

Dungeon (High-Level) CR 10 Monster Stats

Dungeon (High-Level) CR 10		
d%	Encounter	Avg. CR
1-4	1 black pudding	7
5-8	1 dark naga	8
9-14	1 mohrg	8
15-18	1 nabasu	8
19-22	1d6 cloakers	8
23-28	1d6 wraiths	8
29-36	1d4 ettins	8
37-40	1 bone devil	9
41-44	1 night hag	9
45-48	1 spirit naga	9
49-54	1 vampire	9
55-58	1 vrock	9
59-66	1d6 minotaurs	9
67-72	2d4 trolls	9
73-76	1d4 greater shadows	10
77-78	1 bebilith	10
79-82	1 barbed devil	11
83-86	1 devourer	11
87-88	1 hezrou	11
89-92	1d4 rakshasas	12
93-94	1 lich	12
95-96	2 glabrezu	13
97-98	1 ice devil	13
99-100	1 nalfeshnee	14

BLACK PUDDING**CR 7****XP 3,200**

N Huge ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 3, touch 3, flat-footed 3 (-2 size, -5 Dex)**hp** 105 (10d8+60)**Fort** +9, **Ref** -2, **Will** -2**Defensive Abilities** split, ooze traits**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** slam +8 (2d6+4 plus 2d6 acid plus grab)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+4 plus 2d6 acid), corrosion**STATISTICS****Str** 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)**Skills** Climb +11**SQ** ooze traits, suction**ECOLOGY****Environment** any underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

DARK NAGA**CR 8****XP 4,800**

LE Large aberration

Init +5; **Senses** darkvision 60 ft., detect thoughts; Perception +19**DEFENSE****AC** 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, -1 size)**hp** 85 (10d8+40)**Fort** +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)**Defensive Abilities** guarded thoughts; **Immune** poison**OFFENSE****Speed** 40 ft.**Melee** bite +8 (1d4+2), sting +8 (2d4+2 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Spells Known** (CL 7th)3rd (5/day)—*displacement*, *lightning bolt* (DC 16)2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *silent image*0 (at will)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic***STATISTICS****Str** 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17**Base Atk** +7; **CMB** +10; **CMD** 26 (can't be tripped)**Feats** Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Stealthy**Skills** Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18**Languages** Common, Infernal**ECOLOGY****Environment** any underground**Organization** solitary or nest (2-4)**Treasure** standard**SPECIAL ABILITIES**

Detect Thoughts (Su) A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Dark nagas are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Sting—injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

Spells Dark nagas cast spells as 7th-level sorcerers.

XP 4,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +20**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 91 (14d8+28)**Fort** +6, **Ref** +10, **Will** +9**Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)**Special Attacks** create spawn, paralysis (1d4 minutes, DC 21)**STATISTICS****Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack**Skills** Climb +22, Perception +23, Stealth +21, Swim +19**ECOLOGY****Environment** any**Organization** solitary, gang (2–4), or mob (2–4 plus 4–12 zombies)**Treasure** standard**SPECIAL ABILITIES**

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

Those who slay many over the course of their lifetimes, be they serial killers, mass-murderers, warmongering soldiers, or battle-driven berserkers, become marked and tainted by the sheer weight of their murderous deeds. When such killers are brought to justice and publicly executed for their heinous crimes before they have a chance to atone, the remains sometimes return to unlife to continue their dark work as a mohrg.

Undead things caring less for life than they did before their own deaths, mohrgs exist solely to wreak havoc on the living. Sometimes mistaken for skeletons or zombies, they are far more dangerous than those mindless abominations, retaining some semblance of their own memories—and the delight they once took in hearing the screams of the dying.

XP 4,800

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

Init +7; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)**hp** 103 (9d10+54)**Fort** +9, **Ref** +9, **Will** +9**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** 2 claws +15 (1d6+6), bite +15 (1d8+6)**Special Attacks** consume life, death-stealing gaze, sneak attack +2d6**Spell-Like Abilities** (CL 8th)At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)3/day—*eneration*, *silence* (DC 16), *vampiric touch*1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)**STATISTICS****Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19**Base Atk** +9; **CMB** +15; **CMD** 29**Feats** Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack**Skills** Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy conditions), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**ECOLOGY****Environment** any (Abyss)**Organization** solitary**Treasure** standard**SPECIAL ABILITIES**

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

XP 1,600

CN Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)**hp** 51 (6d8+24)**Fort** +6, **Ref** +5, **Will** +7**Defensive Abilities** shadow shift**OFFENSE****Speed** 10 ft., fly 40 ft. (average)**Melee** bite +8 (1d6+5), tail slap +3 (1d8+2)**Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)**Special Attacks** engulf, moan**STATISTICS****Str** 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14**Base Atk** +4; **CMB** +10; **CMD** 23 (can't be tripped)**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Perception)**Skills** Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature**Languages** Undercommon**ECOLOGY****Environment** underground**Organization** solitary, pair, mob (3–6), or flock (7–12)**Treasure** standard**SPECIAL ABILITIES****Engulf (Ex)** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.**Moan (Ex)** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.*Fear:* All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.*Nausea:* All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.*Stupor:* A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).*Unnerve:* Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.**XP 1,600**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)**hp** 47 (5d8+25)**Fort** +6, **Ref** +4, **Will** +6**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits**Weaknesses** sunlight powerlessness**OFFENSE****Speed** fly 60 ft. (good)**Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)**Special Attack** create spawn**STATISTICS****Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21**Base Atk** +3; **CMB** +6; **CMD** 21**Feats** Blind-Fight, Combat Reflexes, Improved Initiative**Skills** Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11**Languages** Common, Infernal**ECOLOGY****Environment** any**Organization** solitary, pair, gang (3–6), or pack (7–12)**Treasure** none**SPECIAL ABILITIES****Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.**Constitution Drain (Su)** Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.**Lifesense (Su)** A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

XP 2,400

CE Large humanoid (giant)

Init +3; **Senses** low-light vision; Perception +12**DEFENSE****AC** 18, touch 8, flat-footed 18; (+2 armor, -1 Dex, +8 natural, -1 size)**hp** 65 (10d8+20)**Fort** +9, **Ref** +2, **Will** +5**OFFENSE****Speed** 40 ft.**Melee** 2 flails +12/+7 (2d6+6)**Ranged** 2 javelins +5 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** superior two-weapon fighting**STATISTICS****Str** 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11**Base Atk** +7; **CMB** +14; **CMD** 23**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack**Skills** Handle Animal +8, Perception +12; **Racial Modifiers** +4 on Perception**Languages** pidgin of Giant, Goblin, and Orc**ECOLOGY****Environment** cold hills**Organization** solitary, pair, gang (3–6), troupe (1–2 plus 1–2 brown bears), band (3–6 plus 1–2 brown bears), or colony (3–6 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)**Treasure** standard (leather armor, 2 flails, 4 javelins, other treasure)**SPECIAL ABILITIES****Superior Two-Weapon Fighting (Ex)** An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. Their two heads provide them with unparalleled powers of perception, making them excellent guards.

Ettins superficially resemble hill or stone giants, although their tusked facial features betray orc blood in their lineage. They have pinkish-brown skin, but ettins never bathe if they can help it, which usually leaves them so grimy and dirty their skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

BONE DEVIL (OSYLUTH)**XP 6,400**

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

Init +9; **Senses** darkvision 60 ft., see in darkness; 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 Abilities** (CL 12th)Constant—*fly*At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*3/day—quicken *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.**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, or inquisition (3–10)**Treasure** standard**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.

XP 6,400

NE Medium outsider (evil, extraplanar)

Init +4; Senses darkvision 60 ft.; Perception +16

DEFENSE

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

hp 92 (8d10+48)

Fort +14, Ref +8, Will +11

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

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 8th)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement* (DC 14)At will (with heartstone)—*etherealness, soul bind*

STATISTICS

Str 21, Dex 19, Con 22, Int 18, Wis 16, Cha 17

Base Atk +8; CMB +13; CMD 27

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

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

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), heartstone

ECOLOGY

Environment any evil-aligned plane

Organization solitary, mounted (1 and 1 nightmare), or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Demon Fever*: Bite—injury; *save* Fort DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.**Dream Haunting (Su)** A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.**Heartstone (Su)** All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

XP 6,400

CE Large aberration

Init +5; Senses darkvision 60 ft.; Perception +22

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)

hp 95 (10d8+50)

Fort +8, Ref +10, Will +10

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +10 (2d6+6 plus poison)

Space 10 ft.; Reach 5 ft.

Special Attacks charming gaze

Spells Known (CL 7th)

3rd (5/day)—*displacement, fireball* (DC 16)2nd (7/day)—*cat's grace, invisibility, summon swarm*1st (7/day)—*charm person* (DC 14), *cure light wounds, divine favor, magic missile, shield of faith*0 (at will)—*bleed, daze* (DC 13), *detect magic, mage hand, open/close, ray of frost, read magic*

STATISTICS

Str 18, Dex 20, Con 21, Int 12, Wis 17, Cha 17

Base Atk +7; CMB +12; CMD 27 (can't be tripped)

Feats Ability Focus (charming gaze), Combat Casting, Eschew Materials^B, Lightning Reflexes, Skill Focus (Perception), Stealthy

Skills Bluff +13, Escape Artist +13, Intimidate +9, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12

Languages Abyssal, Common

ECOLOGY

Environment temperate marshes

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Charming Gaze (Su) As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.**Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.**Spells** A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

XP 6,400

Female human vampire sorcerer 8
 CE Medium undead (augmented humanoid)
 Init +8; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)
 hp 102 (8d6+72); fast healing 5
 Fort +13, Ref +11, Will +12
 Defensive Abilities channel resistance +4; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10
 Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.
 Melee slam +8 (1d4+4 plus energy drain)
 Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22)
 Bloodline Spell-Like Ability (CL 8th, +7 touch); 11/day—grave touch
 Sorcerer Spells Known (CL 8th, +8 ranged touch)
 4th (5/day)—*greater invisibility*
 3rd (5/day)—*dispel magic*, *fireball* (DC 21), *vampiric touch*
 2nd (8/day)—*false life*, *invisibility*, *scorching ray*, *web* (DC 20)
 1st (8/day)—*burning hands* (DC 19), *chill touch* (DC 19), *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*
 0—*acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic*

Bloodline undead

STATISTICS

Str 16, Dex 18, Con —, Int 14, Wis 16, Cha 26
 Base Atk +4; CMB +7; CMD 24
 Feats Alertness^B, Blind-Fight, Combat Casting, Combat Reflexes^B, Dodge^B, Eschew Materials, Extend Spell, Improved Initiative^B, Lightning Reflexes^B, Silent Spell, Still Spell, Toughness^B, Weapon Finesse
 Skills Bluff +27, Knowledge (arcana) +13, Knowledge (religion) +10, Perception +21, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +19; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth
 Languages Abyssal, Common, Draconic
 SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

ECOLOGY

Environment any

XP 6,400

CE Large outsider (chaotic, demon, evil, extraplanar)
 Init +6; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)
 hp 112 (9d10+63)
 Fort +13, Ref +10, Will +6
 DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 20

OFFENSE

Speed 30 ft., fly 50 ft. (average)
 Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)
 Space 10 ft.; Reach 10 ft.
 Special Attacks dance of ruin, spores, stunning screech
 Spell-Like Abilities (CL 12th)
 At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)
 1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

STATISTICS

Str 21, Dex 15, Con 25, Int 14, Wis 16, Cha 16
 Base Atk +9; CMB +15; CMD 27
 Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack
 Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; Racial Modifiers +8 Perception
 Languages Abyssal, Celestial, Common; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)
 Organization solitary, pair, or gang (3–10)
 Treasure standard

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.
Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.
Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

XP 1,200

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 14, touch 9, flat-footed 14 (+5 natural, -1 size)**hp** 45 (6d10+12)**Fort** +6, **Ref** +5, **Will** +5**Defensive Abilities** natural cunning**OFFENSE****Speed** 30 ft.**Melee** greataxe +9/+4 (3d6+6/x3) and gore +4 (1d6+2)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** powerful charge (gore +11, 2d6+6)**STATISTICS****Str** 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +11; **CMD** 21**Feats** Great Fortitude, Improved Bull Rush, Power Attack**Skills** Intimidate +5, Perception +10, Stealth +2, Survival +10; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Giant**ECOLOGY****Environment** temperate ruins or underground**Organization** solitary, pair, or gang (3–4)**Treasure** standard (greataxe, other treasure)**SPECIAL ABILITIES****Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Nothing holds a grudge like a minotaur. Scorned by the civilized races centuries ago and born from a deific curse, minotaurs have hunted, slain, and devoured lesser humanoids in retribution for real or imagined slights for as long as anyone can remember. Many cultures have legends of how the first minotaurs were created by vengeful or slighted gods who punished humans by twisting their forms, robbing them of their intellects and beauty, and giving them the heads of bulls. Yet most modern minotaurs hold these legends in contempt and believe that they are not divine mockeries but divine paragons created by a potent and cruel demon lord named Baphomet.

TROLL**XP 1,600**

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**DEFENSE****AC** 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)**hp** 63 (6d8+36); regeneration 5 (acid or fire)**Fort** +11, **Ref** +4, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7)**STATISTICS****Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6**Base Atk** +4; **CMB** +10; **CMD** 22**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)**Skills** Intimidate +9, Perception +8**Languages** Giant**ECOLOGY****Environment** cold mountains**Organization** solitary or gang (2–4)**Treasure** standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others'

GREATER SHADOW**CR 8****XP 4,800**

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)**hp** 58 (9d8+18)**Fort** +5, **Ref** +8, **Will** +7**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits**OFFENSE****Speed** fly 40 ft. (good)**Melee** incorporeal touch +11 (1d8 Strength)**Special Attacks** create spawn (as per shadow), strength damage**STATISTICS****Str** —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +6; **CMB** +11; **CMD** 24**Feats** Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)**Skills** Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)**ECOLOGY****Environment** any**Organization** solitary**Treasure** standard**SPECIAL ABILITIES****Strength Damage (Su)** A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Greater shadows are those undead shadows that have come to be particularly infused with negative energy, such as those that have spent vast lengths of time in areas of the Plane of Shadow awash in negative energy, or those that have drained the lives of thousands of victims. These undead monsters are often found with a small band of normal shadows, which typically treat a greater shadow as a leader to rally behind.

BEBILITH**CR 10****XP 9,600**

CE Huge outsider (chaotic, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., scent; Perception +16**DEFENSE****AC** 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, –2 size)**hp** 150 (12d10+84)**Fort** +15, **Ref** +11, **Will** +7**DR** 10/good**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +19 (2d6+9 plus rot) and 2 claws +19 (2d4+9/19–20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** dismantle armor, penetrating strike, web (+11 ranged, DC 23, 12 hp)**Spell-Like Abilities** (CL 12th)At will—*plane shift* (bebilith only)**STATISTICS****Str** 28, **Dex** 12, **Con** 24, **Int** 11, **Wis** 13, **Cha** 13**Base Atk** +12; **CMB** +23; **CMD** 34 (46 vs. trip)**Feats** Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack**Skills** Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +16, Survival +16; **Racial Modifiers** +8 Stealth**Languages** Abyssal (cannot speak); telepathy 100 ft.**ECOLOGY****Environment** any (the Abyss)**Organization** solitary or band (2–6)**Treasure** standard**SPECIAL ABILITIES****Dismantle Armor (Ex)** If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.**Penetrating Strike (Su)** A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.**Rot (Su)** A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.

BARBED DEVIL (HAMATULA)

CR 11

XP 12,800

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

Init +6; **Senses** darkvision 60 ft., 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**Defensive Abilities** barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22**OFFENSE****Speed** 30 ft.**Melee** 2 claws +18 (2d8+6/19–20 plus fear and grab)**Special Attacks** fear, impale 3d8+9**Spell-Like Abilities** (CL 12th)At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame, pyrotechnics* (DC 16), *scorching ray* (2 rays only)
1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)**STATISTICS****Str** 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 34**Feats** Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack**Skills** Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, team (3–5), or squad (6–11)**Treasure** standard**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 (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.**Grab (Ex)** A barbed devil can use its grab attack against a foe of up to Medium size.**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)

Init +7; **Senses** darkvision 60 ft.; Perception +20**DEFENSE****AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, –1 size)**hp** 133 (14d8+70)**Fort** +9, **Ref** +7, **Will** +12**Defensive Abilities** spell deflection, undead traits; **SR** 22**OFFENSE****Speed** 30 ft., fly 20 ft. (perfect)**Melee** 2 claws +18 (1d8+9 plus energy drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** devour soul, energy drain (1 level, DC 20)**Spell-Like Abilities** (CL 18th)At will—*animate dead*^{4th}, *bestow curse*^{4th} (DC 19), *confusion*^{4th} (DC 19), *control undead*^{7th} (DC 22), *death knell*^{2nd} (DC 17), *ghoul touch*^{2nd} (DC 17), *inflict serious wounds*^{3rd} (DC 18), *lesser planar ally*^{4th}, *ray of enfeeblement*^{1st}, *spectral hand*^{2nd}, *suggestion*^{3rd} (DC 18), *true seeing*^{6th}, *vampiric touch*^{3rd} (DC 18)**STATISTICS****Str** 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21**Base Atk** +10; **CMB** +20; **CMD** 33**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 (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6**Languages** Abyssal, Celestial, Common, Infernal; telepathy 100 ft.**ECOLOGY****Environment** any**Organization** solitary**Treasure** standard**SPECIAL ABILITIES****Devour Soul (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 devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

HEZROU**CR 11****XP 12,800**

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +23**Aura** stench (DC 24, 10 rounds)**DEFENSE****AC** 25, touch 9, flat-footed 25 (+16 natural, -1 size)**hp** 145 (10d10+90)**Fort** +16, **Ref** +3, **Will** +9**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** nausea**Spell-Like Abilities** (CL 13th)At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)3/day—*gaseous form*1/day—*blasphemy* (DC 21), summon (level 4, 1 hezrou 35%)**STATISTICS****Str** 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 29**Feats** Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack**Skills** Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** amphibious**ECOLOGY****Environment** any swamp (Abyss)**Organization** solitary or gang (2–4)**Treasure** standard**SPECIAL ABILITIES**

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

RAKSHASA**CR 10****XP 9,600**

LE Medium outsider (native, shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)**hp** 115 (10d10+60)**Fort** +9, **Ref** +12, **Will** +8**DR** 15/good and piercing; **SR** 25**OFFENSE****Speed** 40 ft.**Melee** +1 *kukri* +16/+11 (1d4+4/15–20), claw +10 (1d4+1), bite +10 (1d6+1)**Special Attacks** detect thoughts**Spells Known** (CL 7th)3rd (5/day)—*lightning bolt* (DC 16), *suggestion* (DC 16)2nd (7/day)—*acid arrow*, *invisibility*, *minor image*1st (7/day)—*charm person* (DC 14), *mage armor*, *magic missile*, *shield*, *silent image*0—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *message*, *prestidigitation***STATISTICS****Str** 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17**Base Atk** +10; **CMB** +13; **CMD** 29**Feats** Combat Expertise, Dodge, Improved Critical (*kukri*), Improved Initiative, Weapon Finesse**Skills** Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise**Languages** Common, Infernal, Undercommon**SQ** change shape (any humanoid, *alter self*)**ECOLOGY****Environment** any**Organization** solitary, pair, or cult (3–12)**Treasure** double (+1 *kukri*, other treasure)**SPECIAL ABILITIES**

Detect Thoughts (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

XP 19,200

Human lich necromancer 11

NE Medium undead (augmented humanoid)

Init +2; Senses darkvision 60 ft., life sight*; Perception +24

Aura fear (60-ft. radius, DC 18)

DEFENSE

AC 23, touch 14, flat-footed 21 (+4 armor, +2 deflection, +2 Dex, +5 natural)

hp 111 (11d6+55 plus 15 *false life*)

Fort +6, Ref +7, Will +11

Defensive Abilities channel resistance +4; DR 15/bludgeoning and magic; Immune cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee touch +5 (1d8+5 plus paralyzing touch)

Special Attacks grave touch* (9/day), paralyzing touch (DC 18), power over undead* (9/day, DC 18)

Spells Prepared (CL 11th)

6th—*circle of death* (DC 22), *globe of invulnerability*, maximized *fireball* (DC 19)5th—*cloudkill* (DC 21), *cone of cold* (DC 21), quickened *magic missile*, *waves of fatigue*4th—*dimension door*, *enervation*, *fire shield*, *wall of ice* (2)3rd—*dispel magic* (2), *fireball* (DC 19), *suggestion* (DC 19), *vampiric touch* (2)2nd—*darkness*, extended *mage armor* (already cast), *false life* (already cast), *scorching ray* (2), see *invisibility*, *spectral hand*1st—*magic missile* (3), *ray of enfeeblement* (2), *shield* (2)0—*bleed* (DC 16), *detect magic*, *ray of frost*, *read magic*

Opposition Schools illusion, transmutation

STATISTICS

Str 10, Dex 14, Con —, Int 22, Wis 14, Cha 16

Base Atk +5; CMB +5; CMD 25

Feats Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness

Skills Craft (alchemy) +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (planes) +20, Linguistics +20, Perception +24, Sense Motive +24, Spellcraft +20, Stealth +24; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (*boots of levitation*, *headband of vast intelligence* +2 [Perception], *ring of protection* +2, *potion of invisibility*, *scroll of dominate person*, *scroll of teleport*)

XP 25,600

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

Init +0; Senses darkvision 60 ft., *true seeing*; Perception +26

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 186 (12d10+120)

Fort +18, Ref +4, Will +11

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

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19-20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

Space 15 ft.; Reach 15 ft.

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrock 50%)1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, Dex 11, Con 31, Int 16, Wis 16, Cha 20

Base Atk +12; CMB +24; CMD 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or troop (1 glabrezu, 1 succubus, and 2-5 vrock)

Treasure standard

ICE DEVIL (GELUGON)**CR 13****XP 25,600**

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

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +27**Aura** fear (10 ft., DC 22)**DEFENSE****AC** 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)**hp** 161 (14d10+84); regeneration 5 (good weapons, good spells)**Fort** +15, **Ref** +14, **Will** +12**DR** 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** +1 *frost spear* +21/+16/+11 (2d6+10/x3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 13th)Constant—*fly*At will—*cone of cold* (DC 20), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *wall of ice* (DC 19)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, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)**Skills** Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**ECOLOGY****Environment** any (Hell)**Organization** solitary, team (2–3), council (4–10), or contingent (1–3 ice devils, 2–6 horned devils, and 1–4 bone devils)**Treasure** standard (+1 *frost spear*, other treasure)**SPECIAL ABILITIES****Slow (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 possessed by the spear itself. The save DC is Constitution-based.**NALFESHNEE****CR 14****XP 38,400**

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

Init +5; **Senses** darkvision 60 ft., *true seeing*; Perception +31**Aura** *unholy aura* (DC 23)**DEFENSE****AC** 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)**hp** 203 (14d10+126)**Fort** +22, **Ref** +9, **Will** +21**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25**OFFENSE****Speed** 30 ft., fly 40 ft. (poor)**Melee** bite +23 (3d8+11/19–20), 2 claws +23 (2d6+11)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** *unholy nimbus***Spell-Like Abilities** (CL 12th)Constant—*true seeing*, *unholy aura* (DC 23)At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)**STATISTICS****Str** 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20**Base Atk** +14; **CMB** +27; **CMD** 42**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack**Skills** Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial Modifier** +8 on Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**ECOLOGY****Environment** any (Abyss)**Organization** solitary or warband (1 nalfeshnee, 1 hezrou, and 2–5 vrocks)**Treasure** standard**SPECIAL ABILITIES****Unholy Nimbus (Su)** Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.