into the lungs of an adjacent living opponent. The target must succeed at a Fortitude save or inhale part of the creature. Smike burns for 1 point of Constitution damage each round for 1d4+2 rounds. The affected creature may attempt another fortitude save each round to cough out the burning reside.

**Smoke Form (Su)** A cinder ghoul can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the cinder ghoul acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 50 feet (perfect).

Corpse Orgy CR 13 XP 25,600

Corpse Orgy CE Large Aberration

**Init** +4 Senses All-Around Vision, Darkvision (60 feet), Tremorsense (60 feet)

**Perception** +21

DEFENSE

**AC** 22, touch 9, flat-footed 22 (0 Dex , -1 size, +13 natural)

**hp** 200 (16d8+128)

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

**DR** 10/piercing or slashing

OFFENSE

**Spd** 30 ft

**Melee**  Slam x4 (Corpse Orgy) +17 x4 (2d6+5/20/x2)

**Special Attacks**: Absorb Body (DC 25), Pain Shriek (DC 25)

TACTICS

**During Combat** Upon attacking, the corpse orgy immediately looses a pain shriek. It then relies on its undeadlike appearance to cause opponents to waste turn attempts and other undead-affecting attacks against it.

**Morale** If reduced to 30 hp or less, the corpse orgy attempts to flee deeper into Scarwall.

STATISTICS

**Str** 21 (+5) **Dex** 10 (+0) **Con** 24 (+7) **Int** 14 (+2) **Wis** 14 (+2) **Cha** 16 (+3)

**Base Atk** +12; **CMB** +18; **CMD** 28

**Feats** Blind-Fight, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack -4/+8, Simple Weapon Proficiency - All, Toughness +16, Weapon Focus: Slam

**Skills** Climb +24, Escape Artist +19, Perception +21, Sense Motive +18, Stealth +15, Swim +24

**Languages** Common, Common, Orc, Shoanti

**SQ** Improved Grab

SPECIAL ABILITIES

**Absorb Body (DC 25) (Su)** This creature can absorb the physical body of any creature that has been reduced below 0 hit points by moving into the body's space and remaining in contact with it for 1 full round. A living opponent can make a DC 25 Fortitude save to resist absorbtion. A dead opponent gets no saving throw. When it absorbes a body, the creature gains 12 temporary hit points. A creature that was not yet dead dies upon being absorbed. The Saving throw is constitution based.

**Pain Shriek (DC 25) (Su)** The creature can as a standard action, unleash a piercing shriek from the various heads captured in its form. The shriek deals 10d6 points of sonic damage to all creature within a 40 foot radius. Affected creatures can make a DC 25 Fortitude save for half damage. The save is constitution based.

**Improved Grab (Ex)** To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Mandraivus The Lost (Wraith, Dread) CR 6 XP 2,400

Male Wraith LE Large Undead (Incorporeal)

**Init** +8 Senses Darkvision (60 feet), Lifesense (60'); **Perception** +12

**Aura** Unnatural Aura

DEFENSE

**AC** 20, touch 20, flat-footed 16 (+4 Dex , -1 size, +7 deflection)

**hp** 104 (5d8+35)

**Fort** +8 **Ref** +5 **Will** +8

**Defensive Abilities**: Channel Resistance +2, Incorporeal; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits

OFFENSE

**Spd** 0 ft; Flight (60 feet, Good)

**Melee** Touch Attack +7 (1d6 Con Drain / 1d6 Level Drain DC 19 Fort)

TACTICS

**During Combat** In life a noble warrior, Mandraivus focuses his wrath on characters who remind him of his former life. Paladins, heavily armored fighters, and clerics of militant deities are his favored targets, but anyone who wields a bastard sword trumps all other targets. He lunges at such a target, he shrieks, "You shall not have Serithtial! She is mine and no other's!"

**Morale** Mandraivus fights until destroyed.

STATISTICS

**Str** 0 (+4) **Dex** 18 (+4) **Con** 0 (+7) **Int** 18 (+4) **Wis** 18 (+4) **Cha** 25 (+7)

**Base Atk** +3; **CMB** +8; **CMD** 29

**Feats** Blind-Fight, Combat Reflexes (5 AoO/round), Improved Initiative, Simple Weapon Proficiency - All

**Skills** Diplomacy +12, Fly +14, Intimidate +15, Knowledge (Planes) +9, Knowledge (Religion) +12, Perception +12, Sense Motive +12, Stealth +8

**Languages** Common, Giant, Infernal, Other Language, Other Language

**SQ** Create Spawn, Sunlight Powerlessness

SPECIAL ABILITIES

**Unnatural Aura (Su**) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

**1d6 CON drain:** Melee Touch Attack Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

**Energy Drain: Melee Touch Attack (1d6 levels) (DC 19) (Ex)** This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

**Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.

Malatrothe, Night Hag CR 9 XP 6,400

Female Night Hag NE Medium Outsider ( Extraplanar)

**Init** +4 Senses Darkvision (60 feet); **Perception** +16

DEFENSE

**AC** 25, touch 14, flat-footed 21 (+4 Dex , +11 natural)

**hp** 92 (8d10+48)

**Fort** +14 **Ref** +8 **Will** +11

**SR** 24; **Immune** charm, fear, cold, fire, sleep; **DR** 10/cold iron, 10/magic

OFFENSE

**Spd** 30 ft

**Melee** Bite (Night Hag) +13 (2d6+5/20/x2)

Claw x2 (Night Hag) +13 x2 (1d4+5/20/x2)

TACTICS

**During Combat** Malatrothe has met her fair share of deadly foes in her planar travels, and knows that the surest route to death is to underestimate foes. She treats the PCs as dangerous, and avoids engaging melee with them at the start of a battle, relying on magic missile and ray of enfeeblement to attack at range. As long as the dimensional lock is in effect, she can't become ethereal unless she leaves Scarwall, so she does her best to keep a fast retreat route open.

**Morale** Malatrothe retreats from battle if brought below 40 hit points, attempting to leave the castle grounds so she can escape into the ethereal plane where her loyal nightmare mount waits patiently for her. If she escapes from a fight with the PCs, she puts them "on her list." She doesn't return to Scarwall, but does spend some time researching the PCs and learning more about them. She may come back to dream haunt them as early as the next adventure.

STATISTICS

**Str** 21 (+5) **Dex** 19 (+4) **Con** 22 (+6) **Int** 18 (+4) **Wis** 16 (+3) **Cha** 17 (+3)

**Base** **Atk** +8; **CMB** +13; **CMD** 27

**Feats** Alertness, Combat Casting, Deceitful, Martial Weapon Proficiency - All, Mounted Combat, Simple Weapon Proficiency - All

**Skills** Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (Arcana) +12, Knowledge (Planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

**Languages** Abyssal, Celestial, Common, Infernal, Varisian

**SQ** Change Shape (any humanoid, alter self), Disease (DC 20), Dream Haunting, Heartstone

SPECIAL ABILITIES

**Change Shape (any humanoid, alter self) (Su)** A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. The creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their descriptions.

**Disease (DC 20) (Su)** Demon Fever: Bite - injury; save Fort DC 20; onset immediate; frequency 1/day; effect 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves. The save DC is Constitution-based.

**Dream Haunting (Su)** A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Bishop Zev Ravenka CR 14 XP 38,400

Male Demilich LE Tiny Undead

**Init** +4 Senses Darkvision (60 feet); **Perception** +18

DEFENSE

**AC** 16, touch 12, flat-footed 16 (0 Dex , +2 size, +4 natural)

**hp** 90 (10d8+50)

**Fort** +8 **Ref** +5 **Will** +14

**Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, magic, physical ability damage, acid, cold, disease, electricity, mind-affecting, non-lethal damage, paralysis, poison, polymorph, sleep, stunning, undead traits; **DR** 20/vorpal

OFFENSE

**Spd** 30 ft; Flight (30 feet, Perfect)

**Special** **Attacks**: Trap the Soul (8/day) (DC 22)

TACTICS

**During Combat** It takes the demilich a round to fully awaken once his remains are disturbed. During this round, his skull floats into the air, and the ashes and bone fragments scatter as if caught in a vortex around the altar. On the second round, Zev Ravenka chooses a target in range and attempts to trap that creature's soul, continuing to trap souls every round until reduced to less than 20 hit points, at which time he uses his wail of the banshee spell-like ability. He saves his greater bestow curse to use against foes who have attacks that particularly damage him.

**Morale** Rev Zavenka attacks until destroyed.

STATISTICS

**Str** 10 (+0) **Dex** 10 (+0) **Con** 0 (+5) **Int** 20 (+5) **Wis** 20 (+5) **Cha** 20 (+5)

**Base Atk** +7; **CMB** +5; **CMD** 15

**Feats** Ability Focus: Trap the Soul, Improved Initiative, Iron Will, Lightning Reflexes, Simple Weapon Proficiency - All, Skill Focus: Knowledge (Arcana)

**Skills** Bluff +15, Fly +17, Knowledge (Arcana) +24, Knowledge (History) +10, Knowledge (Planes) +10, Knowledge (Religion) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +21

**Languages** Abyssal, Common, Giant, Infernal, Shoanti, Varisian

**SQ** Rejuvenation

SPECIAL ABILITIES

**Trap the Soul (8/day) (DC 22) (Su)** A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target within 300 feet. The target is allowed a DC 24 Fortitude save to resist the effect. If the target makes its saving throw, it gains three negative levels, and the demilich does not lose that use of trap the soul for the day. If the target fails its save, the soul of the target is drawn from its body and trapped within one of the gems in the demilich’s skull. The gem gleams for 24 hours, indicating the captive soul within. A soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hoursat the end of that time the soul is completely absorbed, and the victim is forever gone. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of resurrection, true resurrection, clone, or miracle. The save DC is Charimsa-based.

Nihil (Devil, Ashmede) CR 13 XP 25,600

Female Devil, Ashmede LE Large Outsider (Devil Extraplanar )

**Init** +3 Senses Darkvision (60 feet), See in Darkness; **Perception** +24

**Aura** Fear Aura (30 feet) (DC 19)

DEFENSE

**AC** 30, touch 14, flat-footed 27 (+3 Dex , -1 size, +16 natural, +2 deflection)

**hp** 114 (12d10+60) **Fast Healing** 5

**Fort** +9 **Ref** +11 **Will** +11

**Resist** acid 10, cold 10, **spells** 23; **Immune** fire, poison; **DR** 10/good

OFFENSE

**Spd** 40 ft; Flight (60 feet, Good)

**Melee** *+1 Unholy Scythe* +20/+15/+10 (2d6+11/19-20/x4)

Wing x2 (Devil, Ashmede) +13 x2 (1d6+3/20/x2)

TACTICS

**Before Combat** As soon as she receives reports that the region is being invaded by the PCs, Nihil activates greater invisibility (and continues to do so as the spell expires), then uses prying eyes to explore Scarwall's heights in search of the PCs. If she finds them, she watches their tactics to familiarize herself with their capabilities. As soon as it looks like the PCs are about to reach this chamber, she summons a chain devil to augment her defenses.

**During Combat** When Nihil attacks, any minions she has nearby attempt to isolate individuals and wear them down before switching to other targets, letting Nihil make as many final kills as possible. As soon as the PCs are all within this chamber, she utters a blasphemy, followed in the next two rounds by horrid wilting and chain lightning. If one PC in particular seems to be more dangerous than others (such as a heavily armored fighter with weapons that can penetrate her damage reduction), she uses forcecage to separate that character from the battle, to be dealt with later.

**Morale** Nihil is unable to flee as long as she remains a spirit anchor, and thus fights to the death.

STATISTICS

**Str** 24 (+7) **Dex** 16 (+3) **Con** 20 (+5) **Int** 14 (+2) **Wis** 16 (+3) **Cha** 17 (+3)

**Base Atk** +12; **CMB** +20; **CMD** 35

**Feats** Combat Expertise +/-4, Flyby Attack, Improved Critical: Scythe, Lunge, Martial Weapon Proficiency - All, Simple Weapon Proficiency - All, Skill Focus: Perception, Weapon Focus: Scythe

**Skills** Acrobatics +15, Bluff +18, Fly +20, Intimidate +15, Knowledge (Planes) +17, Perception +24, Stealth +14, Survival +15

**Languages** Celestial, Common, Draconic, Infernal

**Combat Gear** *+1 Unholy Scythe*

SPECIAL ABILITIES

**Fear Aura (30 feet) (DC 19)** The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

**Telepathy (100 feet) (Su)** The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Summon Devil (1 Chain devil, 100%) (Sp)** A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Captain Castothrane CR 16 XP 76,800

Male Human Fighter 10 LE Medium Undead (Human)

**Init** +5 Senses Darkvision (60 feet); **Perception** +6

DEFENSE

**AC** 29, touch 11, flat-footed 28 (+1 Dex , +11 armor, +5 shield, +2 natural)

**hp** 114 (10d10+2d8+36)

**Fort** +12 **Ref** +6 **Will** +8

**Defensive Abilities**: Bravery +3, Channel Resistance +4; **Immune** cold, undead traits; **DR** 5/bludgeoning

OFFENSE

**Spd** 30 ft

**Melee** Heavy Shield Bash +16/+11/+6 (1d4+5/20/x2)

*+2 Battleaxe* +22/+17/+12 (1d8+11/19-20/x3)

Claw x2 (Skeletal Champion) +11 x2 (1d4+2/20/x2)

Gauntlet (from Armor) +16/+11/+6 (1d3+5/20/x2)

**Ranged** Masterwork Longbow, Composite (Str +5) +14/+9/+4 (1d8+6/20/x3)

**Special Attacks**: Weapon Training: Axes, Weapon Training: Bows

TACTICS

**During Combat** Castothrane uses Power Attack, seeking a point where it becomes difficult to hit regularly with his second attack. He also attempts to maneuver the fight out onto one of the nearby parapets, so he can attempt to bull rush enemies off the edge - anyone who falls from either parapet takes 6d6 damage from the fall to the rocky shoreline below. Although Castothrane would like nothing better than to pursue fleeing enemies, his orders are to remain on this floor no matter what.

**Morale** Castothrane fights until destroyed, or until he receives his circlet.

STATISTICS

**Str** 21 (+5) **Dex** 12 (+1) **Con** 0 (+3) **Int** 10 (+0) **Wis** 10 (+0) **Cha** 16 (+3)

**Base Atk** +11; **CMB** +16; **CMD** 27

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Bleeding Critical, Critical Focus, Great Fortitude, Greater Shield Focus, Greater Weapon Focus: Battleaxe, Improved Critical: Battleaxe, Improved Initiative, Improved Shield Bash, Iron Will, Lightning Reflexes, Martial Weapon Proficiency - All, Power Attack -3/+6, Shield Focus, Shield Proficiency, Simple Weapon Proficiency - All, Tower Shield Proficiency, Weapon Focus: Battleaxe, Weapon Specialization: Battleaxe

**Skills** Climb +9, Intimidate +18, Perception +6, Ride +10, Sense Motive +6

**Languages** Common

**SQ** Armor Training 2

**Combat Gear** *+2 Battleaxe*, Masterwork Longbow, Composite (Str +5), +1 Shield, Heavy Steel, +2 Full Plate

**Other Gear** 20 – Arrows (1 gp)

SPECIAL ABILITIES

**Ring of Immolation** A ring of immolation appears as two ashen gray hands clasping each other; the ring itself is made of pumice and hardened ash, but is as strong as metal. As a free action, the wearer can activate the ring to create a fire shield (warm) on himself. The wearer of a ring of immolation can activate a fire shield on himself for up to 10 rounds each day. The duration of the fire shield need not be consecutive rounds. If the wearer takes magical cold damage, the ring automatically activates for one round if any rounds remain, protecting the wearer from the cold damage as per the spell. Moderate evocation (fire); CL 10th; Forge Ring, fire shield; Cost 6,000 gp + 480 XP

Shadow, Greater CR 8 XP 4,800

Male Shadow, Greater CE Medium Undead (Incorporeal)

**Init** +5 Senses Darkvision (60 feet); **Perception** +13

DEFENSE

**AC** 18, touch 18, flat-footed 12 (+5 Dex , +2 deflection, +1 dodge)

**hp** 58 (9d8+18)

**Fort** +5 **Ref** +8 **Will** +7

**Defensive Abilities**: Channel Resistance +2, Incorporeal; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits

OFFENSE

**Spd** 0 ft; Flight (40 feet, Good)

**Melee** Unarmed Strike +11/+6 (1d3 + 5/1d8 Str)

STATISTICS

**Str** 0 (+5) **Dex** 20 (+5) **Con** 0 (+2) **Int** 6 (-2) **Wis** 12 (+1) **Cha** 15 (+2)

**Base Atk** +6; **CMB** +11; **CMD** 29

**Feats** Dodge, Flyby Attack, Mobility, Simple Weapon Proficiency - All, Skill Focus: Perception, Skill Focus: Stealth

**Skills** Fly +15, Perception +13, Stealth +20

**SQ** Create Spawn, Strength Damage

SPECIAL ABILITIES

**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 greater shadow's touch deals 1d8 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.

Danse Macabre CR 14 XP 38,400

Danse Macabre NE Large Undead (Incorporeal)

**Init** +11 Senses Darkvision (60 feet), Lifesense (60'); **Perception** +26

**Aura** Dance of Death (DC 25)

DEFENSE

**AC** 22, touch 22, flat-footed 14 (+7 Dex , -1 size, +5 deflection, +1 dodge)

**hp** 184 (16d12+80)

**Fort** +10 **Ref** +14 **Will** +13

**Defensive Abilities**: Channel Resistance +4, Incorporeal; **SR** 30; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, cold, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits

OFFENSE

**Spd** 30 ft; Flight (40 feet, Perfect)

**Melee** Incorporeal Scythe +18/+13/+8 (2d6+10/20/x4)

**Special Attacks**: Dance of Death (DC 25)

TACTICS

**During Combat** When a danse macabre senses living creatures, it begins its dance of death in hopes of entrapping them in its embrace. It attacks those who resist its dance of death with its incorporeal scythe and pursues escaping victims until it can no longer sense them. However, if some individuals succumb to its dance of death, it will not move so far away as to free other victims from its aura. The danse macabre does not use its incorporeal touch attacks against creatures that have succumbed to the memento mori effect of its dance of death. Creatures that pretend to join the dance of death can stave off its incorporeal touch attacks by making Bluff checks opposed by its Sense Motive every round, thus escaping the danse macabres notice. A danse macabre continues to fight until destroyed.

**Morale** A danse macabre continues to fight until destroyed.

STATISTICS

**Str** 0 (+7) **Dex** 24 (+7) **Con** 0 (+5) **Int** 8 (-1) **Wis** 16 (+3) **Cha** 20 (+5)

**Base Atk** +12; **CMB** +20; **CMD** 43

**Feats** Ability Focus: Dance of Death, Alertness, Combat Reflexes (8 AoO/round), Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility, Simple Weapon Proficiency - All

**Skills** Fly +32, Perception +26, Sense Motive +26

**Languages** Common

**SQ** Con Drain 1d6 (DC 23), Deathless

**Other Gear** Incorporeal Scythe (36 gp)

SPECIAL ABILITIES

**Dance of Death (DC 25) (Su**) A danse macabre is constantly urrounded by a 40-foot aura known as the dance of death, and endless gala of dancing spectral figures. Any living creature that enters the ares must make a Will save. On a failed will save, the victim joins the dancers, takes 1d4 Con drain, and is effected by the spell Irresistible dance. Victims cannot willingly move from the place they are dancing. This is a mind-affecting compulsion. A victim who makes the save is immune for 24 hours

**Con Drain 1d6 (DC 23) (Su)** Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

**Deathless (Su)** As a manifestation of Death incarnate, a danse macabre is not itself subject to permanent destruction. If reduced to 0 hit points, it disappears but rejuvenates at full hit points in 1d4 days. Only by destroying the creature and then using the spell hallow to consecrate the site it manifested upon prevents the phantoms reappearance.

Devil, Barbed CR 11 XP 12,800

Male Devil, Barbed LE Medium Outsider (Devil Extraplanar )

**Init** +6 Senses Darkvision (60 feet), See in Darkness; **Perception** +21

DEFENSE

**AC** 26, touch 16, flat-footed 20 (+6 Dex , +10 natural)

**hp** 138 (12d10+72)

**Fort** +14 **Ref** +14 **Will** +8

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

OFFENSE

**Spd** 30 ft

**Melee**  Claw x2 (Devil, Barbed) +18 x2 (2d8+6/19-20/x2)

**Special Attacks**: Grab

STATISTICS

**Str** 23 (+6) **Dex** 23 (+6) **Con** 22 (+6) **Int** 12 (+1) **Wis** 15 (+2) **Cha** 18 (+4)

**Base Atk** +12; **CMB** +18; **CMD** 34

**Feats** Alertness, Cleave, Combat Reflexes (7 AoO/round), Improved Critical: Claw, Iron Will, Martial Weapon Proficiency - All, Power Attack -4/+8, Simple Weapon Proficiency - All

**Skills** Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (Planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

**Languages** Celestial, Common, Draconic, Infernal

**SQ** Barbed Defense, Fear (DC 20), Impale

SPECIAL ABILITIES

**Telepathy (100 feet) (Su)** The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Summon (level 4, 1 barbed devil 35%) (1/day) (Sp)** A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

**Barbed Defense (Su)** A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

**Fear (DC 20) (Su)** A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Impale (Ex)** A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Devil, Bone CR 9 XP 6,400

Male Devil, Bone LE Large Outsider (Devil Extraplanar )

**Init** +9 Senses Darkvision (60 feet), See in Darkness; **Perception** +19

**Aura** Frightful Presence (5 feet, 1d6 rounds) (DC 19)

DEFENSE

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

**hp** 105 (10d10+50)

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

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

OFFENSE

**Spd** 40 ft; Flight (60 feet, Good)

**Melee**  Bite (Devil, Bone) +14 (1d8+5/20/x2)

Claw x2 (Devil, Bone) +14 x2 (1d6+5/20/x2)

Sting (Devil, Bone) +14 (3d4+5/20/x2)

**Special Attacks**: Poison: Sting - injury (DC 20)

STATISTICS

**Str** 21 (+5) **Dex** 21 (+5) **Con** 20 (+5) **Int** 16 (+3) **Wis** 15 (+2) **Cha** 18 (+4)

**Base Atk** +10; **CMB** +16; **CMD** 31

**Feats** Alertness, Combat Reflexes (6 AoO/round), Improved Initiative, Iron Will, Martial Weapon Proficiency - All, Quicken Spell-Like Ability: Invisibility (3/day), Simple Weapon Proficiency - All

**Skills** Bluff +17, Diplomacy +17, Fly +22, Intimidate +17, Knowledge (Planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

**Languages** Celestial, Common, Draconic, Infernal

SPECIAL ABILITIES

**Frightful Presence (5 feet, 1d6 rounds) (DC 19)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Telepathy (100 feet) (Su)** The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Poison**: Sting - injury (DC 20) (Ex) 1d3 Str damage 1/round for 6 rounds, cure 2 consecutive saves.

**Summon (level 4, 1 bone devil, 35%) (1/day) (Sp)** A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Devil, Imp CR 2 XP 600

Male Devil, Imp LE Tiny Outsider (Devil Extraplanar )

**Init** +3 Senses Darkvision (60 feet); **Perception** +7

DEFENSE

**AC** 17, touch 16, flat-footed 13 (+3 Dex , +2 size, +1 natural, +1 dodge)

**hp** 16 (3d10) **Fast Healing 2** (Ex)

**Fort** +1 **Ref** +6 **Will** +4

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

OFFENSE

**Spd** 20 ft; Flight (50 feet, Perfect)

**Melee**  Sting (Devil, Imp) +8 (1d4/20/x2)

STATISTICS

**Str** 10 (+0) **Dex** 17 (+3) **Con** 10 (+0) **Int** 13 (+1) **Wis** 12 (+1) **Cha** 14 (+2)

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Dodge, Martial Weapon Proficiency - All, Simple Weapon Proficiency - All, Weapon Finesse

**Skills** Acrobatics +9, Bluff +8, Fly +21, Knowledge (Arcana) +7, Knowledge (Planes) +7, Perception +7, Spellcraft +7

**Languages** Common, Infernal

**SQ** Change Shape (boar, giant spider, rat, or raven)

SPECIAL ABILITIES

**Poison: Sting- Injury (DC 13) (Ex)** 1d2 Dex, 1/round for 6 rounds cure 1 save.

**Augury (1/day) (Sp)** Use Augury as a spell-like ability 1/day

**Commune (1/week) (Sp)** As the spell, but only ask 6 questions once per week. Caster level 12th.

**Detect Good (At will) (Sp)** As the spell. Caster level 6th

**Detect Magic (At will) (Sp)** As the spell. Caster level 6th

**Invisibility (At will) (Sp)** As the spell, self only. Caster level 6th

**Suggestion (1/day) (Sp)** As the spell. Caster level 6th, DC 15. Once per day.

**Change Shape (boar, giant spider, rat, or raven, beast shape I)** You can assume the form of a monstrous spider, raven, rat or boar as a standard action. This is similar to a Polymorph (CL 12) except that you don't regain HP for changing forms, and you can only assume one or two forms no larger than Medium. You gain the natural weapons and extraordinary special abilities of your new form.

General Gorstav CR 11 XP 12,800

Male Half-Orc Fighter (Two-Handed Fighter) 12 NE Medium

**Init** +8 Senses Darkvision (60 feet); **Perception** +0

DEFENSE

**AC** 26, touch 15, flat-footed 22 (+3 Dex , +11 armor, +1 deflection, +1 dodge)

**hp** 88 (12d10)

**Fort** +8 **Ref** +8 **Will** +4

OFFENSE

**Spd** 20 ft

**Melee** *+2 Thundering Warhammer* +25/+20/+15 (1d8+18/19-20/x3 + 2d8 sonic DC 14 Fort or perm def)

Gauntlet (from Armor) +19/+14/+9 (1d3+7/20/x2)

**Special Attacks**: Backswing, Overhand Chop, Piledriver, Shattering Strike +3, Weapon Training: Hammers, Weapon Training: Pole Arms

TACTICS

**During Combat** Although Gorstav retains his military training, he fights without any joy or fear or emotion of any kind, almost as if he were little more than a construct programmed to mimic an accomplished fighter's skills. He fights two-handed with his warhammer in order to maximize his Strength bonus to damage.

**Morale** Gorstav fights until destroyed.

STATISTICS

**Str** 24 (+7) **Dex** 18 (+4) **Con** 10 (+0) **Int** 4 (-3) **Wis** 10 (+0) **Cha** 10 (+0)

**Base Atk** +12; **CMB** +19; **CMD** 34

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes (5 AoO/round), Dodge, Furious Focus, Greater Weapon Focus: Warhammer, Greater Weapon Specialization: Warhammer, Improved Critical: Warhammer, Improved Initiative, Martial Weapon Proficiency - All, Mobility, Power Attack -4/+8, Shield Proficiency, Simple Weapon Proficiency - All, Spring Attack, Tower Shield Proficiency, Vital Strike, Weapon Focus: Warhammer, Weapon Specialization: Warhammer

**Skills** Handle Animal +9, Ride +10

**Languages** Common, Orc

**SQ** Orc Ferocity (1/day)

**Combat Gear** *+2 Thundering Warhammer, +2 Mithral Full Plate*

SPECIAL ABILITIES

**Backswing (Ex)** At 7th level, when a two-handed fighter makes a full attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the f irst. This ability replaces armor training 2.

**Overhand Chop (Ex)** At 3rd level, when a two-handed fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls. This ability replaces armor training 1.

**Piledriver (Ex)** At 11th level, as a standard action, a two-handed fighter can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity. This ability replaces armor training 3.

**Shattering Strike +3 (Ex)** At 2nd level, a two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd. This ability replaces bravery.

**Orc Ferocity (1/day)** 1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Gug CR 10 XP 9,600

Male Gug CE Large Aberration ()

**Init** +1 Senses Darkvision (60 feet); **Perception** +27

DEFENSE

**AC** 24, touch 10, flat-footed 23 (+1 Dex , -1 size, +14 natural)

**hp** 127 (15d8+60)

**Fort** +9 **Ref** +6 **Will** +12

**Immune** disease, poison

OFFENSE

**Spd** 40 ft; Climbing (20 feet)

**Melee** Bite (Gug) +17 (1d8+7/20/x2)

Claw x4 (Gug) +17 x4 (1d6+7/20/x2)

Rend x2 (Gug) +17 x2 (1d6+10/20/x2)

TACTICS

**During Combat** In battle, gugs prefer to use multiple claw attacks on individual targets in hopes of hitting and enabling multiple rend attacks

**Morale** Gugs are fearless in combat when in the presence of other - especially more powerful - gugs, but when left to their own devices usually flee if reduced to half their hit points. In these situations they are also prone to dragging fallen opponents away from combat in order to feed.

STATISTICS

**Str** 25 (+7) **Dex** 12 (+1) **Con** 18 (+4) **Int** 11 (+0) **Wis** 16 (+3) **Cha** 11 (+0)

**Base A**tk +11; **CMB** +19; **CMD** 30

**Feats** Awesome Blow, Blind-Fight, Combat Reflexes (2 AoO/round), Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack -3/+6, Simple Weapon Proficiency - All, Skill Focus: Perception

**Skills** Escape Artist +13, Knowledge (Dungeoneering) +10, Perception +27, Stealth +15, Survival +21

**Languages** Undercommon

**SQ** Compression

SPECIAL ABILITIES

**Compression (Ex**) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Hell Hound, Nessian CR 9 XP 6,400

Male Hell Hound, Nessian LE Large Outsider ( Extraplanar Fire )

**Init** +6 Senses Darkvision (60 feet), Scent; **Perception** +12

DEFENSE

**AC** 24, touch 11, flat-footed 22 (+2 Dex , +6 armor, -1 size, +7 natural)

**hp** 126 (12d10+60)

**Fort** +13 **Ref** +10 **Will** +5

**Immune** fire; **Weaknesses** Vulnerability to Cold

OFFENSE

**Spd** 40 ft

**Melee** Bite (Hell Hound, Nessian) +20 (2d6+12/19-20/x2)

**Special Attacks**: Breath weapon (30-ft. cone, once every 1d4 rounds,

STATISTICS

**Str** 27 (+8) **Dex** 15 (+2) **Con** 21 (+5) **Int** 4 (-3) **Wis** 12 (+1) **Cha** 6 (-2)

**Base Atk** +12; **CMB** +21; **CMD** 33

**Feats** Alertness, Armor Proficiency (Light), Improved Critical: Bite, Improved Initiative, Martial Weapon Proficiency - All, Shield Proficiency, Simple Weapon Proficiency - All, Skill Focus: Stealth, Skill Focus: Survival, Weapon Focus: Bite

**Skills** Acrobatics +16, Perception +12, Stealth +21, Survival +15

**Languages** Infernal

IIldervok, Nightwing CR 14 XP 38,400

Male Nightshade, Nightwing CE Huge Undead (Extraplanar Nightshade)

**Init** +8 Senses Darksense, Darkvision (60 feet), Low-Light Vision; **Perception** +25

**Aura** Desecrating Aura

DEFENSE

**AC** 29, touch 12, flat-footed 25 (+4 Dex , -2 size, +17 natural)

**hp** 195 (17d8+85)

**Fort** +12 **Ref** +11 **Will** +17

**SR** 25; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, cold, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits; **Weaknesses** Light Aversion; **DR** 15/good, 15/silver

OFFENSE

**Spd** 30 ft; Flight (60 feet, Good)

**Melee** Bite (Nightshade, Nightwing) +23 (4d10+20/19-20/x2)

**Special Attacks**: Bite +4d6 Cold, Magic Drain (DC 23)

STATISTICS

**Str** 31 (+10) **Dex** 18 (+4) **Con** 0 (+5) **Int** 18 (+4) **Wis** 21 (+5) **Cha** 21 (+5)

**Base** **Atk** +12; **CMB** +24; **CMD** 38

**Feats** Cleave, Combat Reflexes (5 AoO/round), Command Undead (DC 28), Great Cleave, Improved Critical: Bite, Improved Initiative, Improved Sunder, Power Attack -4/+8, Simple Weapon Proficiency - All, Snatch

**Skills** Fly +24, Knowledge (Arcana) +24, Knowledge (Religion) +24, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +16, Swim +27

**Languages** Abyssal, Common, Infernal

**SQ** Channel Negative Energy 7d6 (8/day) (DC 28)

SPECIAL ABILITIES

**Desecrating Aura (Su)** All nightshades have a 30-foot-radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by dispel evil, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by consecrate or hallow; both effects are negated within any overlapping area of effect.

**Telepathy (100 feet) (Su)** The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Light Aversion (Ex)** A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.

+8 Stealth in darkness (Ex) You gain a bonus to Stealth Checks under the listed conditions.

**Bite** +4d6 Cold (Ex) The creature's attack or attacks deal the specified amount of energy damage in addition to their normal damage.

**Magic Drain (DC 23) (Su)** The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 23 Will save or one spell effect currently affecting him immediately ends - determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained - hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a DC 23 Will save. Damage dealt to an item is applied after the effects of magic drain are applied. The save DC is Charisma-based.

**Summon (level 6, 2 greater shadows) (Sp)** A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

**Channel Negative Energy 7d6 (8/day) (DC 28) (Su)** A good cleric (or neutral cleric of a good deity) can channel positive energy. Evil clerics (or neutral clerics of evil deities) channel negative energy. A cleric who meets neither of those criteria can do one, but not the other (player's choice - this also determines whether he can spontaneously Cure or Inflict). You can channel energy Charisma modifier + 3 times per day.

Kleestad CR 15 XP 51,200

Male Kleestad NE Gargantuan Aberration (Aquatic)

**Init** +3 Senses Darkvision (60 feet), Tremorsense (120 feet); **Perception** +11

DEFENSE

**AC** 30, touch 5, flat-footed 30 (-1 Dex , -4 size, +25 natural)

**hp** 232 (16d8+160)

**Fort** +15 **Ref** +4 **Will** +8

**Resist** cold 10, **spells** 22; **Immune** to pain, acid, death and necromancy effects, mind-affecting, paralysis, poison; **DR** 10/magic or slashing

OFFENSE

**Spd** 30 ft; Climbing (20 feet), Swimming (40 feet)

**Melee** Bite (Kleestad) +24 (2d6+16/20/x2)

Claw x2 (Kleestad) +25 x2 (3d6+16/19-20/x2)

**Special Attacks**: Breath Weapon, Acid Blood (DC 28), Pain (DC 30)

TACTICS

**During Combat** Kleestad's first act upon erupting from the lake is to use his breath weapon on the largest concentration of PCs. He then moves in to engage them in melee, focusing his wrath on anyone who seems to be attempting to take Serethtial. Kleestad will not pursue foes out of this chamber, but will chase foes up onto the rocky beach at area 46.

**Morale** Kleestad fights to the death

STATISTICS

**Str** 43 (+16) **Dex** 8 (-1) **Con** 30 (+10) **Int** 5 (-3) **Wis** 7 (-2) **Cha** 7 (-2)

**Base Atk** +12; **CMB** +32; **CMD** 41

**Feats** Ability Focus: Pain, Combat Reflexes (2 AoO/round), Diehard (Immune to Pain), Endurance, Improved Critical: Claw, Improved Initiative, Power Attack -4/+8, Rending Claws, Simple Weapon Proficiency - All, Weapon Focus: Claw

**Skills** Climb +30, Perception +11, Swim +30

**Languages** Common

**SQ** Amphibious

SPECIAL ABILITIES

**Breath Weapon, Acid Blood (DC 28) (Su)** 50- cone of acid blood. once every 1d4 rounds. 12d6 acid and be nauseated. Reflex for half and negates the nausea.

**Pain (DC 30) (Su**) Any creature struck by Kleesdad's claws becomes wracked with supernatural waves of pain. The pain inclicts 1d4 strength damage. In addition the victim must make a Fort Save to avoid suffering -4 attack, skill, and ability for as long as he suffers the strength damage.

Prelate Aruth (Mummy, Lord) CR 12 XP 19,200

Male Mummy Cleric 8 LE Medium Undead

**Init** +5 Senses Darkvision (60 feet); **Perception** +26

**Aura** Despair (DC 21)

DEFENSE

**AC** 29, touch 11, flat-footed 28 (+1 Dex , +8 armor, +10 natural)

**hp** 144 (16d8+64)

**Fort** +15 **Ref** +7 **Will** +19

**Defensive Abilities**: Death's Embrace; **Resist** fire 10; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits; **Weaknesses** Vulnerability to Fire; **DR** 5/—

OFFENSE

**Spd** 15 ft

**Melee** Slam (Mummy) +18 (1d8+20/19-20/x2)

**Special Attacks**: Bleeding Touch 5 rounds (8/day)

**Cleric Spells Known** (CL 8, melee touch +20, ranged touch +13, DC 15)

4 – *Air Walk, Dismissal, Divine Favor, Inflict Critical WoundsD*

3 – *Animate DeadD, Deeper Darkness, Dispel Magic, Invisibility Purge, Searing Light*

2 – *Bull’s Strength, Death KnellD, Hold Person, Silence, Spiritual Weapon*

1 – *Bane, Command, Deathwatch, Divine Favor, Doom, Sield of Faith, True StrikeD*

Cantrips – *Detect Magic, Guidance, Read Magic, Resistance*

STATISTICS

**Str** 26 (+8) **Dex** 12 (+1) **Con** 0 (+3) **Int** 8 (-1) **Wis** 20 (+5) **Cha** 17 (+3)

**Base Atk** +12; **CMB** +20; **CMD** 31

**Feats** Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Great Fortitude, Improved Critical: Slam, Improved Initiative, Power Attack -4/+8, Shield Proficiency, Simple Weapon Proficiency - All, Skill Focus: Perception, Toughness +18, Weapon Focus: Slam

**Skills** Knowledge (Religion) +12, Perception +26, Stealth +11

**Languages** Common

**SQ** Aura, Aura of Destruction +4 (8 rounds/day), Channel Negative Energy 4d6 (6/day) (DC 17), Cleric Domain: Death, Cleric Domain: Destruction, Mummy Rot (DC 21), Spontaneous Casting

**Combat Gear** *+2 Breastplate*

**Other Gear***Brooch of Shielding, Cloak of Resistance +2, Ring of Minor Fire Resistance*

SPECIAL ABILITIES

**Despair (DC 22) (Su**) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Death's Embrace (Ex)** At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

**Bleeding Touch 4 rounds (8/day) (Sp)** As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Destructive Smite +4 (8/day) (Su)** You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Aura of Destruction +4 (8 rounds/day) (Su**) At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against targets in this aura (including you) gain a morale bonus on damage equal to 1/2 your cleric level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.

**Channel Negative Energy 4d6 (6/day) (DC 17) (Su)** A good cleric (or neutral cleric of a good deity) can channel positive energy. Evil clerics (or neutral clerics of evil deities) channel negative energy. A cleric who meets neither of those criteria can do one, but not the other (player's choice - this also determines whether he can spontaneously Cure or Inflict). You can channel energy Charisma modifier + 3 times per day.

**Mummy Rot (DC 21) (Su)** Curse and disease-slam; save Fort DC 16; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure -. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Spectre CR 7 XP 3,200

Male Spectre LE Medium Undead (Incorporeal)

**Init** +7 Senses Darkvision (60 feet); **Perception** +17

**Aura** Unnatural Aura

DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex , +2 deflection)

**hp** 52 (8d8+16)

**Fort** +4 **Ref** +5 **Will** +9

**Defensive Abilities**: Channel Resistance +2, Incorporeal; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits; **Weaknesses** Resurrection Vulnerability, Sunlight Powerlessness

OFFENSE

**Spd** 0 ft; Flight (80 feet, Perfect)

**Melee** Energy Drain +9/+4 (2 Negative Levels DC 16 Fort)

**Special Attacks**: Create Spawn, Energy Drain (2 levels) (DC 16)

STATISTICS

**Str** 0 (+3) **Dex** 16 (+3) **Con** 0 (+2) **Int** 14 (+2) **Wis** 16 (+3) **Cha** 15 (+2)

**Base Atk** +6; **CMB** +9; **CMD** 24

**Feats** Blind-Fight, Improved Initiative, Simple Weapon Proficiency - All, Skill Focus: Perception, Weapon Focus: Melee Touch Attack

**Skills** Intimidate +13, Knowledge (History) +10, Knowledge (Religion) +13, Perception +17, Stealth +14, Survival +11

**Languages** Common

SPECIAL ABILITIES

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

**Resurrection Vulnerability (Su**) A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

**Sunlight Powerlessness (Ex)** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

**Create Spawn (Su)** Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

**Energy Drain (2 levels) (DC 16) (Ex**) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Mithrodar (Chained Spirit) CR 14 XP 38,400

Male Chained Spirit LE Medium Undead (Incorporeal)

**Init** +8 Senses Darkvision (60 feet), Spectral Sight, Spirit Sense;

**Perception** +26

DEFENSE

**AC** 39, touch 31, flat-footed 27 (+4 Dex , +9 deflection, +8 misc, +8 Anchored Spirit)

**hp** 203 (14d8+140) , **Fast Healing** 20 (5 per Anchor)

**Fort** +13 **Ref** +10 **Will** +14

**Defensive Abilities**: Anchored spirit, Incorporeal, Spirit Anchor; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, undead traits; **Weaknesses** Spectral Bindings

OFFENSE

**Spd** 30 ft; Flight (60 feet, Perfect)

**Melee** Incorporeal Touch (Chained Spirit) +14 (1d4+4/20/x2)

Chains x4 +9 (2d4 + 5 x4)

**Special Attacks**: Chains, Charisma Drain (DC 26), Create Spawn

STATISTICS

**Str** 0 (+4) **Dex** 19 (+4) **Con** 0 (+9) **Int** 15 (+2) **Wis** 20 (+5) **Cha** 29 (+9)

**Base Atk** +10; **CMB** +14; **CMD** 45

**Feats** Alertness, Combat Reflexes (5 AoO/round), Flyby Attack, Improved Initiative, Lightning Reflexes, Simple Weapon Proficiency - All, Toughness +14, Weapon Focus: Chains

**Skills** Bluff +26, Diplomacy +23, Fly +29, Knowledge (History) +10, Perception +26, Sense Motive +26, Stealth +13

**Languages** Common, Common

SPECIAL ABILITIES

**Telepathy (500 feet) (Su)** The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Anchored spirit (Su)** This ability represents one spirit anchor. It provides a +2 AC, 1 chain attack, Fast healing +5. Use the In-Play tab to adjust the current number of Anchored spirits.

**Spirit Anchor (Su)** Through the use of its chain spirit ability (see below), a chained spirit can gain power by binding other powerful creatures to a specific area. There are several facets to this ability, both for the chained spirit and those bound by it. Gaining A Spirit Anchor: Any time a chained spirit creates a spirit anchor using its chain spirit ability, it gains the following benefits: a +2 profane bonus to Armor Class, fast healing 5, an incorporeal chain attack, immunity to being turned, rebuked, or controlled, spectral sight, and spectral bindings (see below). These benefits stack. Therefore, a chained spirit with 4 spirit anchors gains a +8 profane bonus to AC, fast healing 20, four chain attacks, and immunity to being turned, rebuked, or controlled. (The stats presented here represent a chain spirit with 4 spirit anchors and include all the associated benefits.) In addition, for as long as at least one of its spirit anchors exists, a chained spirit cannot be destroyed. If reduced to 0 hit points, the chained spirit reappears with full hit points 1 minute later. A chained spirit can have up to 4 spirit anchors at any time. Losing a Spirit Anchor: If a spirit anchor is destroyed or released, a chained spirits benefits are reduced: its AC is reduced by 2, its fast healing is reduced by 5, and it looses one of its chain attacks. If all of a chained spirits spirit anchors are destroyed, it gains no profane bonus to AC, has no fast healing, has no chain attacks, and can be permanently destroyed, but is released from the the effects of its spectral bindings. A chained spirit who is reduced from 4 spirit anchors to 3 cannot use its chain spirit ability for 24 hours. After that time, though, it can attempt to establish a new spirit anchor as normal. Losing more spirits does not affect this ability. Spirit Anchor Effects: A creature that becomes an anchor spirit is affected in two ways. First, it instantly regains any Charisma drained from it by the chain spirit ability of the chained spirit it becomes anchored to. Secondly, it is bound to the location it became an anchoring spiritthe exact spot where it was reduced to 0 Charisma by the chain spirit ability. Spirit anchors typically cannot move farther than 100 feet from this anchor spot. In the cases of creatures that require wider mobility to fulfill their physical needs, a chain spirit can relax its grip on creatures, allowing them to range farther afield. However, the chain spirit can employ a compulsion similar to geas/quest at will, forcing the spirit anchor to return to its anchor spot. A spirit anchor that ignores the compulsion take 1d6 points of Charisma damage per day until it returns. The anchor spirits own death, or the spells dispel evil, dispel law, freedom, miracle, or wish, can release a spirit anchor. Beyond this restraint, a chained spirit holds no special control over its spirit anchors.

**Spectral Bindings (Su)** A chained spirit is extremely mobile with one major hindrance: no matter how far it moves on its turn, as long as it has at least one anchoring spirit, it automatically returns to its starting place when its turn is ended. This immediate return does not count as an action and does not provoke attacks of opportunity as the spirit simply reappears back in its original position. In essence, the chained spirit is eternally confined to a single square throughout its existence except the distance it can travel in a single round before returning to its starting position. If another creature occupies the space it has left, that creature is shunted to the closest available square. If a solid object occupies it starting square, its incorporeal nature allows it to return regardless. Even a force effect cannot thwart it as it simply reappears within the square, though if it is surrounded by a force effect, the chained spirit is then effectively trapped.

**Chains (Su)** Numerous chains extend from a chained spirit, a number of theseone for every anchoring spiritare corporeal and can make melee attacks. These corporeal chains are treated as evil, magical weapons and deal damage in addition to Charisma drain ability. They attack and make special attacks as if wielded one-handed by a creature with Strength 25. A sundered chain automatically reforms 1 round later.

**Charisma Drain (DC 26) (Su**) Any creature hit by a chained spirits chains or incorporeal touch attack must succeed on a DC 25 Will save or take 1d6 points of Charisma drain. The save DC is Charisma-based. On each such successful attack, the chained spirit gains 5 temporary hit points.

**Create Spawn (Su)** Any humanoid slain by a chained spirit becomes a spectre in 1d4 rounds. Spawn are under the command of the chained spirit that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.