Varisia: Sczarni Legbreaker CR 1 XP

Male Human Expert 1, Warrior 2 CN Medium

**Init** -1 **Perception** +4

DEFENSE

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

**hp** 20 (2d10+1d8+3 )

**Fort** +4 **Ref** -1 **Will** +4

OFFENSE

**Spd** 30 ft

**Melee** Dagger +4 (1d4+2 /19-20/x2 )

 Shortsword +4 (1d6+2 /19-20/x2 )

**Ranged** Dagger +1 (1d4+2 /19-20/x2 )

STATISTICS

**Str** 15 (+2 ) **Dex** 8 (-1 ) **Con** 12 (+1 ) **Int** 9 (-1 ) **Wis** 10 (+0 ) **Cha** 11 (+0 )

**Base Atk** +2 ; **CMB** +4 ; **CMD** 13

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Grapple, Improved Unarmed Strike, Iron Will, Martial Weapon Proficiency - All, Shield Proficiency, Simple Weapon Proficiency - All, Tower Shield Proficiency

**Skills** Intimidate +6, Knowledge (Geography) +3, Knowledge (Local) +3, Perception +4, Sense Motive +5, Stealth +3

**Languages** Common, Varisian

SQ

**Combat Gear** Leather

**Other Gear** 2 – Acid Flask (20 gp ), Leather (10 gp ), Scarf, Pocketed (8 gp )

Yzahnum CR 15 XP

Male Efreeti Fighter 4, Rogue 4 LE Large Outsider (Extraplanar, Fire)

**Init** +10 **Senses** Darkvision (60 feet) ; **Perception** +18

DEFENSE

**AC** 32 , touch 19 , flat-footed 24 (+6 Dex , +4 armor, -1 size, +9 natural, +2 deflection, +2 dodge )

**hp** 211 (14d10+4d8+108 )

**Fort** +14 **Ref** +18 **Will** +10

**Defensive Abilities**: Evasion, Uncanny Dodge; **Resist** cold 10, Daring +1; **Immune** fire

**Weaknesses** Vulnerability to Cold

OFFENSE

**Spd** 20 ft; Flight (40 feet, Perfect)

**Melee**  *+1 Flaming Scimitar* +26/+21/+16/+11 (1d8+11 /15-20 plus 1d6 fire)

 Slam x2 (Genie, Efreeti) +19 x2 (1d8+4 /20) or

 As Trifaccia *+1 flaming scimitar* +27/+22/+17/+12 (1d6+11/15-20 plus 1d6 fire)

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

**Special Attacks**: Change Size (DC 22), Heat, Positioning Attack (1/day), Powerful Sneak, Sneak Attack +2d6

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

At will – *detect magic, produce flame, pyrotechnics* (DC 15), *scorching ray* (1 ray)

3/day – *invisibility,* quickened *scorching ray, wall of fire*

1/day – three *wishes*, *permanent image* (DC 19), *gaseous form*

TACTICS

**During Combat** As Trifaccia, Yzahnum fights with a swashbucker’s grace and avoids the use of his spell-like abilities. Remember that as a Medium creature, his Armor Class is one point higher. If exposed as an efreeti, however, his tactics change; he uses flight to maintain distance and relies on scorching rays, walls of fire, and change size to shrink foes, reverting to melee only as necessary.

**Morale** Yzahnum knows when he’s outmatched. If reduced to 50 hit points or less, he attempts to escape via invisibility and flight back to Castle Korvosa—the terms of his current bargain with Ileosa prevents him from using plane shift to do so. If he escapes, the PCs might encounter him again once they begin to explore the castle

STATISTICS

**Str** 26 (+8 ) **Dex** 22 (+6 ) **Con** 22 (+6 ) **Int** 12 (+1 ) **Wis** 12 (+1 ) **Cha** 16 (+3 )

**Base Atk** +17 ; **CMB** +26 ; **CMD** 46

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Combat Reflexes (7 AoO/round), Deceitful, Dodge, Improved Critical: Scimitar, Improved Initiative, Improved Natural Armor, Martial Weapon Proficiency - All, Mobility, Quicken Spell-Like Ability: Scorching Ray (3/day), Quicken Spell-Like Ability: Scorching Ray (3/day), Rogue Weapon Proficiencies, Shield Proficiency, Simple Weapon Proficiency - All, Spring Attack, Tower Shield Proficiency, Weapon Focus: Scimitar, Weapon Specialization: Scimitar

**Skills** Acrobatics +17, Bluff +20, Craft (Weapons) +12, Diplomacy +19, Disguise +11, Fly +16, Intimidate +24, Perception +18, Sense Motive +18, Spellcraft +14, Stealth +23

**Languages** Auran, Common, Ignan, Infernal; telepath 100 ft

**SQ** Change Shape (humanoid or giant, alter self or gia, Deceptive Strike +1, Elusive +1

**Combat Gear** *dust of disappearance* (4 doses)

**Other Gear** *+1 Flaming Scimitar, belt of might constitution +4, bracers of armor +4, ring of minor cold resistance, ring of protection +2*

SPECIAL ABILITIES

**Vulnerability to Cold** You are vulnerable (+50% damage) to Cold damage.

**Heat (Ex)** An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples. The efreet (singular efreeti) are genies from the Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Sabina Merin CR 14 XP

Female Human Fighter (Weapon Master) 15 LN Medium

**Init** +5 **Perception** +9

DEFENSE

**AC** 33, touch 13, flat-footed 32 (+1 Dex , +12 armor, +3 shield, +2 deflection, +5 natural)

**hp** 169 (15d10+60 )

**Fort** +14 **Ref** +10 **Will** +8

OFFENSE

**Spd** 20 ft

**Melee** *+4 Wounding Falchion* +26/+21/+16 (2d4+31/15-20)

**Special Attacks**: Deadly Critical: Falchion (1/day), Reliable Strike: Falchion (3/day), Weapon Training +4: Falchion

TACTICS

**During Combat** Sabina does not directly attack the PCs; she sees them as the best tool she has to save Korvosa (and perhaps even Ileosa). Instead, she swoops low to confront them with her dragon mount, urging him through her Ride skill (since she and the dragon do not share a language) to land amid the PCs rather than to pursue a more tactically sound aerial assault. As the battle commences, Sabina continues to use Ride to maneuver the dragon into awkward positions; by making a DC 25 Ride check as a standard action, her tugging and kicking essentially renders the dragon flat- footed against the PCs. Eventually, the dragon realizes what she’s up to (see Zarmangarof’s tactics below) and begins attacking her, at which point she dismounts (Ride DC 20 to fast dismount) and cries out, “We need to kill this beast fast, before it realizes it has an entire city at hand to destroy!” She then focuses all of her attacks on the dragon, working with the PCs as best she can to kill it.

**Morale** Once Zarmangarof is defeated, Sabina casts aside her shield and sword and removes her helm. The time has come for her to choose sides—see “Sabina’s Redemption” on page 16.

**Standard Statistics: AC** 28, touch 13, flat-footed 27 (+1 Dex , +12 armor, +3 shield, +2 deflection)

STATISTICS

**Str** 20 (+5 ) **Dex** 12 (+1 ) **Con** 16 (+3 ) **Int** 10 (+0 ) **Wis** 8 (-1 ) **Cha** 13 (+1 )

**Base Atk** +15 ; **CMB** +20 (+24 disarm or sunder) ; **CMD** 33

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Diehard, Endurance, Greater Weapon Focus: Falchion, Greater Weapon Specialization: Falchion, Improved Critical: Falchion, Improved Initiative, Improved Iron Will (1/day), Iron Will, Lightning Reflexes, Martial Weapon Proficiency - All, Mounted Combat, Power Attack -4/+8, Ride-by Attack, Shield Proficiency, Simple Weapon Proficiency - All, Spirited Charge, Toughness +15, Tower Shield Proficiency, Vital Strike, Weapon Focus: Falchion, Weapon Specialization: Falchion

**Skills** Climb +3, Handle Animal +5, Intimidate +18, Knowledge (Local) +1, Perception +9, Profession (Soldier) +3, Ride +13, Swim +3

**Languages** Common

**Combat Gea**r *potion of cure serious wounds* (2)

**Gear** *+4 Wounding Falchion, +1 Animated Shield, Heavy Steel, +3 Full Plate, belt of giant strength +4, cloak of resistance +2, ring of feather falling, ring of protection +2*

SPECIAL ABILITIES

**Deadly Critical**: Falchion (1/day) (Ex) At 13th level, when a weapon master confirms a critical hit with his chosen weapon, he can increase the weapon’s damage multiplier by +1 as an immediate action. He can use this ability once per day at 13th level, plus one additional time per day for every three levels above 13th. This ability replaces weapon training 3.

**Reliable Strike:** Falchion (3/day) (Ex) At 5th level, a weapon master may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse. He can use this ability once per day at 5th level, plus one additional time per day for every five levels beyond 5th. This ability replaces weapon training 1.

**Vital Strike**(3/day) When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon’s damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities, precisions based-damage, and other damage bonuses. These extra weapon damage dice are not multiplies on a critical hit, but are added to the total.

Zarmangarof CR 11 XP

Male Dragon, Black, Adult CE Large Dragon (Water)

**Init** +5 **Senses** **Blindsense** (60 feet), **Darkvision** (120 feet) **Low-Light Vision**

 **Perception** +24

**Aura** Frightful Presence (180 feet, 5d6 rounds) (DC 19)

DEFENSE

**AC** 32, touch 10, flat-footed 31 (+1 Dex , -1 size, +18 natural, +4 armor)

**hp** 161 (14d12+70 )

**Fort** +14 **Ref** +10 **Will** +12

**SR** 22; **Immune** acid, paralysis, sleep; **DR** 5/magic

OFFENSE

**Spd** 60 ft; Flight (200 feet, Poor), Swimming (60 feet)

**Melee** Bite +21 (2d6+10 /20/x2 )

 Claw x2 +20 x2 (1d8+7 /20/x2 )

 Tail Slap +15 (1d8+10 /20/x2 )

 Wing x2 +15 x2 (1d6+3 /20/x2 )

**Space** 10ft, **Reach** 5 ft, (10 ft with bite)

**Special Attacks** Breath Weapon (80-ft. line, 12d6 acid, 1d4 rounds) (DC 22)

**Racial Spells Known** (CL 20 , melee touch +20 , ranged touch +14 , DC 12)

1 (6 /day) – *Burning Hands, Mage Armor, Magic Missle*

Cantrips - *Dancing Lights, Detect Magic, Mending, Message, Read Magic*

TACTICS

**During Combat** Zarmangarof has been geased to serve as Sabina’s mount, and charmed to be an ally to Queen Ileosa and her minions. These magical effects ensure his cooperation, and he follows Sabina’s commands via her Ride skill as demanded, but since he doesn’t speak Common and Sabina doesn’t speak Draconic, they have limited communication. While he’d rather stay in the air and use magic and acid against foes on the ground, he lands as directed by his rider. Once melee begins, each time Sabina makes a Ride check to render Zarmangarof flat-footed, the dragon gets to make a free Sense Motive check opposed by the result of Sabina’s Ride check to realize what she’s up to. In any event, once the dragon is reduced to fewer than 100 hit points, his frustration gets the better of him anyway and he turns on Sabina in anger. Once the dragon lashes out at Sabina, he immediately takes 3d6 points of damage from the geas and must make a DC 31 Will save to avoid becoming sickened as well. If, at any time, the charm monster and/or geas effect on the dragon are dispelled, he immediately turns on Sabina in this manner. Once the dragon does so, he takes to the air and uses breath weapons and magic against the PCs and Sabina unless he feels confident that he can finish the party off in melee without putting himself in any great danger.

**Morale** Zarmangarof is blinded by rage and frustration, and fights to the death as a result.

STATISTICS

**Str** 25 (+7 ) **Dex** 12 (+1 ) **Con** 21 (+5 ) **Int** 14 (+2 ) **Wis** 17 (+3 ) **Cha** 14 (+2 )

**Base Atk** +14 ; **CMB** +22 ; **CMD** 33

**Feats** Alertness, Improved Initiative, Improved Vital Strike, Power Attack -4/+8, Simple Weapon Proficiency - All, Skill Focus: Stealth, Vital Strike, Weapon Focus: Bite

**Skills** Fly +12, Handle Animal +16, Intimidate +19, Knowledge (Arcana) +19, Perception +24, Spellcraft +19, Stealth +20, Swim +32

**Languages** Common, Draconic, Giant

**SQ** Swamp Stride, Water Breathing

SPECIAL ABILITIES

**Frightful Presence (180 feet, 5d6 rounds) (DC 19**) This special quality makes a creature's very presence unsettling to foes. 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. On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. Frightful presence is a mind-affecting fear effect.

Gray Maiden (NPC ) CR 8 XP

Female Human Fighter (Shielded Fighter) 9 LE Medium

**Init** +2 **Perception** -1

DEFENSE

**AC** 26 , touch 11 , flat-footed 25 (+1 Dex , +11 armor, +4 shield )

**hp** 98 (9d10+27 )

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

**Defensive Abilities**: Active Defense, Bravery +2

OFFENSE

**Spd** 20 ft

**Melee** *+1 Longsword* +9/+4 (1d8+5/17-20)

 Heavy Shield Bash +9 (1d4+3/20)

**Ranged** Masterwork Longbow, Composite (Str +2) +12/+7 (1d8+2 /20/x3 )

**Special Attacks**: Shield Buffet (move action), Shield Fighter +2

TACTICS

**During Combat** Gray Maidens prefer to fight in melee, but they are trained to support their sisters with ranged weapons if no opportunity for melee presents itself.

**Morale** Gray Maidens fight to the death.

STATISTICS

**Str** 14 (+2 ) **Dex** 15 (+2 ) **Con** 16 (+3 ) **Int** 10 (+0 ) **Wis** 8 (-1 ) **Cha** 14 (+2 )

**Base Atk** +9 ; **CMB** +11 ; **CMD** 22

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Endurance, Greater Shield Focus, Improved Critical: Longsword, Improved Shield Bash, Iron Will, Martial Weapon Proficiency - All, Quick Draw, Shield Focus, Shield Proficiency, Shield Slam, Simple Weapon Proficiency - All, Tower Shield Proficiency, Two-weapon Fighting, Weapon Focus: Longsword, Weapon Specialization: Longsword

**Skills** Acrobatics +4, Climb +7, Intimidate +14

**Languages** Common

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

**Other Gear** 20 – Arrows (1 gp ), *cloak of resistance +1*

SPECIAL ABILITIES

**Active Defense +2 (Ex)** At 3rd level, a shielded fighter gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. This ability replaces armor training 1, 2, 3, and 4.

**Bravery +2 (Ex)** Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

**Shield Buffet (move action) (Ex)** At 9th level, as a move action, a shielded fighter may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a –2 penalty on its attack rolls against the shielded fighter and a –2 penalty to AC on attacks made by the shielded fighter until the beginning of his next turn.

**Shield Fighter +2 (Ex)** At 5th level, a shielded fighter gains a +1 bonus on attack and damage rolls when making a shield bash. These bonuses increase by +1 every four levels beyond 5th. With a full attack action, a shielded fighter may alternate between using his weapon or his shield for each attack. This action does not grant additional attacks or incur penalties as two-weapon fighting does. This ability replaces weapon training 1.

A45 TACTICS

**During Combat** The Gray Maidens take turns firing arrows through the arrow slits in area A54 at the PCs below, taking 5-foot steps to let the others have shots as necessary.

A52 TACTICS

**During Combat** These Gray Maidens do not leave their positions just before the Crimson Throne and do their best to prevent anyone from entering melee with the false Ileosa. If the false Ileosa is destroyed and her body melts, any surviving Gray Maidens are shocked at the sight, losing a round of actions as they try to cope with what they’ve just seen.

Bodak CR 8 XP

Male Bodak CE Medium Undead (Extraplanar )

**Init** +6 **Senses** Darkvision (60 feet) ; **Perception** +14

DEFENSE

**AC** 21 , touch 13 , flat-footed 18 (+2 Dex , +8 natural, +1 dodge )

**hp** 85 (10d8+40 )

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

**Resist** acid 10, fire 10; **Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, electricity, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, undead traits

**Weaknesses** Vulnerability to Sunlight; **DR** 10/cold iron

OFFENSE

**Spd** 20 ft

**Melee** Slam x2 (Bodak) +9 x2 (1d8+1 /20/x2 )

**Special Attacks**: Death Gaze (DC 18)

STATISTICS

**Str** 13 (+1 ) **Dex** 15 (+2 ) **Con** 0 (+3 ) **Int** 6 (-2 ) **Wis** 13 (+1 ) **Cha** 16 (+3 )

**Base** **Atk** +7 ; **CMB** +8 ; **CMD** 21

**Feats** Dodge, Improved Initiative, Mobility, Simple Weapon Proficiency - All, Toughness +10, Weapon Focus: Slam

**Skills** Intimidate +11, Perception +14, Stealth +10

**Languages** Common

SPECIAL ABILITIES

**Vulnerability to Sunlight (Ex)** Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

**Death Gaze (DC 18) (Su)** 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Devil, Erinyes CR 8 XP

Female Devil, Erinyes LE Medium Outsider (Devil Extraplanar )

**Init** +6 **Senses** Darkvision (60 feet), See in Darkness ; **Perception** +16

DEFENSE

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

**hp** 94 (9d10+45 )

**Fort** +11 **Ref** +12 **Will** +7

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

OFFENSE

**Spd** 30 ft; Flight (50 feet, Good)

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

**Ranged** *+1 Flaming Composite Longbow* (Str +5) +16/+11 (1d8+6/20/x3)

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

Contast – *true seeing*

At will – *fear* (DC 19)*, greater teleport, minor image* (DC 17), *unholy blight* (DC 19)

1/day – summon

STATISTICS

**Str** 20 (+5 ) **Dex** 23 (+6 ) **Con** 21 (+5 ) **Int** 14 (+2 ) **Wis** 18 (+4 ) **Cha** 21 (+5 )

**Base** **Atk** +9 ; **CMB** +14 ; **CMD** 31

**Feats** Combat Reflexes (7 AoO/round), Dodge, Martial Weapon Proficiency - All, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot On The Run, Simple Weapon Proficiency - All

**Skills** Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (Planes) +8, Knowledge (Religion) +8, Perception +16, Sense Motive +10, Stealth +15

**Languages** Celestial, Common, Draconic, Infernal, telepathy 100ft

**SQ** Entangle (DC 20)

**Combat Gear** *+1 Longsword, +1 Flaming Composite Longbow (Str +5)*

SPECIAL ABILITIES

**Summon (level 3, 2 bearded devils, 50%) (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. Summoned creatures automatically return whence they came after 1 hour

Akaruzug (NPC ) CR14 XP

Akaruzug LE Large Construct

**Init** +2 **Senses** Darkvision (60 feet), Low-Light Vision ; **Perception** +1

**Aura** Unhallow (40 ft) – *invisibility purge*

DEFENSE

**AC** 29 , touch 11 , flat-footed 27 (+2 Dex , -1 size, +18 natural )

**hp** 206 (32d10 )

**Fort** +10 **Ref** +12 **Will** +11

**Immune** construct traits (+30 hp), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning;

**Weaknesses** Soul Engine; ; **DR** 15/good

OFFENSE

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

**Melee**  Claw x2 (Akaruzug) +41 x2 (1d8+10 /20/x2 )

 Slam (Akaruzug) +41 (2d8+10 /20/x2 )

 Wing x2 (Akaruzug) +36 x2 (1d8+5 /20/x2 )

**Special Attacks**: Soul Slave, Soul Steal (DC 26)

STATISTICS

**Str** 30 (+10 ) **Dex** 14 (+2 ) **Con** 0 (+0 ) **Int** 0 (+0 ) **Wis** 12 (+1 ) **Cha** 1 (-5 )

**Base Atk** +32 ; **CMB** +43 ; **CMD** 55

**Feats** Simple Weapon Proficiency - All

**Languages** Common

SPECIAL ABILITIES

**Soul Engine (Su)** An akaruzug draws the energy it requires to function from a living creature crucified upon its frame. An active akaruzug (or another creature working with an inactive akaruzug) can spend 1 minute to bind a helpless or willing creature to the construct. Once the victim is restrained, the akaruzug draws the creature’s soul into it, an effect similar to the spell magic jar. While the soul remains in the akaruzug, the construct remains active. If the body crucified upon it is removed, the soul within the construct is freed and the akaruzug deactivates after 1d4 rounds. An akaruzug’s victim cannot be resurrected while its soul is still trapped within the construct.

The most likely ways to free a body from an active akaruzug are to pull it free or magically remove the body. A creature who makes a grapple attempt against an akaruzug can target the body hung on the construct. The akaruzug gains a +10 bonus on the opposed grapple check to keep its victim in place. If the akaruzug fails this check, its victim is freed. Casting a spell like teleport object on an akaruzug’s victim can remove it from its bindings. If a saving throw is allowed to resist the spell, the akaruzug makes it for its victim. As an akaruzug’s victim is dead, it no longer counts as a creature for the purposes of spells that target individuals. An akaruzug’s victim cannot be targeted in any ways besides these, and thus cannot be destroyed without first destroying the construct.

Destroying an akaruzug or removing its victim’s body releases the soul restrained within. A released soul is not returned to its body, however, and instead departs just as any other slain soul.

**Soul Slave (Su)** Using the soul trapped within its frame, an akaruzug can manifest ghostly representations of its victim to attack its enemies as a standard action. These soul slaves appear as the akaruzug’s victim did in life and wield a weapon favored by that individual. Aside from this, the soul slave functions similarly to the spell spiritual weapon cast by a 15th level cleric (though with an AC adjusted by the victim’s size). An akaruzug can use this ability up to three times a day.

**Soul Steal (DC 26) (Su)** An akaruzug can attempt to draw additional soul energy into it. Once every 1d4 rounds, the construct can unleash a blast of soul essence that seeks to flense the life force of any living creature within 20 feet. All living creatures in the area must make a DC 26 Fortitude save or gain 1d4 negative levels. The save DC is Constitution-based. For each negative level bestowed, the akaruzug gains 5 temporary hit points.

Devil, Bearded CR 5 XP

Devil, Bearded LE Medium Outsider (Devil Extraplanar )

**Init** +6 **Senses** Darkvision (60 feet), See in Darkness ; **Perception** +10

DEFENSE

**AC** 19 , touch 12 , flat-footed 17 (+2 Dex , +7 natural )

**hp** 57 (6d10+24 )

**Fort** +9 **Ref** +7 **Will** +3

**Resist** acid 10, cold 10, **SR** 16; **Immune** fire, poison; **DR** 5/good or silver

OFFENSE

**Spd** 40 ft

**Melee** Claw x2 (Devil, Bearded) +5 x2 (1d6+2 /20/x2 )

 Glaive +11/+6 (1d10+6 /20/x3 plus 2 bleed DC 17)

**Special** **Attacks**: Beard (DC 17), Infernal Wound

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

At will – *greater teleport*

1/day - summon

STATISTICS

**Str** 19 (+4 ) **Dex** 15 (+2 ) **Con** 19 (+4 ) **Int** 6 (-2 ) **Wis** 12 (+1 ) **Cha** 10 (+0 )

**Base Atk** +6 ; **CMB** +10 ; **CMD** 22

**Feats** Improved Initiative, Martial Weapon Proficiency - All, Power Attack -2/+4, Simple Weapon Proficiency - All, Weapon Focus: Glaive

**Skills** Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

**Languages** Celestial, Common, Draconic, Infernal, telepathy (100 ft)

**Combat Gear** Glaive

SPECIAL ABILITIES

**Beard (DC 17) (Ex)** If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills.

**Devil Chills: Disease** - injury; save Fort DC 17; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch-a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

**Summon (level 3, 1 bearded devil or 6 lemures, 50%) (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. 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, Barbed CR 12 XP

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**: fear, impale

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

At will – *greater teleport, hold person* (DC 17), *major image* (DC 17), *produce flame, pyrotechnics* (DC 16), *scorching ray* (2 rays)

1/day – *order’s wrath, unholy blight*, summon

TACTICS

**During Combat** As with all the castle’s devils, the Yallops know and recognize the PCs for who they are unless the characters are disguised. If they aren’t, the barbed devils yelp in shock, saying things like, “They’re here!” or “It’s them!” Each Yallop attempts to summon 1d6 bearded devils during the first round of combat, sending any devils they summon into melee with the PCs to give the barbed devils a chance to hang back and use their destructive spell-like abilities.

**Morale** As soon as one of the Yallops is reduced to 20 hit points or less, or if one of them feels the holy bite of Serithtial’s blade (“Yaaa! Yallops, it hurts like heaven!”), the barbed devils’ bravery collapses and they teleport to Sermignatto’s side in area A59.

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, telepathy (100 ft)

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

SPECIAL ABILITIES

**Grab (Medium) (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).

**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 . 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.

Imp CR 2 XP 600

Imp LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3 **Senses** darkvision 60 ft., see in darkness; **Perception** +7

DEFENSE

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

**hp** 16 (3d10); fast healing 2

**fort** +1, **Ref** +6, **Will** +4

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

OFFENSE

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

**Melee** sting +8 (1d4 plus poison)

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

**Spell-Like Abilities** (CL 6th)

Constant — *detect good, detect magic*

At will—*invisibility (self only)*

1/day—*augury, suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

**Base** **Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, 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, beast shape I)

SPECIAL ABILITIES

**Poison (Ex**) Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

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, 10d6 fire, Reflex 21)

TACTICS

**During Combat** Called by Togomor to serve as guardians with planar binding spells, these three advanced hell hounds move forward to engage any intruders immediately upon the false Ileosa’s command. They’re smart enough to aim their breath weapons to not catch the simulacrum or any Gray Maidens when they breathe.

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

Togomor (NPC ) CR 15 XP

Male Human Wizard 16 LE Medium

**Init** +3 **Senses** Darkvision (60 feet) ; **Perception** +16

DEFENSE

**AC** 19 , touch 11 , flat-footed 19 (-1 Dex, +4 armor, +4 shield, +2 deflection )

**hp** 162 (16d6+80 )

**Fort** +9 **Ref** +4 **Will** +10

OFFENSE

**Spd** 20 ft, fly 30 ft, climb 20 ft

**Wizard Spells Known** (CL 16 , melee touch +9 , ranged touch +7 , DC 16 )

8 (2 /day) – *Quickened* *Dimension Door, Polar Ray* (DC 25)

7 (3 /day) - *Prismatic Spray* (DC 24 ), *Project Image, Spell Turning*

6 (4 /day) --*Disintegrate, Dispel Magic, Quickened Greater Invisibility, Summon Monster VI*

5 (5 /day) - *Cloudkill, Cone of Cold* (DC 22 ), *Feeblemind, Quickened Magic Missile,*  *~~Overland Flight~~*

4 (5 /day) - *Dimension Door, Dimension Door, Fear, Illusory Wall, Greater Invisibility*

3 (5 /day) - *Dispel Magic, ~~False Life, Extend~~, Lightning Bolt* (DC 20)*, ~~Nondetection~~, Stinking Cloud*

2 (6 /day) - *~~Bear's Endurance~~, Blindness/Deafness, Glitterdust, Mirror Image, Scorching Ray* (DC 19), *~~Spider Climb~~*

1 (6 /day) - *Charm Person, Feather Fall, Grease, Magic Missile, Ray of Enfeeblement, ~~Shield~~*

Cantrips –*Light, Mage Hand, Prestidigitation, Touch of Fatigue*

TACTICS

**Before Combat** Togomor casts *extended false life*, *overland flight*, and *nondetection* on himself every morning. Once the castle’s alarm is raised, Togomor takes the time to cast *shield, bear’s endurance*, and *spider climb* as well before he responds to the alarm.

**During Combat** It’s unlikely for the PCs to actually encounter Togomor here, unless this is their first target on visiting the castle. If confronted here before he prepares a defense, Togomor dimension doors to area A59, casts his preparatory spells, and then either waits for the PCs to confront him there or waits for them to trigger an alarm elsewhere, whereupon he casts *greater invisibility* and then *dimension doors to* that location to offer aid. See area A45 for sample tactics tailored to that location; you can use most of these tactics anywhere else in the castle with a little modification.

**Morale** Togomor doesn’t have control of his actions as long as he remains possessed, but Sermignatto doesn’t take unnecessary risks with his puppet. If reduced below 30 hit points, Togomor flees via dimension door to area A59, where he makes his last stand.

**Base** **Statistics** **AC** 15, flat-footed 15; **hp** 130; **Fort** +7; **Con** 14

STATISTICS

**Str** 13 (+1 ) **Dex** 8 (-1 ) **Con** 18 (+4 ) **Int** 22 (+6 ) **Wis** 10 (+0 ) **Cha** 12 (+1 )

**Base** **Atk** +8 ; **CMB** +9 ; **CMD** 20

**Feats** Bloatmage Initiate: Evocation, Combat Casting, Craft Construct, Craft Magic Arms & Armor, Craft Staff, Craft Wondrous Item, Extend Spell, Improved Familiar, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus: Evocation, Toughness +16, Wizard Weapon Proficiencies

**Skills** Appraise +25, Bluff +17, Climb + 14, Craft (Armor) +20, Fly +23, Knowledge (Arcana) +25, Knowledge (Local) +25, Knowledge (Nobility) +10, Knowledge (Planes) +25, Linguistics +13, Perception +16, Spellcraft +25

**Languages** Abyssal, Aquan, Auran, Common, Daemonic, Draconic, Ignan, Infernal, Kelish, Osiriani, Terran

**SQ** Arcane Familiar Nearby, Deliver Touch Spells Through Familiar, Empathic Link with Familiar, Hand of the Apprentice (9/day), Metamagic Mastery (5/day), Scry on Familiar (1/day), Share Spells with Familiar, Speak with Animals, Speak With Familiar

**Combat Gear** *staff of evocation* (32 charges)

**Other** **Gear** *bracers of armor +4, handy haversack, headband of intellect +4 , necklace of adaptation, ring of protection +2,* ring of keys

**Spellbook** *Acid Splash, Ant Haul, Arcane Mark, Arcane Sight, Bear's Endurance, Bleed, Blindness/Deafness, Charm Person, Clenched Fist, Cloudkill, Cone of Cold, Contingency, Dancing Lights, Darkvision, Daze, Detect Magic, Detect Poison, Dimension Door, Disintegrate, Dispel Magic, Dispel Magic, Greater, Disrupt Undead, Enervation, False Life, Fear, Feather Fall, Feeblemind, Flare, Ghost Sound, Glitterdust, Grease, Identify, Illusory Wall, Invisibility, Invisibility, Greater, Light, Lightning Bolt, Mage Hand, Magic Jar, Magic Missile, Mending, Message, Mirror Image, Nondetection, Open/Close, Overland Flight, Permanency, Polar Ray, Prestidigitation, Prismatic Spray, Project Image, Ray of Enfeeblement, Ray of Frost, Read Magic, Resistance, Scorching Ray, See Invisibility, Shield, Spark, Spell Turning, Spider Climb, Stinking Cloud, Stoneskin, Summon Monster VI, Tongues, Touch of Fatigue*

SPECIAL ABILITIES

**Hand of the Apprentice (9/day) (Su)** You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Metamagic Mastery (5/day) (Su)** At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day for every two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

**Contingency** If Togomor snaps his fingers (a swift action as long as he has a hand free), a *stoneskin* spell activates on him.

**Permanent Spells** Togomor made the following spells permanent on himself: *arcane sight, darkvision, see invisibility, and tongues*.

**Possessed (Ex)** Togomor is possessed by the bdellavritra devil Sermignatto. This grants the devil a constant status effect and allows Sermignatto to control Togomor from any distance as a free action, as if Togomor were dominated. He can also experience Togomor’s surroundings via the bloatmage’s senses by concentrating. The possession cannot be ended by dispel magic, but a protection from evil or similar effect cast upon Togomor disrupts the possession as long as the protection effect persists, and a dispel evil or dispel law cast on Togomor ends the possession immediately. As long as the possession persists, Togomor is immune to all other mind-affecting effects.

A45 TACTICS

**During Combat** Togomor casts project image from area A54 to create an image of himself at the head of the stairs here, and uses the image to order the PCs to abandon their “foolish assault on enemies who vastly outstrip their paltry capabilities.” If the PCs do not abandon the assault immediately, he begins casting spells at them through the image, beginning with a prismatic spray and a quickened magic missile, and following up during the next rounds with his other devastating spells. If the PCs discover his actual location, he casts quickened invisibility and then dimension doors to area A67. The next round he casts greater invisibility, after which he flies up into the air and circles the area, peppering the PCs with some more spells.

**Morale** Togomor fights until he’s reduced to 30 hit points or less, at which point he dimension doors to area A59 to recover.

Pudgyknuckles (NPC )

Male Devil, Imp LE Tiny Outsider (Devil Extraplanar )

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

DEFENSE

**AC** 25 , touch 16 , flat-footed 21 (+3 Dex , +2 size, +9 natural, +1 dodge )

**hp** 81 (3d10 ) **Fast Healing** 2

**Fort** +5 **Ref** +8 **Will** +11

**Resist** acid 10, cold 10, **SR** 21; **Immune** fire, poison; **DR** 5/good or silver

OFFENSE

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

**Melee**  Sting +13 (1d4 plus poison)

**Spell-Like Abilities** (CL 6)

Constant – *detect good, detect magic*

At will – *invisibility*

1/day – *augury, suggestion* (DC 15)

1/week – *commune* (6 questions, CL 12)

TACTICS

**During Combat** For this combat, Pudgyknuckles remains perched on Togomor’s shoulder. He can’t cast spells through Togomor’s projected image, but if any PC realizes where Togomor is actually located, the imp uses *suggestion* on that PC to suggest that he not speak until the next sunrise.

**Morale** Pudgyknuckles flees when his master does.

STATISTICS

**Str** 10 (+0 ) **Dex** 17 (+3 ) **Con** 10 (+0 ) **Int** 16 (+3 ) **Wis** 12 (+1 ) **Cha** 14 (+2 )

**Base Atk** +8 ; **CMB** +9 ; **CMD** 20

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

**Skills** Acrobatics +9, Appraise +19, Bluff +8, Fly +34, Knowledge (Arcana) +22, Knowledge (Planes) +22, Linguistics +7, Perception +7, Sense Motive +7, Spellcraft +22, Stealth +17

**Languages** Abyssal, Common, Daemonic, Infernal

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

SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Devil, Horned (Mavrokeras) CR 16 XP 76,800

Male Devil, Horned LE Large Outsider (Devil Extraplanar )

**Init** +8 **Senses** Darkvision (60 feet), See in Darkness ; **Perception** +24

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

DEFENSE

**AC** 35 , touch 17 , flat-footed 27 (+8 Dex , -1 size, +18 natural )

**hp** 217 (15d10+135 ) **Regeneration** 5 (good)

**Fort** +18 **Ref** +17 **Will** +13

**Resist** acid 10, cold 10, **spells** 27; **Immune** fire, poison; **DR** 10/good and silver

OFFENSE

**Spd** 30 ft; Flight (50 feet, Average)

**Melee**  Adamantine Chain, Spiked +26/+21/+16 (2d6+15 plus stun)

 Bite (Devil, Horned) +22 (2d8+5)

 Claw x2 (Devil, Horned) +22 x2 (2d6+5)

 Tail Slap (Devil, Horned) +22 (2d6+5)

**Spell-Like Abilities** (CL 16)

At will – *dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good, greater teleport, persistent image* (DC 21)

3/day – *fireball* (DC 19), *lightening bolt* (DC 19)

1/day – summon

TACTICS

**During Combat** On the first round of combat, Mavrokeras attempts to summon 3 bearded devils, placing them among the PCs in melee if he’s successful. On the following rounds, he uses persistent image to create illusions of more devils (of increasing power) appearing to fight the PCs. He waits to hit them with a *fireball* or *lightning bolt* when he thinks the sudden blast of energy might kill a wounded PC, then takes the next round to turn invisible again by activating his ring. He doesn’t engage in melee unless a PC discovers him hiding and confronts him.

**Morale** Mavrokeras teleports to area A94 to recover from his wounds if brought below 30 hit points. Once he regenerates back to full, he begins flying in circles above the castle, keeping an eye out for the PCs or waiting for a telepathic call to come aid in a battle below.

STATISTICS

**Str** 31 (+10 ) **Dex** 27 (+8 ) **Con** 28 (+9 ) **Int** 14 (+2 ) **Wis** 22 (+6 ) **Cha** 23 (+6 )

**Base Atk** +15 ; **CMB** +26 ; CMD 44

**Feats** Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Martial Weapon Proficiency - All, Multiattack, Power Attack -4/+8, Simple Weapon Proficiency - All, Vital Strike, Weapon Focus: Chain, Spiked

**Skills** Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (Planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22

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

**SQ** Infernal Wound, Stun (DC 27)

**Combat Gear** Adamantine Chain, Spiked, *ring of invisibility*

SPECIAL ABILITIES

**Frightful Presence (5 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.

**Summon (level 6, 3 barbed devils, 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. 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.

**Infernal Wound (Su)** The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch-a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

**Stun (DC 27) (Su**) Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.

Ileosa, False (NPC ) CR XP

Female Human Aristocrat 1, Bard 9 NE Medium

Init +3 Perception +12

DEFENSE

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

**hp** 69 (10d8+10 )

**Fort** +4 **Ref** +9 **Will** +7

OFFENSE

**Spd** 30 ft

**Melee** *+1 Returning Dagger* +10/+5 (1d4+1/19-20)

**Ranged** *+1 Returning Dagger* +10/+5 (1d4+1/19-20)

**Special Attacks:** Bardic Performance (move action) (24 rounds/day)

**Bard Spells Known** (CL 9, melee touch +6, ranged touch +9, DC 14)

3 (4 /day) - *Confusion* (DC 19), *Dispel Magic, Displacement, Slow*

2 (5 /day) - *Cure Moderate Wounds, Detect Thoughts, Misdirection, Suggestion* (DC 18)

1 (6 /day) - *Charm Person* (DC 17)*, Cure Light Wounds, Feather Fall, Grease, Hideous Laughter* (DC 17)

Cantrips - *Detect Magic, Light, Mage Hand, Mending, Open/Close, Prestidigitation*

TACTICS

**During Combat** The false Ileosa starts combat by using inspire courage and weaving the bardic oration with a displacement spell via her Harmonic Spell feat. In each following round, she attempts a bardic suggestion (combining each with a spell, like confusion or slow) on one PC, suggesting he abandon his weapons and leave Korvosa. She relies on her six guardians to prevent anyone from engaging her in melee, but if this tactic fails, she draws her dagger and fights back as best she can.

**Morale** The false Ileosa fights until destroyed. Once reduced to 0 hit points, she suddenly becomes rigid and motionless. A moment later, her features run red as she melts swiftly into a pool of blood.

STATISTICS

**Str** 10 (+0 ) **Dex** 16 (+3 ) **Con** 13 (+1 ) **Int** 12 (+1 ) **Wis** 8 (-1 ) **Cha** 19 (+4 )

**Base Atk** +6 ; **CMB** +6 ; **CMD** 21

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Bard Weapon Proficiencies, Combat Casting, Extend Spell, Greater Spell Focus: Enchantment, Harmonic Spell, Martial Weapon Proficiency - All, Shield Proficiency, Simple Weapon Proficiency - All, Spell Focus: Enchantment, Tower Shield Proficiency, Weapon Finesse

**Skills** Bluff +17, Diplomacy +17, Knowledge (Arcana) +10, Knowledge (History) +18, Knowledge (Nobility) +18, Perception +12, Perform (Oratory) +17, Sense Motive +17, Spellcraft +14, Use Magic Device +8

**Languages** Common, Thassilonian

**SQ** Bardic Knowledge, Lore Master (1/day), Versatile Dance, Versatile Oratory, Well Versed

**Gear** *+1 Returning Dagger*, Crown (5000 gp ), Royal Gown (2500 gp), *cloak of charisma +2, gloves of dexterity +2, ring of protection +2*

SPECIAL ABILITIES

**Bardic Performance: Countersong (Su)** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save.

**Bardic Performance: Dirge of Doom (Su)** A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to take become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues the performance. The performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

**Bardic Performance: Distraction (Su)** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Bardic Performance: Fascinate (DC 18) (Su)** At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

**Bardic Performance: Inspire Competence +3 (Su)** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

**Bardic Performance: Inspire Courage +2 (Su)** A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

**Bardic Performance: Inspire Greatness (1 allies) (Su)** A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

**Bardic Performance: Suggestion (DC 18) (Sp)** A bard of 6th level or higher can use his performance to make a suggestion (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Devil, Belier (Sermignatto) CR 16 XP 76,800

Male Devil, Belier LE Large Outsider (Devil Extraplanar )

**Init** +10 **Senses** Darkvision (60 feet), See in Darkness ; **Perception** +28

DEFENSE

**AC** 33 , touch 15 , flat-footed 27 (+6 Dex , -1 size, +18 natural )

**hp** 212 (17d10+119 )

**Fort** +17 **Ref** +11 **Will** +20

**Resist** acid 10, cold 10, **SR** 28; **Immune** fire, poison; **DR** 10/good and silver

OFFENSE

**Spd** 20 ft; Flight (60 feet, Perfect)

**Melee**  Bite +23 (4d8+7)

 3 Tongues +23 (2d6+7/19-20 plus grab)

**Special Attacks**: Blood Drain (1d4 con damage), Grab, Possession, Strangle

**Spell-Like Abilities** (CL 17, concentration +24)

At will – *acid arrow, greater dispel magic, greater teleport self, persistent image* (DC 22)

3/day – *acid fog, dimensional anchor, dominate person (*DC 22), *greater scrying* (DC 24), *mass suggestion* (DC 23)

1/day – *blasphemy* (DC 24), *demand* (DC 25), *magic jar* (DC 22), *plane shift* (DC 22), summon

TACTICS

**During Combat** Sermignatto remains hidden on the Ethereal Plane until Togomor is slain, at which point he manifests here in the Material Plane. As soon as he does, he remains here until he receives telepathic word from another devil that the PCs have been spotted again, at which point he teleports into that area to attack.

**Morale** If reduced below 40 hit points, Sermignatto decides it’s time to abandon the Material Plane for a time and attempts to escape back to Hell. He does not consider returning to Korvosa for many years to come—certainly not as long as the PCs live.

STATISTICS

**Str** 24 (+7 ) **Dex** 23 (+6 ) **Con** 25 (+7 ) **Int** 25 (+7 ) **Wis** 26 (+8 ) **Cha** 24 (+7 )

**Base Atk** +17 ; **CMB** +25 ; **CMD** 41

**Feats** Combat Expertise +/-5, Combat Reflexes (7 AoO/round), Greater Disarm, Greater Trip, Improved Critical: Tongue, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Martial Weapon Proficiency - All, Simple Weapon Proficiency - All

**Skills** Appraise +24, Bluff +27, Diplomacy +27, Fly +32, Intimidate +24, Knowledge (Arcana) +27, Knowledge (Local) +27, Knowledge (Nobility) +27, Knowledge (Planes) +27, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +22

**Languages** Celestial, Common, Draconic, Infernal, telepathy (100 ft)

SPECIAL ABILITIES

**Blood Drain (1d4 con damage) (Ex)** The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

**Grab (Large) (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).

**Possession (Su**) When a belier devil uses its magic jar spell-like ability, it can identify and pinpoint life forces accurately, allowing it to select its victims with ease. It does not require a receptacle to use magic jar. If it uses magic jar on a host while on the Material Plane, its own body becomes ethereal for the duration of the possession and the magic jar effect lasts until the effect is dispelled, the devil ends the effect, it is forced out of its host body, or it or its host body is slain.

**Strangle (Ex**) An opponent grappled by the creature cannot speak or cast spells with verbal components.

**Summon (level 6, 3 barbed devils 45%) (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. 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.

Assassin, Red Mantis (NPC ) CR 8 XP

Male Human Fighter 2, Red Mantis Assassin 4, Rogue 3 LE Medium

**Init** +5 **Perception** +14

DEFENSE

**AC** 20, touch 16 , flat-footed 14 (+5 Dex , +3 armor, +1 shield, +1 dodge)

**hp** 68 (2d10+7d8+18 ) **Fast Healing** +2

**Fort** +8 **Ref** +11 **Will** +4

**Defensive Abilities**: Bravery +1, Evasion, Red Shroud (4rounds) (2/day), Trap Sense +1

OFFENSE

**Spd** 60 ft

**Melee** Masterwork Sawtooth Sabre +8/+3 (1d8+3/19-20)

 Masterwork Sawtooth Sabre +8 (1d8+3/19-20)

**Ranged** Dagger (4) +12/+7 (1d4+1/19-20)

**Special Attacks**: Lasting Poison, Prayer Attack (DC 16), Sneak Attack +4d6

**Red Mantis Spells Known** (CL 4, melee touch +8, ranged touch +12, DC 12)

2 (1/day) - *Cat's Grace, Spider Climb*

1 (3/day) - *Disguise Self, Expeditious Retreat, Feather Fall, Jump*

TACTICS

**Before Combat** Red Mantis assassins cast *cat’s grace* and *expeditious retreat* and activate their mantis masks (*deathwatch* or *darkvision*) before entering combat.

**During Combat** The assassins use prayer attacks if facing lone targets. Otherwise, they team up to flank foes so as to make the most of their sneak attacks. They activate their red shrouds on the first round of combat in any event.

**Morale** The assassins are fanatics, and fight to the death.

STATISTICS

**Str** 12 (+1 ) **Dex** 20 (+5 ) **Con** 14 (+2 ) **Int** 8 (-1 ) **Wis** 10 (+0 ) **Cha** 14 (+2 )

**Base Atk** +7 ; **CMB** +8 ; **CMD** 23

**Feats** Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Double Slice, Exotic Weapon Proficiency: Sawtooth Sabre, Martial Weapon Proficiency - All, Rogue Weapon Proficiencies, Shield Proficiency, Simple Weapon Proficiency - All, Tower Shield Proficiency, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse, Weapon Focus: Sawtooth Sabre, Weapon Specialization: Sawtooth Sabre

**Skills** Acrobatics +17, Bluff +10, Climb +7, Diplomacy +6, Disable Device +10, Disguise +6, Escape Artist +12, Intimidate +10, Knowledge (Local) +9, Perception +14, Sleight of Hand +9, Stealth +17

**Languages** Common

**SQ** , Trapfinding +1

**Combat Gear** Masterwork Sawtooth Sabre (2), *+1 Leather*

**Other Gear** Alchemist's Fire Flask (20 gp ), Dagger (4), Thieves' tools (30 gp), c*loak of resistance +1, mask of the mantis, potion of minor fire resistance*

SPECIAL ABILITIES

**Red Shroud (4 rounds) (2/day) (Su)** At 3rd level, a Red Mantis assassin gains the ability to create a veil of red mist a number of times per day equal to her Constitution bonus (minimum once per day) as a move-equivalent action. The red shroud persists for 1 round per class level. It grants a +1 dodge bonus to AC and fast healing equal to her Constitution bonus (minimum of fast healing 1). This mist cannot be dissipated by wind. If she is slain while this ability is active, she can choose whether to remain corporeal or to disintegrate into a cloud of red mist that leaves behind only her gear in order to deprive her enemies of access to her remains.

**Prayer Attack (DC 16) (Su)** At 2nd level, a Red Mantis assassin learns her signature assassination style. To initiate a prayer attack, she holds her sawtooth sabre (or sabres) out, point down, and weaves the blade in the air. She must be within 30 feet of and visible to her victim. Beginning a prayer attack is a standard action, and causes her victim to be fascinated by her unless he makes a Will save. She can maintain the fascination effect by concentrating. The victim may attempt a new save to escape fascination each time a threat (other than the fascinating assassin) appears. At any point after 3 rounds, she may make a coup de grace attack against the target, provided the target is still fascinated. Activating or concentrating on maintaining a prayer attack does not provoke an attack of opportunity.

A72 TACTICS

**Before Combat** The assassins wait until the PCs are spread throughout the room before using *feather fall* to drift down among them to attack. The sound of combat alerts Mistress Kayltanya in area A73 immediately. The assassins do their best to fight in pairs, with the fifth assassin holding back in hiding if possible to line up a sneak attack with a thrown dagger at a spellcaster, timing the throw in an attempt to disrupt the spell as it is being cast.

Mistress Kayltanya (NPC ) CR15 XP

Female Human Aristocrat 2, Red Mantis Assassin 10, Rogue 5 LE Medium

**Init** +6 **Perception** +23

DEFENSE

**AC** 33 , touch 22 , flat-footed 26 (+6 Dex , +5 armor, +1 shield, +5 natural, +5 deflection, +1 dodge )

**hp** 136 (17d8+51 )

**Fort** +7 **Ref** +16 **Will** +8

**Defensive Abilities**: Evasion, Fading (3/day), Red Shroud (10rounds) (3/day), Trap Sense +1, Uncanny Dodge

OFFENSE

**Spd** 60 ft, flt 60 ft

**Melee**  *+1 Shocking Burst Sawtooth Sabre* +18/+18/+13/+8 (1d8+10/17-20 plus 1d6 shock or 1d10 shock on critical)

 *+1 Shock Sawtooth Sabre* +18/+18/+13/+8 (1d8+10/17-20 plus 1d6 shock)

**Ranged** Masterwork Dagger +19/+19/+14/+9 (1d4+1/19-20)

**Special Attacks**: Lasting Poison, Prayer Attack (DC 21), Sneak Attack +7d6

**Red Mantis Assassin Spells Known** (CL 10, melee touch +13, ranged touch +18, DC 14)

4 (1 /day) - *Dimension Door, Greater Invisibility*

3 (1 /day) - *Clairaudience/Clairvoyance, Displacement, Keen Edge, Fly*

2 (5 /day) - *Darkness, Darkvision, Invisibility, See Invisibility, Spider Climb*

1 (6 /day) - *Disguise Self, Expeditious Retreat, Feather Fall, Jump, True Strike*

TACTICS

**Before Combat** As soon as the castle alarm is raised, Kayltanya casts *keen edge* on both sabers and applies her *oil of greater magic weapon* to them as well. She drinks her *potion of barkskin* at once, but waits to drink her *potion of shield of faith* and to cast *fly* until she’s sure the PCs are only a few minutes away.

**During Combat** When combat begins, Kayltanya activates her *boots of speed*, casts *greater invisibility*, then moves to the closest door. On round two, she opens the door and summons 1d3 half-fiend giant praying mantises into the battle, placing them in flanking positions around intruders. She joins the battle on round three, throwing poisoned daggers if a PC is within 10 feet, or flying up to melee with her sabres otherwise. She holds off using mantis doom until she is sure she can use it to kill off a wounded PC. Likewise, since she’s deadlier in her true form against most foes, she doesn’t shift into death mantis form unless the size increase and additional magical abilities give her a needed advantage or unless she desperately needs the hit points from the increased Constitution.

**Morale** Kayltanya saves her one 5th-level spell as an escape option. If brought below 30 hit points, she uses word of recall to retreat to the Crimson Citadel on distant Mediogalti Isle; the PCs aren’t technically contracts, so she has no real compunction about fleeing a battle with them. She does hold a grudge, though, and could become a real thorn in the party’s side if she escapes, since she might well use the resources of the Red Mantis to have the PCs declared enemies of the organization.

STATISTICS

**Str** 12 (+1 ) **Dex** 22 (+6 ) **Con** 16 (+3 ) **Int** 10 (+0 ) **Wis** 8 (-1 ) **Cha** 18 (+4 )

**Base Atk** +11 ; **CMB** +12 ; **CMD** 34

**Feats** Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Double Slice, Exotic Weapon Proficiency: Sawtooth Sabre, Greater Two-weapon Fighting, Greater Weapon Focus: Sawtooth Sabre, Greater Weapon Specialization: Sawtooth Sabre, Improved Two-weapon Fighting, Martial Weapon Proficiency - All, Quick Draw, Rogue Weapon Proficiencies, Shield Proficiency, Simple Weapon Proficiency - All, Tower Shield Proficiency, Two-weapon Defense, Two-weapon Fighting, Two-weapon Rend, Weapon Finesse, Weapon Focus: Sawtooth Sabre, Weapon Specialization: Sawtooth Sabre

**Skills** Acrobatics +26, Bluff +24, Climb +6, Diplomacy +24, Disable Device +15, Disguise +9, Escape Artist +14, Fly +13, Intimidate +24, Knowledge (Local) +7, Perception +23, Sense Motive +8, Sleight of Hand +11, Stealth +26, Swim +6

**Languages** Common

**SQ** Death Mantis Form (1/day), Resurrection Sense, Trapfinding +2

**Combat Gear** *+1 Shock Sawtooth Sabre, +1 Shocking Burst Mithral Sawtooth Sabre*, Masterwork Dagger*, +3 Leather*

**Other Gear** 10 – Poison, Large Scorpion Venom (2000 gp ), Thieves' tools, masterwork (100 gp ), *belt of incredible dexterity +4, boots of speed, headband of alluring charisma +2, potion of barkskin +5, potion of shield of faith +5*

SPECIAL ABILITIES

**Fading (3/day) (Su)** At 8th level, the Red Mantis assassin can become ethereal as a free action a number of times each day equal to her Constitution modifier (minimum 1/day) for an instant as she is attacked by a weapon or is forced to make a Reflex saving throw. She must choose to activate this ability before the weapon's attack roll or the spell's effects are adjudicated. This grants the Red Mantis assassin a 50% chance to avoid taking damage from the attack or effects.

**Red Shroud (10rounds) (3/day) (Su)** At 3rd level, a Red Mantis assassin gains the ability to create a veil of red mist a number of times per day equal to her Constitution bonus (minimum once per day) as a move-equivalent action. The red shroud persists for 1 round per class level. It grants a +1 dodge bonus to AC and fast healing equal to her Constitution bonus (minimum of fast healing 1). This mist cannot be dissipated by wind. If she is slain while this ability is active, she can choose whether to remain corporeal or to disintegrate into a cloud of red mist that leaves behind only her gear in order to deprive her enemies of access to her remains.

**Lasting Poison (Ex)** A rogue with this talent can apply poison to a weapon in such a way that it is effective for two successful attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus. Applying poison in this way requires a full-round action, or a standard action if the rogue has the swift poison talent.

**Prayer Attack (DC 21) (Su)** At 2nd level, a Red Mantis assassin learns her signature assassination style. To initiate a prayer attack, she holds her sawtooth sabre (or sabres) out, point down, and weaves the blade in the air. She must be within 30 feet of and visible to her victim. Beginning a prayer attack is a standard action, and causes her victim to be fascinated by her unless he makes a Will save (DC 10 + the Red Mantis assassin's class level + her Charisma modifier - if she's wielding two sawtooth sabres, this DC gains a +2 bonus). She can maintain the fascination effect by concentrating. The victim may attempt a new save to escape fascination each time a threat (other than the fascinating assassin) appears. At any point after 3 rounds, she may make a coup de grace attack against the target, provided the target is still fascinated. Activating or concentrating on maintaining a prayer attack does not provoke an attack of opportunity.

**Mantis Doom (3/day) (Sp)** At 9th level, a Red Mantis assassin may use creeping doom as a spell-like ability three times per day. This version of the spell summons swarms of venomous praying mantises, but the effects are otherwise the same as the spell.

**Summon Mantis (1/day) (Sp)** Once per day at 4th level, a Red Mantis assassin may summon an advanced fiendish giant mantis, 1d3 fiendish giant mantises, or 1d4+1 giant mantises, as if using summon monster V. She can mentally direct the actions of these summoned vermin as a free action. All mantises summoned by this spell-like ability are blood red, and gain no racial bonus on Stealth checks in forests.

**Resurrection Sense (Su)** At 5th level, a Red Mantis assassin senses if a creature she has slain within the last year has been restored to life, as long as they are both on the same plane.

Mantis, Giant Fiendish (NPC ) CR 3 XP

Male Mantis, Giant TN Large Vermin

**Init** +1 **Senses** Darkvision (60 feet) ; **Perception** +6

DEFENSE

**AC** 15 , touch 10 , flat-footed 14 (+1 Dex , -1 size, +5 natural )

**hp** 30 (4d8+12 )

**Fort** +7 Ref +2 Will +3

**Resist** cold 5, fire 5, **SR** 8; **Immune** mind-affecting

OFFENSE

**Spd** 30 ft; Climbing (30 feet)

**Melee** Claw x2 (Mantis, Giant) +5 x2 (1d6+3 /20/x2 )

 Mandibles (Mantis, Giant) +0 (1d6+1 /20/x2 )

**Special Attacks**: Grab, Smite Good (1/day)

STATISTICS

**Str** 16 (+3 ) **Dex** 13 (+1 ) **Con** 16 (+3 ) **Int** 0 (+0 ) **Wis** 14 (+2 ) **Cha** 11 (+0 )

**Base Atk** +3 ; **CMB** +7 ; **CMD** 18

**SQ** Lunge, Mandibles, Sudden Strike

SPECIAL ABILITIES

**Grab (Large) (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).

**Smite Good (1/day) (Su)** Adds your CHA bonus to attack rolls and HD to your damage roll when used against a good foe. This lasts until you rest or the targeted foe is dead.

**Lunge (Ex)** A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a fullattack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

**Mandibles (Ex)** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

**Sudden Strike (Ex)** A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Boggard, Champion CR XP

Male Boggard Barbarian 9 CE Medium

**Init** +5 **Senses** Darkvision (60 feet), Low-Light Vision ; **Perception** +14

DEFENSE

**AC** 22 , touch 9 , flat-footed 21 (+1 Dex , +7 armor, +6 natural, -2 misc )

**hp** 181 (9d12+3d8+96 )

**Fort** +16 **Ref** +5 **Will** +7

**Defensive Abilities**: Improved Uncanny Dodge, Trap Sense +3; **DR** 1/—

OFFENSE

**Spd** 30 ft; Swimming (30 feet)

**Melee** *+1 Thundering Greatclub* +16/+11/+6 (1d10+19/19-20 plus 1d6 sonic)

 Bite (Animal Fury) +9 (1d4+6 /20/x2 )

 Claw x2 (Beast Totem, Lesser) +9 x2 (1d6+6 /20/x2 )

**Ranged** tongue +12 touch (sticky tongue)

**Special Attacks**: Animal Fury, Beast Totem, Lesser

TACTICS

**During Combat** The boggards use their terrifying croak as soon as they encounter the PCs; the volume is enough to alert all nearby areas to the event. They use their tongues to keep archers, rogues, flying enemies, and spellcasters from gaining ranged advantages, and generally focus on ones target per two boggards.

**Morale** The boggard champions fight to the death.

STATISTICS

**Str** 22 (+6 ) **Dex** 12 (+1 ) **Con** 24 (+7 ) **Int** 6 (-2 ) **Wis** 12 (+1 ) **Cha** 10 (+0 )

**Base** **Atk** +11 ; **CMB** +17 ; **CMD** 26

**Feats** Armor Proficiency (Light), Armor Proficiency (Medium), Extra Rage Power, Improved Critical: Greatclub, Improved Initiative, Martial Weapon Proficiency - All, Power Attack -3/+6, Shield Proficiency, Simple Weapon Proficiency - All, Toughness +12, Weapon Focus: Greatclub

**Skills** Acrobatics +8, Climb +8, Intimidate +4, Perception +14, Stealth +5, Survival +5

**Languages** Boggard

**SQ** Beast Totem +3 AC, Boggard Skill Bonuses, Fast Movement +10,Escape (1/rage), Rage (25 rounds/day), Sticky Tongue, Terrifying Croak (1/hour) (DC 18)

**Combat Gear** +1 Thundering Greatclub, +3 Hide Shirt

SPECIAL ABILITIES

**Animal Fury (Ex)** While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus -5. If the bite hits, it deals 1d4 points of damage (assuming the barbarian is Medium; 1d3 points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

**Beast Totem, Lesser (Su**) While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian’s full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian’s Strength modifier.

**Beast Totem +3 AC (Su)** While raging, the barbarian gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained. A barbarian must have the lesser beast totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

**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.

**Sticky Tongue (Ex)** Members of this race can make an attack with their long, sticky tongue as a melee attack. This is a secondary attack. A creature hit by this cannot move more than 10 feet away from the attacker and takes a - 2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by the target or an adjacent ally by making an opposed Strength check against the attacking creature as a standard action or by dealing 2 points of damage to the tongue (AC 11, damage does not reduce your hit points). Members of this race cannot move more than 10 feet away from a creature stuck to its tongue, but it can release its tongue from the target as a free action. Members of this race can only have one creature attached to its tongue at a time.

**Terrifying Croak (1/hour) (DC 18) (Su)** As a supernatural ability, once per hour, as a standard action, members of this race can emit a thunderous croak. Any creature not of the race's subtype (if humanoid) or type (if another race type) must make a Will saving throw (DC 10 + 1/2 creature's level + creature's Charisma modifier) or become shaken for 1d4 rounds. Creatures that save cannot be affected again by a terrifying croak made by a creature of your subtype (if humanoid) or type (if another race type) for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead.

Beirawash, Devilfish CR 23 XP

Male Devilfish NE Gargantuan Magical Beast (Aquatic )

**Init** +9 **Senses** Darkvision (60 feet), Low-Light Vision, See in Darkness

 **Perception** +16

DEFENSE

**AC** 27 , touch 12 , flat-footed 21 (+5 Dex , -4 size, +15 natural, +1 dodge )

**hp** 370 (5d10+253 )

**Fort** +23 **Ref** +18 **Will** +12

**Resist** cold 10

OFFENSE

**Spd** 10 ft; Swimming (40 feet)

**Melee**  Tentacle (Devilfish) +27 (8d6+39 /19-20/x2 )

**Special Attacks**: Grab, Poison: Savage bite - injury (DC 31), Savage Bite (2d6+4/18-20 plus poison), Unholy Blood (DC 31)

TACTICS

**During Combat** Beirawash attacks intruders on sight, jetting up to them if necessary to engage them. He pursues foes throughout the Sunken Queen. He can squeeze through 15-foot wide areas, and with a DC 30 Escape Artist check he can even squeeze along 10 or 5-foot wide tunnels – doing so reduce his swim speed to 10 feet and 5 feet respectively, and he cannot use his jet ability in such narrow confines. He does not pursue foes out of the water or beyond 100 feet from the Sunken Queen itself.

**Morale** Even after being subjected to countless *charm monster* spells, the immense devilfish secretly rankles at the change; if the PCs can dispel Ileosa’s current *charm monster* effect, the devilfish breaks off combat and attempts to escape. Barring that, he might try to bargain with the PCs, offering up his treasure as a bribe.

STATISTICS

**Str** 38 (+14 ) **Dex** 20 (+5 ) **Con** 31 (+10 ) **Int** 7 (-2 ) **Wis** 16 (+3 ) **Cha** 12 (+1 )

**Base Atk** +23 ; **CMB** +41 ; **CMD** 57

**Feats** Cleave, Combat Reflexes (6 AoO/round), Dodge, Improved Critical: Tentacle, Improved Initiative, Improved Natural Armor, Improved Natural Attack: Tentacle (Devilfish), Iron Will, Mobility, Power Attack -6/+12, Spring Attack, Toughness +23

**Skills** Escape Artist +12, Perception +16, Swim +28

**Languages** Abyssal, Aquan, Common

**SQ** Water Dependency

SPECIAL ABILITIES

**Poison (ex)** Savage bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

**Savage Bite (2d6+4/18-20 plus poison) (Ex)** A devilfish can attack with its savage bite whenever it makes a successful grapple check. This attack is in place of any other action made with a successful grapple check. The bite threatens a critical hit on a roll of 18-20, and injects the target with poison as well.

**Unholy Blood (DC 31) (Su)** A devilfish's blood is infused with fiendish magic. Once per day, as a swift action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a DC 16 Fortitude save or be nauseated for 1d4 rounds - this save need be made only once per cloud. The save DC is Constitution-based.

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.

Ileosa's Furries CR 15 XP

Female Devil, Erinyes LE Medium Outsider (Devil Extraplanar )

**Init** +6 **Senses** Darkvision (60 feet), See in Darkness ; **Perception** +19

DEFENSE

**AC** 32 , touch 17 , flat-footed 25 (+6 Dex , +7 armor, +8 natural, +1 dodge )

**hp** 169 (9d10+90 )

**Fort** +15 **Ref** +15 **Will** +9

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

OFFENSE

**Spd** 30 ft; Flight (50 feet, Good)

**Melee**  *+2 Flaming Burst, Returning Trident* +20/+15/+10 (1d8+23/19-20 plus 1d6 fire or 1d10 fire on critical)

**Ranged**  *+2 Flaming Burst, Returning Trident* +24/+19/+14 (1d8+23/19-20 plus 1d6 fire or 1d10 fire on critical)

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

Constant – *true seeing*

At will – *fear* (DC 19), *greater teleport, minor image* (DC 17),  *unholy blight* (DC 19)

1/day – summon

TACTICS

**During Combat** The erinyes furies prefer to fight in melee, wielding their tridents two-handed and attacking with a 4-point Power Attack. They generally use their rope attacks against clerics or other healers. They avoid using their *summon devil* spell-like ability, saving that for emergencies or for a fight at Ileosa’s side

**Morale** Bound by contract, the erinyes furies fight to the death.

STATISTICS

**Str** 22 (+6 ) **Dex** 22 (+6 ) **Con** 22 (+6 ) **Int** 14 (+2 ) **Wis** 18 (+4 ) **Cha** 19 (+4 )

**Base Atk** +15 ; **CMB** +21 ; **CMD** 38

**Feats** Combat Reflexes (7 AoO/round), Dodge, Improved Critical: Trident, Martial Weapon Proficiency - All, Mobility, Point Blank Shot, Power Attack -4/+8, Precise Shot, Rapid Shot, Shot On The Run, Simple Weapon Proficiency - All, Weapon Focus: Trident

**Skills** Acrobatics +21, Bluff +19, Diplomacy +16, Escape Artist +17, Fly +23, Intimidate +19, Knowledge (Planes) +13, Knowledge (Religion) +12, Perception +19, Sense Motive +19, Stealth +21

**Languages** Celestial, Common, Draconic, Infernal, telepathy (100 ft)

**SQ** Entangle (DC 23)

**Combat Gear** *+2 Flaming Burst, Returning Trident, +3 Mithral Chain Shirt*

SPECIAL ABILITIES

**Summon (level 3, 2 bearded devils, 50%) (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.

**Entangle (DC 23) (Su)** Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an animate rope spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Ileosa Arabasti (NPC ) CR 20 XP

Female Human Aristocrat 2, Bard 18 NE Medium

**Init** +9 **Senses** True Seeing ; **Perception** +28

DEFENSE

**AC** 45 , touch 30 , flat-footed 32 (+9 Dex , +8 armor, +7 natural, +5 deflection, +4 dodge, +2 misc )

**hp** 315 (20d8+200 ) **Regeneration** 20

**Fort** +25 **Ref** +31 **Will** +24

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

**Weaknesses** susceptible to *Serithial*

OFFENSE

**Spd** 30 ft, fly 60 ft

**Melee**  *+4 Dancing Icy Burst rapier* +25/+20/+15 (1d6+8 /18-20 plus 1d6 frost or 1d10 frost on critial)

**Special Attacks**: Bardic Performance (swift action) (51 rounds/day

**Bard Spells Known** (CL 18 , melee touch +20 , ranged touch +25, DC 23)

6 (5 /day) - *Dirge of the Victorious Knights, Geas/Quest (DC 31 ), Irresistible Dance (DC 31 ), Shout, Greater*

5 (7 /day) - *Dispel Magic, Greater*, Mind Fog (DC 30 ), *Shadow Walk*, *Song of Discord* (DC 30)

4 (8 /day) - *Cure Critical Wounds, Dimension Door*, Dominate Person (DC 29), *Freedom of Movement, Hold Monster* (DC 29 )

3 (8 /day) - *Blink, Confusion* (DC 28), *Crushing Despair* (DC 28), *Displacement*, *Gaseous Form*, *Slow*

2 (8 /day) - *Blindness/Deafness, Cure Moderate Wounds*, *Detect Thoughts, Misdirection, Sound Burst, Suggestion* (DC 27)

1 (9 /day) - *Charm Person* (DC 26)*, Cure Light Wounds, Feather Fall, Grease, Hideous Laughter* (DC 26)*, Silent Image*

Cantrips - *Detect Magic, Mage Hand, Mending, Open/Close, Prestidigitation, Resistance*

TACTICS

**Before Combat** When Ileosa notices the PCs entering the Sunken Queen, she casts *freedom of movement* on herself. As the PCs draw near, she casts *stoneskin* from her *ring of spell storing* and uses inspire heroics on herself, gaining a +4 dodge bonus to AC and a +4 morale bonus on saving throws.

**During Combat** Ileosa’s first act in combat after she emerges is to activate inspire courage; she uses Harmonic Spell to weave a *greater dispel magic* spell into the activation as well. On this and the two rounds to follow, she hits the PCs with quickened *charm monsters* as well. On the second round, she uses inspire greatness on herself and two remaining allies, combining it with a *mind fog* on the PCs. On the following rounds, she uses a bardic *suggestion* combined with attack spells (common suggestions include, “Lay down your arms and bow before me,” or “Return to Korvosa and hide, you coward!” or (to the appropriate PC) “Return to the floor below to find and take the largest purple gem you see.” She releases her dancing rapier to attack foes as soon as any good targets are within her reach—as she does, the illusion that makes it appear to be a fan collapses, revealing her weapon for what it truly is.

**Morale** Although vain and egotistic, Ileosa knows when she’s been beaten. If she reduced to 30 hit points or less, she decides to abandon her goals and flees. Unfortunately for her, the Sunken Queen’s qualities slow her flight somewhat. She flees via *dimension door* to area **B7,** physically exits the structure, and then uses *greater teleport* to flee to Cheliax. If Ileosa escapes in this manner, see “Continuing the Campaign” for some notes on what she might do next.

STATISTICS

**Str** 18 (+4 ) **Dex** 28 (+9 ) **Con** 28 (+9 ) **Int** 15 (+2 ) **Wis** 13 (+1 ) **Cha** 36 (+13 )

**Base Atk** +14 ; **CMB** +18 ; **CMD** 48

**Feats** Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Bard Weapon Proficiencies, Combat Casting, Craft Wondrous Item, Extend Spell, Forge Ring, Greater Spell Focus: Enchantment, Harmonic Spell, Martial Weapon Proficiency - All, Quicken Spell-Like Ability: Bardic Performance: Mass Suggestion (3/day), Shield Proficiency, Simple Weapon Proficiency - All, Spell Focus: Enchantment, Toughness +20, Tower Shield Proficiency, Weapon Focus: Rapier

**Skills** Fly +36 Intimidate +36, Knowledge (History) +34, Knowledge (Nobility) +34, Linguistics +8, Perception +28, Perform (Act) +36, Perform (Dance) +36, Perform (Oratory) +36, Perform (Sing) +36, Use Magic Device +36

**Languages** Common, Draconic, Elven, Infernal, Thassilonian, Varisian

**SQ** Bardic Knowledge, Contract Bount, Jack of All Trades: Class skills, Jack of All Trades: Trained skills, Lore Master (3/day), Versatile Acting, Versatile Dance, Versatile Oratory, Versatile Singing, Well Versed

**Combat Gear** *wand of magic missle*

**Gear** *+4 dancing icy burst adamantine rapier, Crown of Fangs, amulet of natural armor +5, belt of incredible dexterity +6, Bracers of Armo +8, ring of spell storing(heal, stoneskin), ring of splendid security, wings of flying*

SPECIAL ABILITIES

**Contigency** Queen Ileosa used a *scroll of contingency* to setup this effect- if she’s ever brought below 10 hit points, *cure critical wounds* (CL 16) is cast on her.

**Bardic Performance: Countersong (Su)** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Bardic Performance: Dirge of Doom (Su)** A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to take become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues the performance. The performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

**Bardic Performance: Distraction (Su**) At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Bardic Performance: Fascinate (DC 32) (Su)** At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

**Bardic Performance: Frightening Tune (DC 32) (Sp)** A bard of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If the save succeeds, the bard cannot use frightening tune on that creature again for 24 hours. If the save fails, the creature becomes frightened and flees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

**Bardic Performance: Inspire Competence +5 (Su)** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

**Bardic Performance: Inspire Courage +4 (Su)** A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

**Bardic Performance: Inspire Greatness (4 allies) (Su)** A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

**Bardic Performance: Inspire Heroics (2 allies) (Su)** A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

**Bardic Performance: Mass Suggestion (DC 32) (Sp)** A bard of 6th level or higher can use his performance to make a suggestion (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

**Bardic Performance: Soothing Performance (Su)** A bard of 12th level or higher can use his performance to create an effect equivalent to the mass cure serious wounds, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance relies on audible and visual components.

**Contract Bound (Ex)**: A devil-bound creature has signed a contract of service in return for the abilities granted by this template. The devil must reveal its nature when the contract is offered, and it cannot hide the details of the contract in any way. The exact conditions of the contract vary with the individual devil, but all require that when the devil has accomplished certain goals or when a certain amount of time has passed, the signer must perform a specific task or set of tasks for the devil that offered the contract. The signer might or might not be granted the powers of the devil-bound template while completing the devil’s tasks. If the signer fails to complete the tasks as specified in the contract, its soul appears as a gem in the devil’s possession (as though the signer were the target of a soul bind spell), regardless of distance or plane of origin. If the devil is dead and the signer dies before completing her tasks, her soul is destroyed, and she cannot be brought back to life by any means. No magic can free a creature from a devil’s contract; only the intervention of a deity can break the binding.

**Susceptible to *Serithial* (Ex)** The infusion of Kazavon into Ileosa’s soul has given her an unsuspected weakness. Against the weapon *Seithial*, her regeneration does not function. In addition, each time she takes damage from *Serithial* she must make a DC 25 Fortitude save to avoid gaining a negative level., as the sacred blade carves away portions of the power granted her over the past several months by the draconic relics.