Erinyes CR 8 XP 4,800

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

**Init** +6; **Perception** +16

**Senses** darkvision 60 ft., true seeing

DEFENSE

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

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

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

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

OFFENSE

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

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

**Ranged** +*1 flaming composite longbow* +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or

rope +15 touch (entangle)

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

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only*), minor image* (DC 17), *unholy blight* (DC 19)

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

STATISTICS

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

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

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

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

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

SPECIAL ABILITIES

**Entangle (Su)** Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an animate rope spell (CL 16th, DC 20). An erinyes can hurl its rope 30 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.

Garipan CR 10 XP 9,600

NE Medium outside (native)

**Init** +2 **Senses** Darkvision 60 ft; **Perception** +19

DEFENSE

**AC** 23, touch 13, flat-footed 20 (+2 Dex, +1 dodge, +10 natural)

**hp** 133 (14d10 \_ 56)

**Fort** +13, **Ref** +8, **Will** +11

**DR** 5/-; **Immune** poison; **Resist** acid 5, cold 5, fire 5

**Weaknesses** vulnerable to sonic

OFFENSE

**Spd** 20 ft., fly 50 ft (good)

**Melee** bite +17 (1d6 + 3 plus burn)

2 claws +17 (1d8 + 3)

**Special** **Attacks** breath weapon (30 ft cone, 8d6 fire, Refelx 21 half, 1d4 rounds), burn (3d6, DC 21), rend (2 claws, 1d8+4)

**Spell-Like Abilities** Touch of Darkness 5 rounds (6/day)

**Cleric Spells Known** (CL 10, concentration +11)

At will – *statue*

3/day – *meld into stone, scorching ray*

1/day – *fireball* (DC 14), *flesh to stone* (DC 17), *wall of fire*

STATISTICS

**Str** 16, **Dex** 15, **Con** 18, **Int** 13, **Wis** 14, **Cha** 13

**Base Atk** +14; **CMB** +17; **CMD** 30

**Feats** Dodge, Flyby Attack, Great Fortitude, Hover, Mobility, Skill Focus (Stealth), Wingover

**Skills** Acrobatics +16 (+12 jump), Fly +23, Intimidate +18, Perception +19, Stealth +25

**Languages** Common, Infernal

Terentius CR 12 XP 19,200

NE Medium Humanoid Male fiendish human conjurer 14

**Init** +2 **Senses** darkvision 60ft; **Perception** +5

DEFENSE

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

**Hp** 93 (14d6+42)

**Fort** +8, **Ref** +7, **Will** +9

**DR** 10/good; **Resist** cold 15, fire 15; **SR** 19

OFFENSE

**Speed** 30 ft

**Melee** mwk dagger +8/+3 (1d4/19-20)

**Special Atta**cks smite good 1/day

**Arcane School Spell-Like Abilities** (CL 14th; concentration +19)

At will – *dimensional steps* (420 ft/day)

8/day – *acid dart* (1d6+7 acid)

**Conjurer Spells Prepared** (CL 14th, concentration +19)

7th – *mage’s sword*

6th – *chain lightning* (DC 21*), disintegrate* (DC 21), *summon monster VI*

5th – *cloudkill* (DC 22), *cone of cold*

4th – *black tentacles, greater invisibility, lesser globe of invulnerability, resilient sphere, shout* (DC 19), *summon monster IV*

3rd – *dispel magic, displacement, gaseous form, lightning bolt*(DC 18), sl*ow* (DC 18)

2nd – *acid arrow, knock, scorching ray* (DC 17), *summon monster II, web* (DC19)

1st – *burning hands*(DC 16), *magic missile (2), obscuring mist, shield*

0 – *acid splash, detect magic, read magic*

**Opposition Schools** Divination, Necromancy

TACTICS

**During Combat** Terentius begins combat by casting *resilient sphere* around himself, inside which he casts *shield*, *displacement,* and *greater invisibilty*, then casts *summon monster VI* to conjure a shadow demon. The following round, he dismisses the sphere, releasing the shadow demon to attack. Terentius uses his most powerful damaging spells each round thereafter, beginning with *mage’s sword*, and he employs his  *metamagic rod*  as appropriate.

**Morale** Terentius is crazed and desperate to escape Belzeranga. If he must die to do so, the so be it.

STATSTICS

**Str** 10, **Dex** 14, **Con** 17, **Int** 20, **Wis** 8, **Cha** 12

**Base** **Atk** +7; **CMB** +7; **CMD** 28

**Feats** Augment Summoning, Combast Casting, Craft Wonderous Item, Defensive Combat, Greater Spell Focus (conjuration), Improved Counterspell, Magical Aptitude, Scribe Scroll, Skill Focus(Knowledge[arcana[), Spell Focus(conjuration), Toughness

**Skills** Appraise +22, Bluff +5, Craft (alchemy) +2, Diplomacy +5, Fly +19, Knowledge(arcana) +28, Knowledge (history) +22, Knowledge (planes) +22, Perception +5, Spellcraft +26, Use Magic Device +3

**Languages** Common, Dwarven, Elven, Gnome, Ignan, Infernal

**SQ** arcane bond (familiar[none]), summoner’s charm (7 rounds)

**Combat** **Gear** *lesser maximize metamagic rod*

**Other** **Gear** masterwork dagger, *amulet of natural armor +2*, *cloak of resistance +2*, *ring of protection +2,* spell component pouch

Invisible Stalker CR 7 XP 3,200

N Medium outsider (air, elemental, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

**hp** 80 (7d10+42)

**Fort** +13, **Ref** +11**,** **Will** +4

**Defensive Abilities** natural invisibility; Immune elemental traits

OFFENSE

**Speed** 30 ft., fly 30 (perfect)

**Melee** 2 slams +12 (2d6+4)

STATISTICS

**Str** 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

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

**Feats** Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

**Skills** Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

**Languages** Auran, Common

**SQ** improved tracking

SPECIAL ABILITIES

**Natural Invisibility (Ex)** This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Devil, Bone (Osyluth) CR 9 XP 6,400

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

**Init** +9 **Senses** darkvision 60 ft; **Perception** +19

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

DEFENSE

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

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

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

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

OFFENSE

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

**Melee** bite +14 melee (1d8+5)

2 claws +14 melee (1d6+5)

sting +14 melee (3d4+5 plus poison)

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

**Spell-Like Abili**ties (CL 12th)

Constant—fly

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

3/day—*quickened invisibility* (self only)

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

STATISTICS

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

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

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

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

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

SPECIAL ABILITIES

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

Devil, Handmaiden (Gylou) CR 14 XP 38,400

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

**Init** +11 **Senses** darkvision 60 ft., true seeing; **Perception** +23

DEFENSE

**AC** 31, touch 17, flat-footed 24 (+7 Dex, +14 natural)

**hp** 187 (15d10+105)

**Fort** +16, **Ref** +16, **Will** +10

**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 25

OFFENSE

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

**Melee** 2 claws +22 (2d8+7/19-20/x3), 2 tentacles +20 (1d6+3 plus grab)

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

**Special** **Attacks** tentacle cage (4d8+10 bludgeoning, AC 17, 18 hp)

**Spell-Like Abilities** (CL 14th; concentration +19)

Constant--*fly, spider climb, true seeing*

At will--*alter self, dispel good* (DC 20), *enthrall* (DC 17), *greater teleport* (self plus 1 entrapped Creature and 50 lbs. of goods only), *persistent* *image* (DC 20)

3/day--*black tentacles, charm monster* (DC 19)

1/day--*summon* (level 5, 3 erinyes 65%)

STATISTICS

**Str** 24, **Dex** 25, **Con** 25, **Int** 22, **Wis** 21, **Cha** 20

**Base Atk** +15; **CMB** +22 (+26 grapple); **CMD** 39 (can't be tripped)

**Feats** Acrobatic Steps, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Multiattack, Nimble Moves, Strike Back

**Skills** Acrobatics +25 (+29 jump), Bluff +23, Diplomacy +23, Disguise +23, Escape Artist +22, Fly +14, Knowledge (arcana) +21, Knowledge (planes) +24, Perception +23, Perform (sing) +23, Sense Motive +23, Spellcraft +21, Stealth +25

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

**SQ** agile grappler

SPECIAL ABILITIES

**Agile Grappler (Ex**) A gylou does not gain the grappled condition if she grapples a foe.

**Tentacle Cage (Su)** If a gylou successfully grapples a creature, she transfers that creature into her lower body's nest of cage-like tentacles. This works like swallow whole. The gylou's tentacles are AC 17 and have 18 hp for the purpose of an entrapped creature cutting itself out. A gylou's tendrils heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.

Barbed Devil CR 11 XP 12,800

LE Medium Outsider (Devil, Evil, Extraplanar, Lawful)

**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

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

OFFENSE

**Spd** 30 ft.

**Melee** Claw x2 +18 x2 (2d8+6/19-20/x2) and

Unarmed Strike +18/+13/+8 (1d3+6/20/x2)

**Special Attacks** Grab

**Spell-Like Abilities**

At will – *Hold Person, Major Image, Produce Flame, Pyrotechnics, Scorching Ray (2 rays only)*

1/day – *Order's Wrath, Summon* (level 4, 1 barbed devil 35%), *Teleport, Greater, Unholy Bligh*t

STATISTICS

**Str** 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +12; **CMB** +18 (+22 Grappling); **CMD** 34

**Feats** Alertness, Cleave, Combat Reflexes, Improved Critical: Claw, Iron Will, Power Attack -4/+8

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

**Languages** Celestial, Common, Draconic, Infernal; Telepathy (100 feet)

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

SPECIAL ABILITIES

**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.

Devourer CR 11 XP 12,800

NE Large Undead (Extraplanar) **Senses** Darkvision (60 feet)

**Init** +7 **Perception** +20

DEFENSE

**AC** 25, touch 12, flat-footed 22 (+3 Dex, -1 size, +13 natural)

**hp** 133 (14d8+70)

**Fort** +9, **Ref** +7, **Will** +12

**Immune** ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits; **SR** 22

OFFENSE

**Spd** 30 ft., Flight (20 feet, Perfect)

**Melee** 2 Claw +18 x2 (1d8+9/20/x2)

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

**Special Attacks** Energy Drain (DC 22)

**Spell-Like Abilities**

At will – Animate Dead, Bestow Curse, Confusion, Control Undead, Death Knell, Ghoul Touch, Inflict Serious Wounds, Planar Ally, Lesser, Ray of Enfeeblement, Spectral Hand, Suggestion, True Seeing, Vampiric Touch

STATISTICS

**Str** 28, **Dex** 16, **Con** -, **Int** 19, **Wis** 16, **Cha** 21

**Base Atk** +10; **CMB** +20 (+22 Sundering); **CMD** 33 (35 vs. Sunder)

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

**Skills** Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge: Arcana +21, Knowledge: The Planes +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6

**Languages** Abyssal, Celestial, Common, Infernal; Telepathy (100 feet)

**SQ** Devour Soul (DC 22) (Su), Spell Deflection (Su)

SPECIAL ABILITIES

**Blind-Fight** Re-roll misses because of concealment, other benefits.

**Devour Soul (DC 22) (Su**) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a slay living spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the

**Energy Drain (DC 22) (Ex)** Energy Drain (1 level)

**Power Attack** -3/+6 You can subtract from your attack roll to add to your damage.

**Spell Deflection (Su**) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, ho

**Undead Traits** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

ILLIA EAN CR 12 XP 19,200

CN Medium Humanoid (Human) Male Human (Varisian) Rogue 13

**Init** +6 **Perception** +17

DEFENSE

**AC** 22, touch 17, flat-footed 15 (+5 armor, +6 Dex, +1 dodge)

**hp** 107 (13d8+26)

**Fort** +6, **Ref** +14, **Will** +5

**Defensive Abilities** Improved Evasion, Improved Uncanny Dodge, Trap Sense +4

OFFENSE

**Spd** 30 ft.

**Melee** +2 Keen Shortsword +17/+12 (1d6+2/17-20/x2)

**Special Attacks** Sneak Attack +7d6

TACTICS

**During Combat** Illia relies on surprise to eliminate weak foes quickly, knowing she has few chances to sneak attack her enemies. In the first round of combat, she draws her sword as a swift action and uses Whirlwind attack to gain as many attacks against flat-footed targets within reach, then moves into a position in which she cannot be flanked. She employs Whirlwind Attack and her rogue talents as often as possible when unable to gain sneak attacks.

**Morale** If reduced to fewer than 25 hit points, Illia gives up, admitting her desperation to escape this hellish plane led her to act rashly, and begging the PCs for mercy.

STATISTICS

**Str** 10, **Dex** 20/22, **Con** 14, **Int** 13, **Wis** 12, **Cha** 8

**Base Atk** +9; **CMB** +9; **CMD** 26

**Feats** Combat Expertise, Combat Reflexes, Dodge, Mobility, Quick Draw, Rogue Weapon Proficiencies, Spring Attack, Weapon Finesse, Whirlwind Attack

**Skills** Acrobatics +22, Appraise +17, Bluff +15, Climb +16, Disable Device +22, Disguise +8, Escape Artist +15, Knowledge: Local +13, Perception +17, Sense Motive +9, Stealth +22, Use Magic Device +15

**Languages** Common, Halfling, Varisian

**SQ** Fast Stealth (Ex), Surprise Attacks (Ex), Trapfinding +6

Chyvvom, Exchequer of Contracts CR 15 XP 51,200

LE Large outsider (devil, evil, lawful) **Senses** darkvision 60ft, see in darkness

**Init** +8 **Perception** +30

DEFENSE

**AC** 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, -1 size)

**Hp** 250 (20d10+140)

**Fort** +19, **Ref** +16, **Will** +15

**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 26

OFFENSE

**Speed** 30 ft

**Melee** gore +26 (2d6+7)

2 binding contracts +21 (1d6+3 plus grab and impale)

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

**Spell-Like Abilities** (CL 15th; concentration +21)

Constant – tongues

At will – *bestow curse (DC 19), detect thoughts (DC 18), dimension door, erase, identify, major image, polymorph, produce flame, sending*

3/day – *arcane eye, break enchantment, greater teleport, hold person (DC 18), locate creature, private sanctum, scorching ray, silence (DC 18), shield of faith, vision*

1/day – *contact other plane, delayed burst fireball (DC 23), dismissal (DC 20), plane shift, summon* (level 4, 1d6 bearded devils or 1 bone devil, 50%), symbol of pain (DC 21)

TACTICS

**Before Combat** If Chyvvom is aware of the PCs (and hi is they have interacted with either Terentius or Marijkal, both of whom have contracts with the Devil), he casts quickened shield of faith prioer to their entry into area 7.

**Durning Combat** Chyvvom much prefers to defeat his foes through tickery and cleverly worded contracts, avoiding combat in favor of negotiation. If combat s unavoidable, he summons a squad of bearded devils as bodyguards, using his spell-like abilities like bestow curse, delayed blast fireball, hold person, and scorching ray from distance. If forced into melee, he fights viciously with his natural attacks, as much out of anger at being so provoked as out of self-defense.

**Morale** Chyvvom’s orders from Lorthact are precise: he is to retain the souls of all who enter Belzeragna or perish preventing their escape.

STATISTICS

**Str** 25, **Dex** 18, **Con** 25, **Int** 24, **Wis** 24, **Cha** 22

**Base Atk** +20; **CMB** +28(+32 grapple); **CMD** 43

**Feats** Deceitful, Dodge, Improved Initiative, Improved Natural Armor, Iron Will, Mobility, Persuasive, Quicken Spell-Like Ability (shield of faith), Skill Focus (bluff), Skill Focus (Diplomacy)

**Skills** Appraise +30, Bluff +39, Diplomacy +39, Disguise +8, Initimidate +33, Knowledge (arcana) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +30, Profession (scribe) +30, Sense Motive +30, Sleight of Hand +24, Spellcraft +27

**Languages** Abyssal, Celestial, Common, Draconic, Elven, Ignan, Infernal, Sylvan, Undercommon, Varisian; telepathy 100 ft, tongues

**SQ** infernal contract, infernal investment

SPECIAL ABILITIES

**Binding Contracts (Ex)** The long contracts draped over Chyvvom’s horns and body are animated, and the devil can attack two of them at a time as secondary natural attacks

**Infernal Contracts (su**) As a full-round action, Chyvvom can produce an infernal contract for a single living mortal creature. The mortal must sign its true name to the document of its own free will, gaining up to three wishes, as per the spell wish, usable immediately or in the future by calling on the devil. While the mortal chooses the intention of the wishes, Chyvvom decides on the specifics, allowing for his own diabolical interpretation of the results should the mortal imprecisely phrase its wish.

**Infernal Investment (Su)** Chyvvom can scry at will upon any creature with whom he has a contract. The target creature always fails its save against Chyvvom’s scrying attempt.

Devil, Warmonger CR 7 3,200

LE Large Outsider (Devil, Evil, Extraplanar, Lawful)

**Init** +7 **Senses** Darkvision (60 feet), See in Darkness; **Perception** +16

DEFENSE

**AC** 22, touch 12, flat-footed 19 (+3 Dex, -1 size, +10 natural)

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

**Fort** +10, **Ref** +9, **Will** +5

**Defensive Abilities** Construct Form; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 12

OFFENSE

**Spd** 40 ft., Climbing (40 feet)

**Melee** 2 Claw +7 (1d6+5) and

2 Kick+7 (1d8+2) or

Masterwork Trident +13/+8 (2d6+7) and

2 Kick+7 (1d8+2)

**Ranged** mwk trident +10 (2d6+7) or

Net +10 ranged touch (entangle)

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

**Special Attacks** Merciless Blow, tample (1d8+7, DC 19

**Spell-Like Abilities**

At will – *greater teleport*

1/day – *summon* (level 4, 11d4 lemures or 1 bearded devil, 40%)

STATISTICS

**Str** 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 16, **Cha** 15

**Base** **Atk** +8; **CMB** +14; **CMD** 27

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Toughness

**Skills** Acrobatics +14, Bluff +13, Climb +17, Craft: Weapons +7, Fly +1, Intimidate +13, Knowledge: Dungeoneering +9, Knowledge: Engineering +9, Knowledge: The Planes +13, Perception +16, Stealth +12 Modifiers +8 Stealth among metal objects or debris, Acrobatics (Jump) +4

**Languages** Celestial, Draconic, Infernal; Telepathy (100 feet)

**SQ** Hellstrider (Su), Phalanx (Ex), Stability

SPECIAL ABILITIES

**Construct Form** Despite being true devils, Warmongers possess a number of immunities common to constructs, including immunity to ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, necromancy effects, n

**Hellstrider (Su**) A levaloch is not impeded by rough terrain, and can move or charge through such squares as normal. It can also cross areas covered with deadly impediments (such as caltrops or thorns) without being damaged or hindered. In addition to being entirely immune to to fire, the creature’s legs are immune to acid and cold, allowing it to cross rivers of acid or lava as long as the material is less than 4 feet deep. This ability does not protect a warmonger devil against magical hindrances like black tentacles, web, or similar spells.

**Merciless Blow (Su)** Levalochs show no mercy to the vulnerable. Any trident attacks they make against entangled creatures (including those entangled by its net) deal an extra 2d6 points damage.

**Phalanx (Ex)** Devils gain a +1 morale bonus on attacks and to AC while adjacent to a levaloch.

**Power Attack** -3/+6 You can subtract from your attack roll to add to your damage.

**Stability** +4 to avoid being bull rushed or tripped while standing.

Ice Devil CR 13 XP 25,600

LE Large Outsider (Devil, Evil, Extraplanar, Lawful)

Init +9 Senses Darkvision (60 feet), See in Darkness; Perception +27

Aura Frightful Presence (10 feet, 5d6 rounds) (DC 22)

DEFENSE

**AC** 32, touch 14, flat-footed 27 (+5 Dex, -1 size, +18 natural)

**hp** 161 (14d10+84); **Regeneration** 5

**Fort** +15, **Ref** +14, **Will** +12

**DR** 10/good; **Immune** cold, fire, poison; **Resist** acid 10, cold 10; **SR** 24

OFFENSE

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

**Melee** *+1 Frost Spear* +21/+16/+11 (2d6+10) and

Bite +14 (2d6+3) and

Tail Slap +14 (3d6+3)

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

**Spell-Like Abilities**

Constant – *fly*

At will – *Cone of Cold, Ice Storm, Persistent Image, Teleport, Greater*

1/day - *Summon* (level 4, 2 bone devils, 50%)

STATISTICS

**Str** 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20

**Base Atk** +14; **CMB** +21; **CMD** 36

**Feats** Alertness, Cleave, Combat Reflexes (6 AoO/round), Improved Initiative, Iron Will, Power Attack -4/+8, Weapon Focus: Spear

**Skills** Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Know: Enter Choice +21, Know: Enter Choice +21, Know: Enter Choice +21, Knowledge: The Planes +23, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

**Languages** Celestial, Common, Draconic, Infernal; Telepathy (100 feet)

**SQ** Slow (DC 23) (Su)

SPECIAL ABILITIES

**Frightful Presence** (10 feet, 5d6 rounds) (DC 22) 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 i

**Power Attack** -4/+8 You can subtract from your attack roll to add to your damage.

**Regeneration** 5 Heal HP quickly and cannot die.

**Slow (DC 23) (Su)** A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality

Nessian Warhounds CR 9 XP 6,400

LE Large Outsider (Evil, Extraplanar, Lawful) **Senses** Darkvision, Scent

**Init** +6 **Perception** +12

DEFENSE

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

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

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

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

OFFENSE

**Spd** 40 ft.

**Melee** Bite +20 (2d6+12 19-20/x2)

**Space** 10 ft.; **Reach** 5 ft.

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

STATISTICS

**Str** 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6

**Base Atk** +12; **CMB** +21; **CMD** 33 (37 vs. Trip)

**Feats** Alertness, Improved Critical: Bite, Improved Initiative, Skill Focus: Stealth, Skill Focus: Survival, Weapon Focus: Bite

**Skills** Acrobatics +16, Climb +7, Escape Artist +1, Fly -1, Perception +12, Ride +1, Sense Motive +3, Stealth +21, Survival +15, Swim +7

SPECIAL ABILITIES

**Breath weapon** (30-ft. cone, once every 1d4 rounds, 10d6 fire damage, Ref half) (DC 21)

Toff Ornelos CR 15 XP 76,800

LN Medium Humanoid Male Human Aristocrat 1/Wizard 16

**Init** +4 **Perception** +20

DEFENSE

**AC** 18, touch 13, flat-footed 18 (+5 armor, +3 deflection)

**hp** 122 (1d8+16d6+17)

**Fort** +7, **Ref** +5, **Will** +15

OFFENSE

**Spd** 30 ft.

**Melee** +*4 Defending Quarterstaff* +11/+6 (1d6+3)

**Special Attacks** hand of the apprentice (9/day), metamagic mastery (5//day)

**Wizard Spells Known** (CL 16, 7 melee touch, 8 ranged touch):

8 – *Prismatic Spray, Height (DC 26), Charm Monster, Mass (DC 24)*

7 – *Finger of Death (DC 23), Fireball, Quick (DC 25), Forcecage*

6 – *Dispel Magic, Greater, Chain Lightning (DC 24), Disintegrate (DC 22), Bear's Endurance, Quick (DC 22)*

5 – *Dominate Person (DC 21), Teleport, Cone of Cold (DC 23), Shield, Quick, Fireball, Height (DC 23*)

4 – *Black Tentacles, Dimension Door, Shout (DC 22), Wall of Fire, Enervation*

3 – *Heroism, Fireball (DC 21), Slow (DC 19), Vampiric Touch, Fly*

2 – *Fox's Cunning, Spectral Hand, See Invisibility, Blur (DC 18), Detect Thoughts (DC 18), Scorching Ray*

1 – *Magic Missile, Magic Missile, Burning Hands (DC 19), Obscuring Mist, Ray of Enfeeblement (DC 17), Expeditious Retreat*

0 – *Read Magic, Light, Detect Magic, Mending*

TACTICS

**Before Combat** If Toff is threatened with violence, he calls upon several students to him for assistance, but in the chaos and in the face of the Pcs’ accusations, none come to the headmaster’s aid. If he sees conflict as inevitable or is pushed to his breaking point, Toff starts casting spells as outlined in During Combat below.

**During Combat** Toff is no war wizard, but he firmly believes that a mage of his stature should have to ability to end any fight with force. He bgins combat by casting quickened *shield*, quickened *bear’s endurance*, and quickend *fireball*, bolstering these spells with offensive spells as standard actions. He allocates, the +4 bonus from his *defending quarterstaff* to his AC each round. While he has prepared several spells with metamagic applied, he may also quicken one spell of 4th level or lower or heighten any spell at will with his metamagic mastery ability

**Morale** One doesn’t become headmaster of a prestigious arcane academy without some sense,and Toff knows when he’s beaten. If fighting without any support form his colleagues, he surrenders and acquiesces to his attackers’ demands when reduced below 30 hit points.

STATISTICS

**Str** 9, **Dex** 11, **Con** 10, **Int** 23, **Wis** 12, **Cha** 10

**Base Atk** +8; **CMB** +7; **CMD** 20

**Feats** Combat Casting, Craft Magic Arms & Armor, Great Fortitude, Greater Spell Focus: Evocation, Heighten Spell, Improved Counterspell, Improved Initiative, Iron Will, Magical Aptitude, Quicken Spell, Scribe Scroll, Spell Focus: Evocation, Toughness +17, Wizard Weapon Proficiencies

**Skills** Appraise +16, Craft: Alchemy +12, Diplomacy +20, Fly +11, Knowledge: Arcana +26, Knowledge: History +25, Knowledge: Nobility +26, Knowledge: The Planes +25, Linguistics +13, Perception +20, Sense Motive +21, Spellcraft +29, Use Magic Device +3

**Languages** Abyssal, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal, Sylvan, Varisian

**SQ** +15 Spells in Spellbook, Bonded Object: +4 Defending Quarterstaff (1/day) (Sp), Hand of the Apprentice (9/day) (Su), Metamagic Mastery (5/day) (Su)

**Combat *Gear*** *+4 Defending Quarterstaff*

**Other Gear** Blessed Book, Bracers of Armor, +5, Ring of Protection, +3, Spell component pouch

Demon, Shadow CR 7 XP 3,200

Demon, Shadow CE Medium Outsider (Demon Extraplanar Incorporeal)

**Init** +8 **Senses** Darkvision (60 feet) ; **Perception** +20

DEFENSE

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

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

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

**Defensive** **Abilities**: Incorporeal

**Resist** acid 10, cold 10, fire 10, **SR** 17; **Immune** cold, critical hits, electricity, poison, precision damage; **DR** 10/good or cold iron

OFFENSE

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

**Melee** Bite (Demon, Shadow) +11 (1d8+4 plus 1d6 cold)

Claw x2 (Demon, Shadow) +11 x2 (1d6+4 plus 1d6 cold)

**Special Attacks**: Natural Attacks +1d6 cold, Pounce

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

At will – *deeper darkness, fear* (DC 18), *greater teleport, telekinesis* (DC 19)

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

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

STATISTICS

**Str** 0 (+4 ) **Dex** 18 (+4 ) **Con** 17 (+3 ) **Int** 14 (+2 ) **Wis** 14 (+2 ) **Cha** 19 (+4 )

**Base Atk** +7 ; **CMB** +11 ; **CMD** 29

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

**Skills** Acrobatics +14, Bluff +14, Fly +22, Knowledge (Local) +12, Knowledge (Planes) +12, Perception +20, Sense Motive +12, Stealth +14

**Languages** Abyssal, Common, telepathy (100 ft)

**SQ** Shadow Blend, Sprint (1/minute), Sunlight Powerlessness

SPECIAL ABILITIES

**Pounce (Ex)** When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

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

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

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

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