

FIENDISH HOUND ARCHON**CR 5**

LG Medium outsider (archon, extraplanar, good, lawful)

Init +6; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +10**Aura** aura of menace (DC 16), *magic circle against evil*

DEFENSE**AC** 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)**hp** 39 (6d10+6)**Fort** +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil**DR** 10/evil, 5/good; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 15

OFFENSE**Speed** 40 ft.**Melee** bite +8 (1d8+3), slam +8 (1d4+1) or mwk greatsword +9/+4 (2d6+3), bite +3 (1d8+2)**w/ Power Attack** bite +6 (1d8+9), slam +6 (1d4+3) or mwk greatsword +7/+2 (2d6+9), bite +1 (1d8+6)**Special Attacks** smite good (1/day, +0 to hit, +6 damage)**Spell-Like Abilities** (CL 6th)Constant—*detect evil*, *magic circle against evil*At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

TACTICS**Before Combat** When the celestial legionnaires hear the doors to area **A2** begin to open, they cast *aid* on themselves.**During Combat** The celestial legionnaires fight cautiously, using Power Attack only after confirming that a target is easy to hit.**Morale** The celestial legionnaires were commanded to protect further entry into the tower; they fight to the death.

STATISTICS**Str** 15, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +8; **CMD** 18**Feats** Improved Initiative, Iron Will, Power Attack**Skills** Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival**Languages** Celestial, Draconic, Infernal; truespeech**SQ** change shape (*beast shape II*)

SPECIAL ABILITIES**Aura of Menace (Su)** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.**Change Shape (Su)** A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

ADVANCED FIENDISH HOUND ARCHON**CR 6**

LG Medium outsider (archon, extraplanar, good, lawful)

Init +6; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +12**Aura** aura of menace (DC 18), *magic circle against evil*

DEFENSE**AC** 23, touch 12, flat-footed 21 (+2 Dex, +11 natural; +2 deflection vs. evil)**hp** 51 (6d10+18)**Fort** +8, **Ref** +7, **Will** +7; +4 vs. poison, +2 resistance vs. evil**DR** 10/evil, 5/good; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 15

OFFENSE**Speed** 40 ft.**Melee** bite +10 (1d8+6), slam +10 (1d4+2) or mwk greatsword +11/+6 (2d6+6), bite +5 (1d8+4)**w/ Power Attack** bite +8 (1d8+12), slam +8 (1d4+4) or mwk greatsword +9/+4 (2d6+12), bite +3 (1d8+8)**Special Attacks** smite good (1/day, +3 to hit, +6 damage)**Spell-Like Abilities** (CL 6th)Constant—*detect evil*, *magic circle against evil*At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

TACTICS**Before Combat** When the celestial legionnaires hear the doors to area **A2** begin to open, they cast *aid* on themselves.**During Combat** The celestial legionnaires fight cautiously, using Power Attack only after confirming that a target is easy to hit.**Morale** The celestial legionnaires were commanded to protect further entry into the tower; they fight to the death.

STATISTICS**Str** 19, **Dex** 14, **Con** 17, **Int** 14, **Wis** 17, **Cha** 16**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Improved Initiative, Iron Will, Power Attack**Skills** Acrobatics +11, Intimidate +12, Perception +12, Sense Motive +12, Stealth +15, Survival +16; **Racial Modifiers** +4 Stealth, +4 Survival**Languages** Celestial, Draconic, Infernal; truespeech**SQ** change shape (*beast shape II*)

SPECIAL ABILITIES**Aura of Menace (Su)** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.**Change Shape (Su)** A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

SICKENED CELESTIAL LEGIONNAIRES (2)**CR 8**Male fiendish hound archon fighter 5 (*Pathfinder Bestiary RPG Bestiary* 19, 295)

CN Medium outsider (archon, extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13**Aura** aura of menace (20 ft., DC 15)**DEFENSE****AC** 23, touch 12, flat-footed 21 (+2 armor, +2 Dex, +9 natural)**hp** 109 each (6d10+5d10+49)**Fort** +10, **Ref** +6, **Will** +4 (+1 vs. fear); +4 vs. poison**Defensive Abilities** bravery +1; **DR** 10/good; **Immune** electricity, petrification **Resist** cold 15 fire 15; **SR** 15**OFFENSE****Speed** 40 ft.**Melee** +1 cold iron greatsword +14/+9/+4 (2d6+4/19-20), bite +11 (1d8+2) or slam +12 (1d4+1), bite +12 (1d8+1)**w/ Power Attack** +1 cold iron greatsword +11/+6/+1 (2d6+13/19-20), bite +8 (1d8+8) or slam +9 (1d4+7), bite +9 (1d8+7)**Special Attacks** smite good (+0 to hit, +11 damage), weapon training (heavy blades +1)**Spell-Like Abilities** (CL 6th; concentration +6)Constant—*detect evil*, *magic circle against evil*At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message***TACTICS****Before Combat** When the celestial legionnaires hear the doors to area **A2** begin to open, they cast *aid* on themselves.**During Combat** The celestial legionnaires attempt to disarm combatants, favoring weapons wielded by strong melee combatants. The archons carefully study their foes, using Power Attack against those they can hit easily.**Morale** The celestial legionnaires were commanded to protect further entry into the tower. They fight to the death, using their Bolstered Resilience feat when reduced to 25 or fewer hit points.**STATISTICS****Str** 17, **Dex** 14, **Con** 17, **Int** 13, **Wis** 13, **Cha** 10**Base Atk** +11; **CMB** +14 (+16 disarm); **CMD** 26 (28 vs. disarm)**Feats** Bolstered Resilience^{UC}, Combat Expertise, Combat Reflexes, Disarming Strike^{APG}, Improved Disarm, Improved Initiative, Iron Will, Power Attack, Toughness**Skills** Acrobatics +12 (+16 jump), Intimidate +8, Knowledge (planes) +11, Knowledge (religion) +7, Perception +11, Sense Motive +10, Stealth +13, Survival +12; **Racial Modifiers** +4 Stealth, +4 Survival**Languages** Celestial, Draconic, Infernal; truespeech**SQ** change shape (*beast shape II*), armor training 1**Other Gear** +1 cold iron greatsword, +1 haramaki^{UE}**SPECIAL ABILITIES****Aura of Menace (Su)** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.**Bolstered Resilience** As an immediate action, you can double your DR against a single attack, to a maximum of DR 20. The type of the DR remains unchanged. If the attack you are guarding against is not successful, the increased damage reduction persists until you are hit with an attack or until the start of your next turn, whichever happens first. At the start of your next turn, you become fatigued. You cannot use this feat while you are fatigued.**Change Shape (Su)** A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.**Disarming Strike** Whenever you score a critical hit with a melee attack, you can disarm your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may disarm your opponent as if from the disarm combat maneuver. This does not provoke an attack of opportunity.

Male fiendish hound archon fighter 5 (*Pathfinder Bestiary RPG Bestiary* 19, 295)

CN Medium outsider (archon, extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

Aura aura of menace (20 ft., DC 15)

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 armor, +2 Dex, +9 natural)

hp 109 each (6d10+5d10+49)

Fort +12, **Ref** +8, **Will** +6 (+1 vs. fear); +4 vs. poison

Defensive Abilities bravery +1; **DR** 10/good; **Immune** electricity, petrification **Resist** cold 15 fire 15; **SR** 15

OFFENSE

Speed 40 ft.

Melee +1 cold iron greatsword +16/+11/+6 (2d6+6/19-20), bite +13 (1d8+4) or slam +14 (1d4+3), bite +14 (1d8+3)

w/ Power Attack +1 cold iron greatsword +13/+8/+3 (2d6+15/19-20), bite +10 (1d8+10) or slam +11 (1d4+9), bite +11 (1d8+9)

Special Attacks smite good (+0 to hit, +11 damage), weapon training (heavy blades +1)

Spell-Like Abilities (CL 6th; concentration +6)

Constant—*detect evil*, *magic circle against evil*

At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

TACTICS

Before Combat When the celestial legionnaires hear the doors to area **A2** begin to open, they cast *aid* on themselves.

During Combat The celestial legionnaires attempt to disarm combatants, favoring weapons wielded by strong melee combatants. The archons carefully study their foes, using Power Attack against those they can hit easily.

Morale The celestial legionnaires were commanded to protect further entry into the tower. They fight to the death, using their Bolstered Resilience feat when reduced to 25 or fewer hit points.

STATISTICS

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

Base Atk +11; **CMB** +14 (+16 disarm); **CMD** 26 (28 vs. disarm)

Feats Bolstered Resilience^{UC}, Combat Expertise, Combat Reflexes, Disarming Strike^{APG}, Improved Disarm, Improved Initiative, Iron Will, Power Attack, Toughness

Skills Acrobatics +14 (+18 jump), Intimidate +10, Knowledge (planes) +13, Knowledge (religion) +9, Perception +13, Sense

Motive +12, Stealth +15, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*beast shape II*), armor training 1

Other Gear +1 cold iron greatsword, +1 haramaki^{UE}

SPECIAL ABILITIES

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Bolstered Resilience As an immediate action, you can double your DR against a single attack, to a maximum of DR 20. The type of the DR remains unchanged. If the attack you are guarding against is not successful, the increased damage reduction persists until you are hit with an attack or until the start of your next turn, whichever happens first. At the start of your next turn, you become fatigued. You cannot use this feat while you are fatigued.

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

Disarming Strike Whenever you score a critical hit with a melee attack, you can disarm your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may disarm your opponent as if from the disarm combat maneuver. This does not provoke an attack of opportunity.

Hybridization Funnel

Aura faint transmutation; **CL** 3rd; **Identify DC** 18

Slot none; **Price** 200 gp; **Weight** 2 lbs.

Description

This two-spouted funnel is used to safely mix two alchemical splash weapons into a single flask. Using the vial requires 10 minutes and a DC 25 Craft (alchemy) check; a half-elf has a +5 bonus on this check. Failing the check means both splash weapons are destroyed. Success means the two materials are safely mixed into one vial that is the same volume as a normal splash weapon vial; when thrown as a splash weapon, the mixture has the effects of both component substances and creatures are affected as if hit by both. The mixture becomes inert after 24 hours. Only liquids may be mixed with the funnel. The bearer can use it to mix an alchemical splash weapon with either holy water or unholy water, but the Craft (alchemy) DC increases to 30; half-elves still get the +5 bonus on this check. The funnel does not work on potions, elixirs, extracts, or other materials. Mixing a substance with a similar or identical substance (such as alchemist's fire with alchemist's fire) has no effect. A mixture cannot be combined with another mixture.

Construction

Requirements Craft Wondrous Item, *fabricate* or combine extracts discovery; **Cost** 100 gp

Preserving Flask

Aura strong abjuration; **CL** 17th; **Identify DC** 32

Slot none; **Price** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th); **Weight** —

Description

This small, durable flask is designed to preserve alchemical extracts indefinitely. An extract stored in a *preserving flask* remains potent until it is consumed or otherwise removed from the flask. Preserved extracts count against an alchemist's extracts per day on the day they are prepared, but not on subsequent days. Each flask is capable of preserving an extract of a particular level. An extract stored in the flask retains duration, caster level, and other properties it had when it was created. The flask works on extracts and infusions, but not mutagens.

Construction

Requirements Craft Wondrous Item, creator must be able to create alchemical extracts of the extract level to be stored; **Cost** 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th)

Axiomatic

Aura moderate evocation **CL** 7th; **Identify DC** 22

Slot weapon quality; **Price** +2 bonus; **Weight** —

Description

An *axiomatic* weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures. It bestows one permanent negative level (*Core Rulebook* 562) on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Construction

Requirements Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Price** —

Seeking

Aura strong divination **CL** 12th; **Identify DC** 27

Slot weapon quality; **Price** +1 bonus; **Weight** —

Description

This special ability can only be placed on ranged weapons. A *seeking* weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.

Construction

Requirements Craft Magic Arms and Armor, *true seeing*; **Price** —

Pauldrons of the Bull

Aura faint abjuration; **CL** 5th; **Identify DC** 20

Slot shoulders; **Price** 10,000 gp; **Weight** 3 lbs.

Description

These steel pauldrons are engraved with images of charging bulls. When their wearer makes a bull rush combat maneuver, she can make the check twice and take the better result. Furthermore, they grant a +2 enhancement bonus to CMD against bull rushes.

Construction

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 5,000 gp

ADVANCED ALLIP**CR 4**

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +9**Aura** babble (60 ft., DC 17)

DEFENSE**AC** 16, touch 16, flat-footed 15 (+3 deflection, +3 Dex)**hp** 38 (4d8+20)**Fort** +6, **Ref** +6, **Will** +6**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE**Speed** fly 30 ft. (perfect)**Melee** incorporeal touch +6 (1d4 Wisdom damage)**Special Attacks** babble, touch of insanity

STATISTICS**Str** —, **Dex** 16, **Con** —, **Int** 15, **Wis** 15, **Cha** 20**Base Atk** +3; **CMB** +6; **CMD** 19**Feats** Improved Initiative, Lightning Reflexes**Skills** Fly +18, Intimidate +12, Perception +9, Stealth +10**Languages** Aklo, Common**SQ** madness

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 17 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 17 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Male unique Allip (*Pathfinder RPG Bestiary 3* 12)

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +13

Aura babble (30 ft., DC 19 [4 PCs: DC 17])

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 85 (9d8+45)

Fort +8, **Ref** +8, **Will** +8

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +9 (1d4 Wisdom damage [Hard mode: 1d6 Wisdom damage])

Special Attacks babble, touch of insanity (DC 19 [4 PCs: DC 17])

TACTICS

During Combat Ghalcor babbles and attacks any living creature, focusing on priests of good-aligned gods because they remind him of his life's work and tragic demise.

Morale Ghalcor fights until destroyed.

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 15, **Wis** 15, **Cha** 20

Base Atk +6; **CMB** +9; **CMD** 25

Feats Dodge, Flyby Attack, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes

Skills Fly +22, Intimidate +14, Knowledge (engineering) +10, Knowledge (planes) +10, Knowledge (religion) +13, Perception +13, Sense Motive +8, Stealth +11

Languages Abyssal, Aklo, Common

SQ madness, relentless compulsion

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 19 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Relentless Compulsion (Su) Ghalcor constantly tries to recalculate how he failed and why, relentlessly pursuing a perfect solution that is just out of reach. Thus, he's adept at predicting failure allowing him to re-roll any one d20 roll and taking the higher result, even after knowing the results.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 19 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

GHALCOR CR 11

Male allip oracle 10 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 3 12)

[Red = 4 PCs]

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +14

Aura babble (60 ft., DC 18 [16])

DEFENSE

AC 20, touch 20, flat-footed 16 (+6 deflection, +3 Dex, +1 dodge)

hp 147 (4d8+10d8+84)

Fort +10, **Ref** +9, **Will** +12

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +13 (1d4 Wisdom damage/19–20)

Special Attacks babble, touch of insanity (DC 18 [16])

Oracle Spells Known (CL 10th; concentration +16, +20 defensively)

5th (4/day)—*greater command* (DC 21 [20]), *lesser planar binding* (DC 21 [20]), *mass inflict light wounds* (DC 21 [20])

4th (6/day)—*confusion* (DC 20 [19]), *dismissal* (DC 20 [19]), *inflict critical wounds* (DC 20 [19]), *terrible remorse*^{UM} (DC 20 [19]),

3rd (7/day)—*bestow curse* (DC 19 [18]), *borrow fortune*^{APG}, *inflict serious wounds* (DC 19 [18]), *invisibility purge*, *vermin shape*^{UM}

2nd (8/day)—*desecrate*, *grace*^{APG}, *inflict moderate wounds* (DC 18 [17]), *oracle's burden*^{APG} (DC 18 [17]), *resist energy*, *sound burst* (DC 18 [17])

1st (8/day)—*bane* (DC 17 [16]), *doom* (DC 17 [16]), *endure elements*, *inflict light wounds* (DC 17 [16]), *murderous command*^{UM} (DC 17 [16]), *protection from law*, *sanctuary* (DC 17 [16])

0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *virtue*

Mystery outer riftsISWG

TACTICS

Before Combat Ghalcor casts *resist energy* (fire) as soon as he detects intruders in his tower. He then waits just inside the room's floor and casts *invisibility purge* when he hears the doors to area **A4** open.

During Combat Ghalcor babbles and attacks any living creature, focusing on priests of good-aligned gods because they remind him of his life's work and tragic demise. He uses spells like *confusion* and *greater command* to slow down attackers.

Morale Ghalcor fights until destroyed.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 13, **Wis** 13, **Cha** 22

Base Atk +10; **CMB** +13; **CMD** 30

Feats Ability Focus (touch of insanity), Combat Casting, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes

Skills Disable Device +10, Fly +18, Intimidate +19, Knowledge (engineering) +11, Knowledge (planes) +14, Knowledge (religion) +14, Perception +14, Sense Motive +9, Spellcraft +14, Stealth +13

Languages Abyssal, Aklo, Common

SQ madness, oracle's curse (wrecker), relentless compulsion, revelations (balefire, planar haze, unearthly terrain)

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 18 [16] Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Balefire (Su) Ghalcor's balefire oracle revelation allows him to burn his foes with eldritch fires drawn from the Abyss itself twice per day. As a standard action, he causes one target within 30 feet to become wreathed in flames; the target takes 10d6 points of fire damage and is staggered for 1 round (Reflex DC 21 [20] half and negate staggered).

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Planar Haze (Su) As a swift action, Ghalcor can fill an area with a *fog cloud*, like the spell of the same name, except it originates at the center of the spell effect and cannot expand beyond the spell's area.

Relentless Compulsion (Su) Ghalcor constantly tries to recalculate how he failed and why, relentlessly pursuing a perfect solution that is just out of reach. Thus, he's adept at predicting failure allowing him to re-roll any one d20 roll and taking the higher result, even after knowing the results.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 18 [16] Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Unearthly Terrain (Su): As a standard action, Ghalcor can turn one 20-foot square into difficult terrain for 1 round per level. He can use this ability 9 times per day.

Wrecker (Su) Any held objects by Ghalcor gain the broken condition when he attempts to use or equip them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition, it becomes broken again the following round.

Ghalcor's Cheat Sheet

5th level spells

Greater Command (Enchantment(compulsion)[language-dependant, mind-affecting], V, close, 1 creature/lvl within 30 ft of each other, 1 rd/lvl, SR yes) – WILL or (Approach, Drop, Fall, Flee, Halt). New WILL every rd.

Lesser Planar Binding – not casting in combat

Mass Inflict Light Wounds (Necromancy, VS, 1 creature/lvl, all w/in 30ft. of each other, SRyes) – 1d8+lvl negative energy, WILL half

4th level spells

Confusion (enchantment (compulsion)[mind-affecting], VSM, medium, all creatures in a 15ft radius, 1rd/lvl, SRyes) – WILL or be confused. Confused people attack their attackers, or roll on chart if haven't been attacked.

Dismissal (Abjuration, VSDF, close, SRyes) – WILL or extraplanar creature goes home (20% chance of a random plane instead of home)

Inflict Critical Wounds (Necromancy, VS, SRyes) – Touch for 4d8+lvl negative energy, WILL half
Terrible Remorse

3rd level spells

Bestow Curse (Necromancy [curse], VS, permanent, SRyes) – WILL or get a curse:

-6 to an ability score

-4 to attacks, saves, ability checks and skill checks

50% chance to act normally each turn

Borrow Fortune (Evocation, 1 immediate, V, personal) – Reroll a d20. Next two rounds, roll all d20s twice and take the lowest.

Inflict Serious Wounds (Necromancy, VS, SRyes) – Touch for 3d8+lvl negative energy, WILL half

Invisibility Purge (Evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere

Vermin Shape I (Transmutation (polymorph), VSM, personal, 1min/lvl) – Become a vermin like alter self.

2nd level spells

Desecrate (Evocation[evil], VSM (25gp of silver dust), close, 20ft. radius, 2hrs/lvl) – Channel negative energy DC +3 in area. Undead get +1 to attack, damage, saves. Undead created in area get +1 hp/HD. If an evil shrine is in the area, all bonuses are doubled.

Grace (Abjuration, swift, V, personal) – Your movement doesn't provoke this turn

Inflict Moderate Wounds (Necromancy, VS, SRyes) – Touch for 2d8+10 negative energy, WILL half

Oracle's Burden (Necromancy [curse], V, medium, one creature, 1min/lvl, SRyes) – WILL or target has all the negative effects of your curse (and none of the positive effects).

Resist Energy (Abjuration, VSDF, 10min/lvl) – Resist 10 (acid, cold, electric, fire or sonic)

Sound Burst (Evocation, VSDF, close, 10ft radius, SRyes) – 1d8 sonic, FORT or stunned for 1 rd

1st level spells

Bane (Enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

Doom (Necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

Endure Elements (Abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between -50 and 140°F

Inflict Light Wounds (Necromancy, VS, SRyes) – Touch for 1d8+5 negative energy, WILL half

Murderous Command (Enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or try to kill your nearest ally with a melee or natural weapon. If none are in reach, get as close as possible.

Protection from Law (Abjuration[evil], VSMD, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from lawful creatures, no being touched by lawful summoned creatures, protection from mental control by lawful creatures

Sanctuary (Abjuration, VSDF, creature touched, 1rd/lvl) – If touched is attacked, attacker WILL or lose the action, can't attack it for rest of spell. Attacking breaks the spell.

Cassock of the Clergy

Aura moderate abjuration; **CL** 1st; **Identify DC** 16

Slot body; **Price** 4,600 gp; **Weight** 1 lb.

Description

The cut and color of this solemn vestment varies from religion to religion, but its properties are the same. The wearer may command the *cassock of the clergy* to display the holy symbol of her deity or hide this symbol. At the most basic level, the garment functions as a divine focus. Additionally, the wearer gains a +3 competence bonus on Charisma-based checks to influence creatures that match her alignment or that of her patron deity. Also, the wearer may use *bles* and *sanctuary* (DC 11) each once per day, and may prepare one additional orison each day. If the wearer is a spontaneous divine caster, once per day she may spend 1 hour in prayer to gain an orison of her choice as a spell known for the next 24 hours.

Construction

Requirements Craft Wondrous Item, *bles*, *sanctuary*, creator must be a divine spellcaster; **Cost** 2,300 gp

Celestial Shield

Aura moderate evocation **CL** 7th; **Identify DC** 22

Slot shield; **Price** 13,170 gp; **Weight** 7 lbs.

Description

This gold-edged +2 *blinding heavy steel shield* is impossibly light and handy despite its size. It has no armor check penalty or arcane spell failure chance, and it allows the wielder to use *feather fall* on himself once per day. A creature wearing *celestial armor* while wielding a *celestial shield* may command the armor to provide *overland flight* rather than *fly* once per day.

Construction

Requirements Craft Magic Arms and Armor, *feather fall*, *overland flight*; **Price** 6,670 gp

ABRIKANDILU BERSERKERS (2)**CR 6**Abrikandilu barbarian 3 (*Pathfinder Campaign Setting: The Worldwound* 42)

[Red = 4 PCs, for the first 3 rounds]

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

Init +2 [0]; Senses darkvision 60 ft.; Perception +16 [+14]

DEFENSE**AC** 15, touch 10, flat-footed 13 (+2 Dex, +5 natural, -2 rage)**hp** 79 each (8 HD; 5d10+3d12+27)**Fort** +10 [+8], **Ref** +7 [+5], **Will** +7 [+5]**Defensive Abilities** uncanny dodge, trap sense +1; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10**Weaknesses** hatred of mirrors**OFFENSE****Speed** 40 ft.**Melee** bite +14 [+12] (1d6+6 [1d6+4] plus mutilation), 2 claws +14 [+12] (1d4+6 [1d4+4])**w/ Power Attack** bite +11 [+9] (1d6+12 [1d6+10] plus mutilation), 2 claws +11 [+9] (1d4+12 [1d4+10])**Ranged** improvised weapon +10 [+8] (1d6+6 [1d6+4])**Special Attacks** destructive attacks, mutilation, rage (9 rounds/day), rage powers (1)**Spell-Like Abilities** (CL 5th; concentration +5)3/day—*cause fear* (DC 11), *shatter* (DC 12)1/day—*summon* (level 1, 1 abrikandilu 50%)**TACTICS****Before Combat** One berserker noisily begins breaking apart the control panels as the other one inspects its surroundings.**During Combat** The abrikandilu berserker on the platform takes cover behind the control panel and continues to damage it, redirecting its attacks to nearby enemies. The other abrikandilu defends the stairs, throwing hunks of rubble and metal at distant foes. The demons delight in breaking smaller weapons, wands, and potions.**Morale** After decades of stasis, the demons are itching for a chance to destroy something. They fight to the death.**Base Statistics** When not raging, the abrikandilu demon's statistics are **AC** 17, touch 12, flat-footed 15; **hp** 63; **Fort** +8, **Will** +5; **Melee** bite +12 (1d6+4 plus mutilation), 2 claws +12 (1d4+4); **Str** 19, **Con** 12; **CMB** +12, **CMD** 24;**Skills** Climb +15.**STATISTICS****Str** 23, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 11**Base Atk** +8; **CMB** +14 (+16 sunder); **CMD** 24 (26 vs. sunder)**Feats** Improved Sunder, Iron Will, Power Attack, Throw Anything^B, Vital Strike**Skills** Acrobatics +10 [+8] (+14 [+12] when jumping), Appraise +7 [+5], Climb +17 [+15], Disable Device +13 [+11], Perception +16 [+14]; **Racial Modifiers** +4 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** fast movement**SPECIAL ABILITIES****Destructive Attacks (Ex)** An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, they gain a +5 racial bonus on Strength checks made to break or destroy objects.**Mutilation (Su)** An abrikandilu's bite causes hideous, ugly wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 15 Fortitude save or gain a -1 penalty on all Charisma-based checks. This penalty can stack as high as a -5 penalty with multiple bites and failed saves. This lasts even after the wounds are healed; the penalty decreases by 1 point every 24 hours. This is a curse effect. The save DC is Constitution-based.**Hatred of Mirrors (Ex)** An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

ADVANCED ABRIKANDILU BERSERKERS (2)**CR 6**Abrikandilu barbarian 3 (*Pathfinder Campaign Setting: The Worldwound* 42)

[Red = 4 PCs, for the first 3 rounds]

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

Init +4 [+2]; **Senses** darkvision 60 ft.; **Perception** +18 [+16]**DEFENSE****AC** 19, touch 12, flat-footed 15 (+4 Dex, +7 natural, -2 rage)**hp** 95 each (8 HD; 5d10+3d12+43)**Fort** +12 [+10], **Ref** +9 [+7], **Will** +9 [+7]**Defensive Abilities** uncanny dodge, trap sense +1; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10**Weaknesses** hatred of mirrors**OFFENSE****Speed** 40 ft.**Melee** bite +16 [+14] (1d6+8 [1d6+6] plus mutilation), 2 claws +16 [+14] (1d4+8 [1d4+6])**w/ Power Attack** bite +13 [+11] (1d6+14 [1d6+12] plus mutilation), 2 claws +13 [+11] (1d4+14 [1d4+12])**Ranged** improvised weapon +12 [+10] (1d6+8 [1d6+6])**Special Attacks** destructive attacks, mutilation, rage (9 rounds/day), rage powers (1)**Spell-Like Abilities** (CL 5th; concentration +7)3/day—*cause fear* (DC 13), *shatter* (DC 14)1/day—*summon* (level 1, 1 abrikandilu 50%)**TACTICS****Before Combat** One berserker noisily begins breaking apart the control panels as the other one inspects its surroundings.**During Combat** The abrikandilu berserker on the platform takes cover behind the control panel and continues to damage it, redirecting its attacks to nearby enemies. The other abrikandilu defends the stairs, throwing hunks of rubble and metal at distant foes. The demons delight in breaking smaller weapons, wands, and potions.**Morale** After decades of stasis, the demons are itching for a chance to destroy something. They fight to the death.**Base Statistics** When not raging, the abrikandilu demon's statistics are **AC** 21, touch 14, flat-footed 17; **hp** 79; **Fort** +10, **Will** +7; **Melee** bite +14 (1d6+6 plus mutilation), 2 claws +14 (1d4+6); **Str** 23, **Con** 16; **CMB** +14, **CMD** 28;**Skills** Climb +17.**STATISTICS****Str** 27, **Dex** 19, **Con** 20, **Int** 12, **Wis** 16, **Cha** 15**Base Atk** +8; **CMB** +16 (+18 sunder); **CMD** 28 (30 vs. sunder)**Feats** Improved Sunder, Iron Will, Power Attack, Throw Anything^B, Vital Strike**Skills** Acrobatics +12 [+10] (+16 [+14] when jumping), Appraise +9 [+7], Climb +19 [+17], Disable Device +15 [+13],Perception +18 [+16]; **Racial Modifiers** +4 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** fast movement**SPECIAL ABILITIES****Destructive Attacks (Ex)** An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, they gain a +5 racial bonus on Strength checks made to break or destroy objects.**Mutilation (Su)** An abrikandilu's bite causes hideous, ugly wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 17 Fortitude save or gain a -1 penalty on all Charisma-based checks. This penalty can stack as high as a -5 penalty with multiple bites and failed saves. This lasts even after the wounds are healed; the penalty decreases by 1 point every 24 hours. This is a curse effect. The save DC is Constitution-based.**Hatred of Mirrors (Ex)** An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

OLLYSTA AND THE DEMON

The conflict between Ollysta and the shemhazian demon is a thrilling backdrop for this encounter; however, managing several high-level combatants as part of this combat could slow down the action and severely detract from the dramatic atmosphere. As a result, the script below establishes the NPCs' actions as the PCs manage their own fight. During rounds 1 to 5, reduce any damage dealt to the shemhazian by the NPCs by 5 for each incapacitated crusader.

Remember that the PCs may have bypassed the traps in area **A1** or bypassed the corrupted archons in area **A3**; each bypassed situation deals 10 damage to the NPCs.

Round 1: With an immense roar, the shemhazian breaks into the tower. Ollysta and two crusaders arrive through the southern door.

Round 2: The shemhazian casts *mass inflict light wounds* (*mass inflict serious wounds* in Subtier 8–9 or hard mode Subtier 5-6) on Ollysta, the crusaders, and any PCs nearby. If you are adjusting for 4 players, instead the shemhazian casts *telekinesis* to disarm one of the crusaders. Ollysta and the crusaders charge toward the demon, deal 40 damage to it, use their lay on hands class feature, and take a net 30 points of damage each for the round.

If this is hard mode on subtier 8-9, the shemhazian uses *blasphemy* during the second round instead of its normal tactics just as the crusaders charge, instantly killing the two crusaders and weakening Ollysta; halve any damage dealt by allied NPCs for the rest of the battle.

Round 3: The shemhazian shakes the tower, which showers all creatures in area A8 with rubble, dealing 3d6 bludgeoning damage (Reflex DC 15 half); the NPCs take 5 points each. It then swats Ollysta with its Awesome Blow feat, knocking her back 10 feet. She stands and rejoins the melee, suffering attacks of opportunity before healing herself to take a net 30 damage for the round (20 hit points remaining). The crusaders attack, miss, and heal themselves, regaining a net 5 hit points.

Round 4: The shemhazian casts *mass inflict light wounds* (*mass inflict serious wounds* in Subtier 8–9) on Ollysta and any other targets nearby (dealing 15 damage to the NPCs). Ollysta and her crusaders use their lay on hands ability (recovering damage dealt this round), attack, and deal 60 points of damage.

Round 5: The shemhazian performs a full attack action, first slaying the two crusaders before focusing its attacks on Ollysta. She falls to an attack only to cast *heroic defiance*^{APG} to remain standing with only 5 hit points remaining. She strikes the demon for 30 points of damage.

Round 6: The shemhazian performs a full attack action with Power Attack, dealing up 120 points of damage to Ollysta. Ollysta dies.

Round 7: The shemhazian casts *mass inflict light wounds* (*mass inflict serious wounds* in Subtier 8–9) on nearby PCs.

Round 8: The shemhazian spends its turn breaking open a larger hole to climb through.

Round 9: The shemhazian tries to break the weapon's central column, which causes a horrid screeching.

Round 10: The shemhazian breaks the weapon's central column, which prevents the PCs from firing the weapon. On subsequent rounds it attacks any surviving PCs.

It's not necessary to roll individual attacks for these NPCs, whose actions are described above. Instead, the demon's intended threat takes three forms. First, the demon's gaze affects all creatures within 30 feet of it (including those on the mesh stairs), paralyzing any non-evil creature for 1 round (Fortitude DC 19 negates; DC 21 in Subtier 8–9). Second, the shemhazian makes an attack of opportunity against any creature that passes through its threatened area, including those leaping the gap in the broken staircase. In Subtier 5–6, it uses its pincer (+23 to hit, 1d12+6 damage), in Subtier 8–9 or hard mode Subtier 5-6 it uses its claws (+25 to hit, 2d6+12 damage) and in Subtier 8-9 hard mode it uses its bite (+25 to hit, 2d6+12 damage, DC 27 Fortitude save. Pass = 1d4 Strength damage, Fail = 2d4 Strength drain). Finally, some of the demon's actions can harm the PCs, as noted above

BLASPHEMY

School evocation [evil, sonic]; **Level** cleric 7

Casting Time 1 standard action

Components V

Range 40 ft.

Area nonevil creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level –1	Weakened, dazed
Up to caster level –5	Paralyzed, weakened, dazed
Up to caster level –10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects.

Creatures affected by multiple effects make only one save and apply the result to all the effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

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

Init +4; **Senses** darkvision 60 ft., *detect good*, *scent*, *true seeing*; Perception +36

DEFENSE

AC 31, touch 11, flat-footed 26 (+4 Dex, +1 dodge, +20 natural, -4 size)

hp 246 (17d10+153)

Fort +19, **Ref** +11, **Will** +18

DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

OFFENSE

Speed 40 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +25 (2d6+12 plus 2d4 Strength drain), 2 claws +25 (2d6+12), 2 pincers +23 (1d12+6), tail slap +23 (2d6+6)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Special Attacks paralyzing gaze, rend (2 claws, 2d6+18)

Spell-Like Abilities (CL 15th; concentration +18)

Constant—*detect good*, *fly*, *true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *telekinesis* (DC 18)

3/day—*clairaudience/clairvoyance*, *mass inflict serious wounds* (DC 20), *prying eyes*

1/day—*blasphemy* (DC 20), *summon* (level 5, 1 shemhazian 30% or 1d4 vrocks 60%)

STATISTICS

Str 35, **Dex** 19, **Con** 29, **Int** 10, **Wis** 26, **Cha** 16

Base Atk +17; **CMB** +33; **CMD** 48

Feats Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

Skills Bluff +23, Climb +20, Fly +2, Heal +28, Intimidate +23, Knowledge (religion) +20, Perception +36, Sense Motive +28; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Paralyzing Gaze (Su) Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based.

Strength Drain (Su) A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A DC 27 Fortitude save reduces this amount to 1d4 points of Strength damage. The save DC is Constitution-based.

ABRIKANDILU BERSERKERS (2)**CR 9**

Abrikandilu barbarian 6

[Red = 4 PCs, for the first 3 rounds]

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

Init +3 [+1]; **Senses** darkvision 60 ft.; Perception +19 [+17]**DEFENSE****AC** 17, touch 11, flat-footed 14 (+3 Dex, +6 natural, -2 rage)**hp** 121 each (11 HD; 5d10+6d12+50)**Fort** +12 [+10], **Ref** +9 [+7], **Will** +8 [+6]**Defensive Abilities** improved uncanny dodge, trap sense +2; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10**Weaknesses** hatred of mirrors**OFFENSE****Speed** 40 ft.**Melee** heavy pick +17/+12/+7 [+15/+10/+5] (1d6+9 [1d6+7]/x4), bite +12 [+10] (1d6+3 [1d6+1] plus mutilation)**w/ Power Attack** heavy pick +14/+9/+4 [+12/+7/+2] (1d6+18 [1d6+16]/x4), bite +7 [+5] (1d6+9 [1d6+7] plus mutilation)**Ranged** improvised weapon +14 [+12] (1d6+6 [1d6+4])**Special Attacks** destructive attacks, mutilation, rage (15 rounds/day), rage powers (knockback, raging climber +6, smasher^{APG})**Spell-Like Abilities** (CL 5th; concentration +5)3/day—*cause fear* (DC 11), *shatter* (DC 12)1/day—*summon* (level 1, 1 abrikandilu 50%)**TACTICS****Before Combat** One abrikandilu noisily begins breaking apart the control panels as the other one inspects its surroundings.**During Combat** The abrikandilu berserker on the platform takes cover behind the control panel and continues to damage it, redirecting its attacks to nearby enemies. The other abrikandilu defends the stairs, throwing hunks of rubble and metal at distant foes. The demons delight in breaking weapons, armor, wands, and potions as well as using the knockback rage ability to push enemies off the stairs and platform.**Morale** After decades of stasis, the demons are itching for a chance to destroy something. They fight to the death.**Base Statistics** When not raging, the abrikandilu demon's statistics are **AC** 19, touch 13, flat-footed 16; **hp** 99; **Fort** +10, **Will** +6; **Melee** heavy pick +15/+10/+5 (1d6+6/x4), bite +10 (1d6+2 plus mutilation); **Str** 19, **Con** 12; **CMB** +15, **CMD** 28; **Skills** Climb +18.**STATISTICS****Str** 23, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 11**Base Atk** +11; **CMB** +17 (+21 sunder); **CMD** 28 (30 vs. sunder)**Feats** Greater Sunder, Improved Sunder, Iron Will, Power Attack, Throw Anything^B, Toughness, Vital Strike**Skills** Acrobatics +11 [+9] (+15 [+13] when jumping), Appraise +7 [+5], Climb +26 [+24], Disable Device +17 [+15], Perception +19 [+17]; **Racial Modifiers** +4 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** fast movement**Other Gear** mwk studded leather, heavy pick, *amulet of natural armor* +1, thieves' tools

SPECIAL ABILITIES

Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, they gain a +5 racial bonus on Strength checks made to break or destroy objects.

Greater Sunder You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

Knockback (Ex) Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

Mutilation (Su) An abrikandilu's bite causes hideous, ugly wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 15 Fortitude save or gain a –1 penalty on all Charisma-based checks. This penalty can stack as high as a –5 penalty with multiple bites and failed saves. This lasts even after the wounds are healed; the penalty decreases by 1 point every 24 hours. This is a curse effect. The save DC is Constitution-based.

Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

Smasher (Ex) Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

ADVANCED ABRIKANDILU BERSERKERS**CR 10**

Abrikandilu barbarian 6

[Red = 4 PCs, for the first 3 rounds]

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

Init +5 [+3]; **Senses** darkvision 60 ft.; Perception +21 [+19]**DEFENSE****AC** 21, touch 13, flat-footed 16 (+5 Dex, +8 natural, -2 rage)**hp** 143 each (11 HD; 5d10+6d12+72)**Fort** +14 [+12], **Ref** +11 [+9], **Will** +10 [+8]**Defensive Abilities** improved uncanny dodge, trap sense +2; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10**Weaknesses** hatred of mirrors**OFFENSE****Speed** 40 ft.**Melee** heavy pick +19/+14/+9 [+17/+12/+7] (1d6+12 [1d6+10]/x4), bite +14 [+12] (1d6+5 [1d6+3] plus mutilation)**w/ Power Attack** heavy pick +16/+11/+6 [+14/+9/+4] (1d6+21 [1d6+19]/x4), bite +9 [+7] (1d6+11 [1d6+9] plus mutilation)**Ranged** improvised weapon +16 [+14] (1d6+8 [1d6+6])**Special Attacks** destructive attacks, mutilation, rage (15 rounds/day), rage powers (knockback, raging climber +6, smasher^{APG})**Spell-Like Abilities** (CL 5th; concentration +7)3/day—*cause fear* (DC 13), *shatter* (DC 14)1/day—*summon* (level 1, 1 abrikandilu 50%)**TACTICS****Before Combat** One abrikandilu noisily begins breaking apart the control panels as the other one inspects its surroundings.**During Combat** The abrikandilu berserker on the platform takes cover behind the control panel and continues to damage it, redirecting its attacks to nearby enemies. The other abrikandilu defends the stairs, throwing hunks of rubble and metal at distant foes. The demons delight in breaking weapons, armor, wands, and potions as well as using the knockback rage ability to push enemies off the stairs and platform.**Morale** After decades of stasis, the demons are itching for a chance to destroy something. They fight to the death.**Base Statistics** When not raging, the abrikandilu demon's statistics are **AC** 23, touch 15, flat-footed 18; **hp** 132; **Fort** +12, **Will** +8; **Melee** heavy pick +17/+12/+7 (1d6+9/x4), bite +12 (1d6+4 plus mutilation); **Str** 23, **Con** 16; **CMB** +17, **CMD** 32; **Skills** Climb +20.**STATISTICS****Str** 27, **Dex** 20, **Con** 20, **Int** 12, **Wis** 16, **Cha** 15**Base Atk** +11; **CMB** +19 (+25 sunder); **CMD** 32 (34 vs. sunder)**Feats** Greater Sunder, Improved Sunder, Iron Will, Power Attack, Throw Anything^B, Toughness, Vital Strike**Skills** Acrobatics +13 [+11] (+17 [+15] when jumping), Appraise +9 [+7], Climb +28 [+26], Disable Device +19 [+17], Perception +21 [+19]; **Racial Modifiers** +4 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** fast movement**Other Gear** mwk studded leather, heavy pick, *amulet of natural armor* +1, thieves' tools

SPECIAL ABILITIES

Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, they gain a +5 racial bonus on Strength checks made to break or destroy objects.

Greater Sunder You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

Knockback (Ex) Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

Mutilation (Su) An abrikandilu's bite causes hideous, ugly wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 17 Fortitude save or gain a -1 penalty on all Charisma-based checks. This penalty can stack as high as a -5 penalty with multiple bites and failed saves. This lasts even after the wounds are healed; the penalty decreases by 1 point every 24 hours. This is a curse effect. The save DC is Constitution-based.

Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

Smasher (Ex) Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

HOLY WORD

School evocation [good, sonic]; **Level** cleric 7

Casting Time 1 standard action

Components V

Range 40 ft.

Area nongood creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

Any nongood creature within the area of a *holy word* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level –1	Blinded, deafened
Up to caster level –5	Paralyzed, blinded, deafened
Up to caster level –10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects.

Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.