

SND8-01S

Save Our Souls Round 2

A Two-Round Dungeons & Dragons[®] Living Greyhawk[™] Sunndi Regional Special

Version 0.1

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Circle Reviewers: –

Reviewers:

Playtesters:

The war of steel is done, but the war of minds is not yet won. Many souls are in peril, kept away from our truth, to be subject to the lies of the hopping prophet. This must end. This can end. With your help our values shall prevail. A two-round Sunndi regional special set in the Vast Swamp for characters level 2-15 (APLs 4-16).

Resources for this adventure [and the authors of those works] include [title \[author\]](#), [title \[author\]](#), *Fiendish Codex II* [R. D. Laws, R.J. Schwalb], *Spell Compendium* [varies], and *SND6-02S Muddied Future* [Pieter Sleijpen and Krishna Simonse].

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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ADVENTURE SUMMARY

SND8-01S Save Our Souls is a 2-round Sunndi special. The first round is a somewhat traditional battle interactive in which the PCs fight the Wastrians and their assorted allies in an attempt to rescue prisoners of war. For some this is nothing more than a dangerous fight, but others can try to convince the newly converted Wastrians to switch sides. Once the battle is won though the whole fortress and everybody inside is transported to Hell.

The 2nd round is about learning what is going on, keeping those inside the fortress safe and return with as many people as possible in tact. It is mostly a role-play part, but no devil allows its prey to escape without a fight.

Introduction: The first part of the adventure ended with the PCs realizing something odd was going on with the weather and environment. While discussing what is going on, a herald arrives announcing the PCs are in the dominion of Lord Mammon and that they have to negotiate free passage or face the consequences.

The adventurers are split in two groups. One group, the group in Schildwolde, is sent to Mammon to lead the negotiations or force the issue through weapons. The other group, the one in Delft, remains behind in the fortress to defend the liberated prisoners against the dangers of Hell.

Schildwolde

Encounter 1 [Deadly Mist]: The Wastrians realized there was a loophole in their deal with Mammon, but it was too late to change it. What they can do, is to prevent the adventurers from arriving at Mammon's court. So they hired several assassin devils to slay the PCs en-route. A dense mist separates the groups, giving the assassin devils a chance of success.

Encounter 2 [Vital Negotiations]: Arriving in the city of Minauros, the PCs arrive at the courts to open the negotiations. The Wastrians have sent their own representatives and a haggling session about the souls of the Sunndians starts. The primary negotiations will be with Mammon, but there are many deals and potential gains for advantages at the side.

Encounter 3 [Bad Losers]: If the PCs manage to succeed in the deal, the Wastrians lose their temper and attack. This attack triggers Mammon's paranoia and a large combat ensues. If the PCs lose, they have to fight their way out.

Delft

Encounter 4 [Pests]: Hell is no safe place, and nothing draws monsters towards a place quicker than the prospect of torturing innocent souls.

Encounter 5 [When Opportunity]: Four groups of more organized devils arrive on the scene. A group of amnizu are here to register who is at the fortress and to offer protection in name of Mammon. A group of pain devils are looking for mortals to torture, but unless they convince the mortals at the fortress to break any laws their hands are tied. A group of escaped souls who are looking for a safe haven add to the confusion. The last is a single imp in the service of Baalzebul, who is here to cause trouble for Mammon, jealous about the big fish he apparently caught.

Encounter 6 [Shattered Peace]: Despite the best efforts eventually the powder cask explodes. Depending on how the PCs dealt with the different factions this fight is more or less difficult.

All

Conclusion: Regardless who wins the negotiations in Encounter 3, the fortress and those in it are sent back to where it came from, ending any fights taking place there. All any survivors have to do, is to trudge back through the Swamp. Luckily the trip back is uneventful. The PCs who were sent to Minauros need to find their own way back, but remaining alive until that time poses no real challenge until they finally return through a *planeshift* spell cast by them selves.

The long term consequences of this mission depend on how the PCs acted. If they remained level-headed and protective of those under their charge even if it was inconvenient they made a good impression, keeping the reputation of adventurers in tact. If the PCs on the other hand proved to be callous about the lives of the imprisoned Sunndians they ruin the reputation of adventurers in general, playing right into the hands of forces that would love nothing more than to reduce the influence of those unpredictable do-gooders. If the Wastrians won the negotiations and sacrifice their own for the safety of those imprisoned they earn much glory. If the PCs win, they foil a Wastrian plot and earn an even better reputation in the eyes of the Sunndi citizens.

INTRODUCTION

After the break the game continues with the PCs together within the fortress, discussing recent events and trying to find out what happened. At first glance the PCs might conclude some kind of supernatural weather has been summoned into the region. There are two things that immediately contradict this:

- The fact that Hell has a mildly evil and lawful alignment trait causes chaotic and good characters to feel very uncomfortable while neutral aligned characters feel nothing specific.
- The sun has disappeared. While the eternal mist hides this fact for most, PCs can make a DC 15 Survival check to realize the sun is gone, but also that the time of the day has changed and that there are no telltale clues on what north is.

PCs who take the effort to travel away outside a 500 yard radius from the fort, including the tower and walled compound, also note a rather big change in scenery. It is still a swamp, but the vegetation is twisted and broken, covered in thorns, vines, sickly brown mosses and abundant amount of fungi. The whole is covered with a thin layer of black slimy substance. The smell of brimstone and rotting eggs is strong. The water is dirty and crawling with worms and the air with mosquitoes the size of human thumbs. There is also a strange lack of birds, crocodiles and other wildlife. Finally, 10 minutes after the first hailstorm a second hail storm, equally painful strikes again, this time lasting 10 rounds.

If all these clues are put together, most PCs should realize the whole fortress has been transported to another area, most likely another plane. PCs who succeed at a DC 30 Knowledge (the planes) check realize the kind of weather and terrain is associated with the 3rd layer of Hell called Minauros. How this feat is achieved remains a mystery for the moment, but if done on purpose the power required to achieve it would be phenomenal. It somehow seems more likely it is an ordinary planar breach, but PCs who succeed at a DC 20 Knowledge (the planes) check realize that a breach with an outer plane is extremely rare and anything big enough to transport a whole fortress would open for hours and not milliseconds.

Talking with the Wastrians reveals nothing. They are just as surprised about it as the PCs. Some (the headmaster from the school, the lieutenant of the tower, the captain of the gate and

the agitator of the courtyard) suspected the leaders were busy with a ritual to summon a powerful fiend, and they assume the ritual somehow failed. Only the Wastrian general knows the truth that the transportation is on purpose and part of a deal between the Wastri and Mammon. It is unlikely though that she is still alive, but if she is, she does not reveal this even if under the effect of a *charm person* or under torture. The only means of learning this is through spells such as *detect thoughts*. In that case the PCs learn that things went as planned, that she is gleeful about it and that whatever what was planned is not yet finished. She knows the Wastrians have a means to get everybody back again, but she does not know the details. Without magic a DC 15 Sense Motive check does show she is not surprised by the situation. In fact, she seems to be very pleased with it.

After the PCs have had some time to discuss things, a herald arrives at the fortress. Read aloud or paraphrase:

While some are engrossed in the discussion about what is going on and what to do next, others remained vigilant for danger. These now shout a warning as they note a lone rider riding towards the gate. Both the steed and the rider look distinctly unnatural. The horse walks over the muddy water as if it is solid ground. It is as black as the night with burning hooves, literally flaring nostrils and it leaves a trail of smoke behind. The rider is clad in a dull grey spiked full plate with a helmet with curved horns and armed with a shield and lance. Attached to the lance is a white flag.

Without hesitation, he rides to the gates, where he puts away his lance, removes his helmet and grabs a hunting horn from his belt, giving one loud resounding blow on it. Its face looks somewhat human except for its unnatural gray skin color, yellow glowing eyes and lipless mouth. The symbol on its shield is that of a golden coin with on it a snake-like figure.

“Mortals from the Flanaess, in the name of his majesty Mammon, archduke of Minauros, 3rd layer of Baator, High Breaker of Souls, Destroyer of Chaos, Crusher of the Silver Host, Destroyer of the Great Horde of Burning Ice, conqueror of the Tattered Fortress, and so on, I bid thee welcome in his fair realm. As his most honored guests, he invites representatives of your group for a formal meeting in Minauros, the Sinking City to

discuss the terms for your stay, return or surrender. We guarantee you safety from his supremeness' forces during the negotiations as long as you respect and abide our local laws. We cannot promise you safety from the many pests that haunt the region that is your own problem, but I have full confidence heroes like you, have no problems dealing with the minor irritants that prowl his greatness' domain. What reply can I return to my master?"

The herald is a narzugon riding a nightmare as regular Knowledge (the planes) checks reveal. The symbol on his shield can be recognized with a DC 20 Knowledge (religion) as belong to the devil Mammon, patron of greed and lust. With a DC 36 Knowledge (the planes) check a character remembers that Mammon is a seducer, slippery with words, establishing friendships to betray them equally quickly. All he cares about is power, a feeling his touch can induce in others. A DC 15 Knowledge (the planes) check recognized the herald as a narzugon and the steed as a nightmare. The herald is willing to answer a few questions, but he is impatient and advises the PCs to be quick with an answer since his master is not know for his patience.

What is your name? My name is unimportant. Here I am the voice of Mammon.

You are a devil. Why shouldn't we kill you? Would you break the flag of truce and kill the messenger of Mammon? That would be an act of war which will generate an appropriate and lethal response from my liege. You would sorely regret such a decision and it would cause many deaths on your side.

On yours as well. This is our domain. We cannot die here. [Note that is not exactly true, they would be absorbed by Baator, which strictly speaking might not be dead, but for all intents and purposes is.]

Why would we trust you? We baatezu never break our word. We will grant those traveling to the Sinking City papers that allow them free passage. These have been sealed by Mammon himself. If that is not enough, you are in bad luck, since you really do not have much choice in the matter.

What if we say "no"? In that case you forfeit any guarantees for your safety and you are considered

armed trespassers in his lordship's domain and treated as hostile enemies. You should not underestimate his greatness' power. You will die.

What does Mammon want to talk about? I am but his voice. I do not dare to presume to know his thoughts. All I know is that it involves your freedom and release of this realm. Ultimately it is your choice, but there are rivals of you who would pay dearly for the honor of being responsible for your freedom. The choice is yours whether you want to grant your enemies a great victory or foil their plot.

Who of us should go? A small group, big enough to defend yourself against any pests and small enough not to pose a threat. Besides, you are much safer in this fortress than out there in the wilderness. My master is not being boastful when he warns you about local pests. [In short, the tables of Groningen should go, the rest remains behind.]

Where do we go? Go in that direction on foot or horseback for the next 2 hours and you will arrive at the city. It is the only city on the ground. Do NOT use teleportation or flight. That is considered a threat at the address of his lordship not unlike drawing a weapon at court.

What pests? There are many from those that are familiar to you to those that are not. The most dangerous would be devils serving enemies of his superiority who would love nothing more than to discredit their enemies.

Development: If the PCs accept, the tables of Groningen are expected to leave for Minauros. In that case, send the players back to their table and proceed with Encounter 1 in Groningen and Encounter 4 in Delft. If not, or when the PCs fly towards Minauros, Mammon has no pity on the PCs. He promised to protect the Sunndian prisoners, not some group of good for nothing heroes and he will assault the fortress en-masse. Use the encounters from Encounter 1, 3, 4 and 6 in quick succession. The fiends try not to harm the ex-prisoners, but not to the exclusion of their own safety. They can always tell, that since the adventurers were responsible for the assault in the first place, the goal of the deal (discredit adventurers, praise Wastrians) is achieved even better.

1: DEADLY MIST

<Note: It is about 2 hours walking to Minauros. The attack is about half-way.>

Terrain: The whole area is covered in a dense fog, treat this as an *obscuring mist*. Strong wind can disperse the mist for as long as it blows, but it quickly returns afterward. The encounter includes a +1 EL for the mist since the assassin devils are virtually unaffected by it due to their blindsight.

Creatures: sdfsdf

APL 10 (EL 12)

Assassin Devil: hp 105; see Appendix 1.

APL 12 (EL 14)

Assassin Devils (2): hp 105 each; see Appendix 1.

APL 14 (EL 16)

Lethal Assassin Devils (2): assassin devil assassin 2; hp 137; see Appendix 1.

APL 16 (EL 18)

Lethal Assassin Devils (3): assassin devil assassin 4; hp 155; see Appendix 1.

Tactics: sdfsdf

Treasure: sdfsdf

Development: asdasd

2: VITAL NEGOTIATIONS

3: BAD LOSERS

WASTRIANS

Note: while the servants of Wastri have all the stats of a slaad, they are not truly slaad. They are lawful neutral, and reverse anything associated with chaos to law and vice versa.

APL 10 (EL 12)

Blue Slaad (3): hp 68 each; see *Monster Manual* 202.

Gray Slaad: hp 95; see *Monster Manual* 203

APL 12 (EL 14)

Terrible Blue Slaad (4): 12 HD blue slaad; hp ?? each; see *Monster Manual* 202.

Gray Slaad: hp 95; see *Monster Manual* 203

APL 14 (EL 17)

Death Slaad: hp 142; see *Monster Manual* 231.

Terrible Blue Slaad (2): huge 16 HD blue slaad; hp ?? each; see Appendix 1.

APL 16 (EL 19)

Malebranche (2): hp 184 each; see Appendix 1.

Horned Devil Marshal: horned devil marshal 4; see Appendix 1.

MAMMON'S DEFENDERS

APL 10 (EL 10) <from various entries>

Bone Devil: hp 95 each; see *Monster Manual* 52.

Legion Devils (8): hp 19 each (special); see Appendix 1.

APL 12 (EL 12) <archers on balcony>

Erinyes Archer: erinyes fighter 1; see Appendix 1.

Orthons (4): hp 87 each; see Appendix 1.

APL 14 (EL 14) <bodyguard at platform>

Barbed Devils (2): hp 126 each; see *Monster Manual* 51.

Orthons (6): hp 87 each; see Appendix 1.

APL 16 (EL 17) <at platform>

Horned Devil Commander: horned devil bard 2; hp xx; see Appendix 1.

Untiered (EL 21; for the brave)

Aspect of Mammon: see *Fiendish Codex II* 145.

DEVELOPMENT

4: INFERNAL PESTS

<The pests arrive about 30 minutes after the transition.>

Creatures: A swarm of spined devils spotted the mass gathering of mortals and decided to have some fun. They gathered a couple of hell wasp nests to throw it amongst the mortals to saw distraction and of course to have some fun themselves. They are all here to have fun, and except for the hell wasps swarms they retreat if things go badly.

APL 4 (EL 6)

Spined Devil (2): hp 19 each; see *Fiendish Codex II*.

APL 6 (EL 8)**Spined Devil (4):** hp 19 each; see *Fiendish Codex II*.**APL 8 (EL 10)****Hellwasp Swarms (2):** hp 93 each; see *Monster Manual* 238.**APL 10 (EL 12)****Hellwasp Swarms (4):** hp 93 each; see *Monster Manual* 238.

Tactics: The tactics of the hellwasps is fairly straightforward: kill as many things as possible by flying to the greatest gathering of non-wasp beings except for devils (who are immune to their poison and suffer much less damage). They are intelligent enough to focus on opponents with area of effect attacks, but only after they have been used at least once. The spined devils simply stay in the air while raining their spines over every mortal they can see. They focus their attacks on opponents with ranged attacks. They flee when at 2 hit points.

Treasure: None.**Development:** asasdadas

5: WHEN OPPORTUNITY KNOCKS

Opportunity Knocks about 30 minutes after the fight with the pests and it should last about 30 minutes to 1 hour. The amnizu gang openly approach, their leader makes it known that he is here because of the direct orders of Mammon. For the negotiations it is needed to know how many mortals there are present at the fortress or else run the risk that not all will be released. The gang of pain devils mingles with the amnizu, but they are treated with disdain and keep their distance somewhat. The petitioners come from the other direction and try to remain unseen. The imp just flies in while invisible, trying to remain out of sight of the erinyes.

Despite the fact that the different tables are assigned to different areas in the fortress, it is best if each table talks with all four factions separately. The factions do not talk with the same group of PCs at the same time. Each group has a particular goal as described below. If the PCs oppose this goal, they should succeed at a number of skill checks (sometimes opposed) equal to their APL. The descriptions below give suggestions for skill

checks that the PCs can use to achieve success of sorts, but creative players could replace any of these with others as long as they make a good case for its use. It should include at least a Diplomacy or Bluff skill check. The idea is to let different PCs make different checks and to draw them all into the roleplaying. Explain this to the players before the start, but do not tell what skill checks need to be made or what the precise goals of the devils are. This should be determined through smart playing, skill checks and negotiations.

Amnizu Gang

The amnizu are protected by a group of legion devils and a couple of orthon. The amnizu captain is typical for its type: green, short, stocky and winged, vaguely resembling a gargoyle. It has an oversized, elongated head fitted with small, porcine eyes, a pug nose, and a large, fang-filled mouth. Large bat-wings spread from its back. Like all amnizu it is arrogant, thinks it is very important and wants mortals to obey him. He hates chaos.

Goal: Create perfect records on the amounts of mortals, their morale inclination and power present in the fortress.

Pain Devils Gang

The pain devil gang is a ragtag group of nupperibo, legion devils, steel devils and even an erinyes. The pain devils themselves look like humans with blood-stained leather apron and a black spiked mask that covers its complete face. Only its baleful red eyes can be seen. It has no hair and a pale skin.

Goal: Get the PCs to break the laws of the place so that can practice their skills on these tasty mortals.

Petitioners

The leader and primary negotiator of the petitioner calls himself Bragoth, a smooth talking human with bruises along the wrists and a somewhat bloated appearance (he was drowned for double crossing a crime lord). He tends to grovel a lot, and he is very jumpy. If things do not go his way, he has a tendency to become very rude, which is the result of fear. He knows he is not an innocent soul, and he is desperately afraid of what the devils will do to him. Feel free to think of a couple of NPCs of your own, just remember that none of them are innocent and all show signs of how they died.

Goal: Convince the PCs to smuggle them (or only him if that is what it takes) into the cellars of the fortress and to help them escape from Hell. He

knows that without the help from the PCs there is no chance at all to escape.

Offer: Bragoth cannot offer anything except empty promises of eternal gratitude and trying to play on the heroes' sense of justice and goodness.

Price: Helping the escaped petitioners IS a serious crime and it would instantly remove any protection the PCs might have from Mammon. Of course, the idea of thwarting the devils might be tempting enough. Even talking with the petitioners would be a crime in the eyes of paranoid servants of Mammon. The real irony is that handing over the petitioners to the local pain devils or amnizu will not help one thing against their hunters. The PCs might not be breaking any laws, but claiming the glory of their capture for them selves or other devils is a deadly insult.

Note: A DC 20 Knowledge (the planes) or Knowledge (religion) shows that while it is known to happen that truly innocents arrive in Hell, it is extremely rare. For it to happen to over a dozen of souls at the same time is virtually impossible. Note that these souls also detect as evil, although the souls claim that this is due to their stay in hell, this is simply not true. Whether or not keeping the souls here would actually allow the souls to escape remains to be seen as well.

Imp of Baalzebul

The imp Ishmael wanders through the whole fortress invisible, trying to remain out of sight of the other devils. He secretly contacts PCs that keep their distance from the others (in other words: who do not involve them selves in the negotiations), trying to make its own deals in private.

Goal: Learn what is going on and whether it is a threat to its master's plans. Getting the PCs and the devils of Mammon into a fight would certainly serve this goal. Of course, winning over souls to his cause is also a good thing, so trying to get loners to torture any of the prisoners and so on would be great too. If this fails on a PC, you can have it succeed on a former prisoner who acts against another prisoner out of vengeance.

Offer: Ishmael has very little to offer even though he acts all knowing and powerful. As an imp he does not lie when making a deal, but if the PCs jump to the wrong conclusions he cannot be blamed. He knows that the PCs are truly in Minauros. He knows that Mammon made some kind of deal with the Wastri and that deal involves a large exchange of souls. He is also willing to spy upon the other factions present, and hence can tell the PCs the truth about the petitioners, the goals

of the pain devils (luring the PCs into breaking a law) and the amnizu (getting a good idea of the price of souls present at the fortress for the negotiations between Mammon, the Wastrians and the PCs).

Price: At a bare minimum he wants an oath from the PCs to protect him from harm to the best of their ability while it is within the fortress both from his fellow devils AND the mortals. If at all possible, he tries to make that protection as wide as possible. If it goes beyond the fortress, make a note of this on the AR since it might have consequences in future scenarios. He also accepts the torture of one of prisoners or even ones soul, but even though he starts this high, he does not really expect the PC to take the bait. Note that the imp is not smart enough bargainer to realize that asking do-gooders to do something evil even if you do not expect them to comply is a bad negotiation technique. People who do not trust you, are much less likely to make a good deal.

Development: When the senior DM signals it, or when the players initiate violence or are obviously bored, the players have a 15 minute break while the DMs discuss the results of this encounter in preparation for Encounter 2 and Encounter 6. Note that if you stop early, you should not forget to tell this to the senior DM, who might decide to cut things short if the majority of tables is finished early. Otherwise the likely end point is after about 1 hour of role-playing.

6: SHATTERED PEACE

Depending on the PCs actions in Encounter 5 they might one or more of the following opponents. They work well together against a common enemy despite the fact that they did not arrive as allies. At a minimum the PCs face the hunting party sent out to capture the escaped petitioners. If they helped the petitioners in any way, or broke the law in any other way, the pain devils and their minions open the attack as well. The amnizu only involve themselves if they are attacked during this encounter, or learn that the PCs tried to fool them when they were making a headcount of those present at the fortress. The senior DM tells you which to use.

HUNTING PARTY

APL 4 (EL 6)

Hell Hounds (3): hp 22 each; see *Monster Manual* 151.

APL 6 (EL 7)

Hunter: narzegun devil; hp 45; see Appendix 1.

Nightmare: hp 45; see *Monster Manual* 194.
[Note: wears chain barding, +4 AC]

APL 8 (EL 9)

Hunters (2): narzegun devil; hp 45; see Appendix 1.

Nightmare (2): hp 45; see *Monster Manual* 194.
[Note: wears chain barding, +4 AC]

APL 10 (EL 12)

Devil Enforcer: bone devil; hp 95; see *Monster Manual* 52.

Nessian Warhounds (2): hp 114 each; see *Monster Manual* 151.

PAIN DEVILS**APL 4 (EL 4)**

Imp: hp 13; see *Monster Manual* 56.

Nupperibo (3): hp 16 each; see Appendix 1.

APL 6 (EL 6)

Legion Devils (3): hp 19 each (special); see Appendix 1.

APL 8 (EL 8)

Pain Devil: hp 76; see Appendix 1.

Or (when there is also an APL 10 table)

Steel Devils (2): hp 51 each; see Appendix 1.

APL 10 (EL 10)

Pain Devils (2): hp 76 each; see Appendix 1.

Erinyes: hp 85; see *Monster Manual* 54.

Tactics: sdfsdf

AMNIZU GUARDS**APL 4 (EL 4)**

Legion Devils (2): hp 19 each (special); see Appendix 1.

APL 6 (EL 6)

Legion Devils (4): hp 19 each (special); see Appendix 1.

APL 8 (EL 8)

Amnizu: hp 49; see Appendix 1.

Bearded devil: hp 45; see *Monster Manual* 52.

APL 10 (EL 10)

Amnizu Captain: standard amnizu; hp 45; see Appendix 1.

Orthons (2): hp 87 each; see Appendix 1.

Tactics: sdfsdf

CONCLUSION

Made a deal with a devil of Mammon: The PC gets this AR item if they made a peaceful deal with a devil in the service of Mammon or Mammon himself. Depending on the circumstances, an individual player (when done in secret) or the whole table (if done openly such as for example in Encounter 2). The exception is when a PC makes a deal with the imp of Baalzebul.

Touched by Minauros: All PCs gain this AR item.

Favor of the Church of Trithereon: Any PC who fought devils gets this favor, assuming any former Sunndian prisoners survive the ordeal.

EXPERIENCE POINT SUMMARY

APL 14
APL 16

XX XP
XX XP

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

1: Deadly Mist

Defeated the opponents of the first fight

APL 10	XX XP
APL 12	XX XP
APL 14	XX XP
APL 16	XX XP

3: Bad Losers

Defeated the opponents of the first fight

APL 10	XX XP
APL 12	XX XP
APL 14	XX XP
APL 16	XX XP

4: Infernal Pests

APL 2	XX XP
APL 4	XX XP
APL 6	XX XP
APL 8	XX XP
APL 10	XX XP

6: Shattered Peace

APL 2	XX XP
APL 4	XX XP
APL 6	XX XP
APL 8	XX XP
APL 10	XX XP

Discretionary roleplaying award

APL 2	XX XP
APL 4	XX XP
APL 6	XX XP
APL 8	XX XP
APL 10	XX XP
APL 12	XX XP
APL 14	XX XP
APL 16	XX XP

Total Possible Experience

APL 2	XX XP
APL 4	XX XP
APL 6	XX XP
APL 8	XX XP
APL 10	XX XP
APL 12	XX XP

ADVENTURE RECORD ITEMS

Touched by Minaurus: By spending one use of this power 1 opponent gets a -4 on its attack roll with an attack of opportunity against you. By spending 2 uses the opponent does not make the attack of opportunity (and hence does not spend it either). Activating the ability is an immediate action that has to be done before the opponent makes its attack of opportunity. It is a mind-affecting compulsion. Uses: [] [] [] []

Favor of the Church of Trithereon: You gain access to the feats Divine Censure, Divine Justice, Pious Defiance and Undo Spell Resistance or the prestige classes Hellbreaker and Hellreaver from *Fiendish Codex II*. Or you gain regional access to any single item from the Items Found section regardless of APL played:

Made a Deal with a Devil of Mammon: This might have consequences in future scenarios.

APPENDIX 1: APL 4

4: INFERNAL PESTS

SPINED DEVILS* (2)

CR 4

**Fiendish Codex II* 136

LE Small outsider (baatezu, evil, native, lawful)

Init +7; **Senses** see in darkness; Listen +7, Spot +7

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 18, flat-footed 17
(+1 size, +7 Dex, +6 natural)

hp 19 (3 HD); **DR** 5/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 12

Fort +5, **Ref** +10, **Will** +4

Speed 20 ft. (4 squares), fly (average) 120 ft.;

Melee talon +4 (1d3 plus 1d4 fire)

Ranged spine +11 (1d3 plus 1d4 fire and see below)

Base Atk +3; **Grp** -1

Atk Options Point Blank Shot, Precise Shot

Special Actions spines, *summon baatezu*

Spell-Like Abilities (CL 5th):

3/day—*disguise self*, *produce flame*

1/day—*stinking cloud* (DC 14)

† Already cast

Abilities Str 10, Dex 25, Con 14, Int 8, Wis 13, Cha 13

SQ

Feats Point Blank Shot, Precise Shot

Skills Bluff +7, Diplomacy +1, Disguise +1 (+3 acting), Hide +17, Intimidate +3, Listen +7, Move Silently +13, Sense Motive +7, Spot +7

Possessions combat gear plus

Spines (Ex) Each round, a spinagon can pluck a spine from its body and hurl it as a standard action. This is a ranged attack with a range of 60 feet and no range increment. Each round, the spinagon automatically regrows the lost spine. The spine causes intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 13 Fortitude save or take a -2 penalty to AC and a -10 foot penalty to speed. This penalty lasts for 1 minute or until the target receives healing of any sort. The effects of multiple failed saves do not stack.

6: SHATTERED PEACE

Pain Devils

NUPPERIBO* (3)

CR 2

**Fiendish Codex II* 127

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

Init -4; **Senses** Blindsight 30 ft.; Listen -, Spot +-2 (within 30 ft.)

Aura fear (10 ft., DC 11)

Languages Infernal (receive telepathy only)

Weakness Deaf

AC 14, touch 10, flat-footed 14

(+4 natural); 5 ranks Balance

hp 16 (2 HD); fast healing 3

Immune fire, poison, mind-affecting spells and abilities

Resist acid 10, cold 10

Fort +5, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares)

Melee halberd +5 (1d10+3/x3) or

Melee 2 claws each +4 (1d4+2)

Base Atk +2; **Grp** +4

Abilities Str 15, Dex 10, Con 14, Int 4, Wis 7, Cha 3

Feats Toughness, Weapon Focus (halberd)

Skills Balance +5, Climb +7, Hide +5, Jump +1, Swim +7

Possessions combat gear plus halberd

Blindsight (Ex) A nupperibo can sense all foes within 30 feet as a sighted creature would. Beyond that range it treats all targets as having total concealment. A nupperibo is susceptible to scent-based attacks, however, and is affected normally by overpowering odors. Negating a nupperibo's sense of smell effectively blinds it.

Fear Aura (Su) At the end of each nupperibo's turns, creatures within 10 feet of it must succeed on a DC 11 Will saving throw or be panicked for 5 rounds.

A creature that successfully saves cannot be affected again by that same nupperibo's aura for 24 hours.

Deaf (Ex) A nupperibo takes a -4 penalty on initiative checks and automatically fails Listen checks.

Amnizu Guards

LEGION DEVILS (2)

CR 3

**Fiendish Codex II* 122

LE Medium outsider (baatezu, evil, lawful, native)

Init +3; **Senses** see in darkness; Listen +0, Spot +0

Languages Infernal; telepathy 100 ft.

AC 21, touch 13, flat-footed 18

(+3 Dex, +3 armor, +3 shield, +2 natural); Mobility

hp 19 (3 HD); **DR** 5/magic; legion's strength

Immune fire, poison, fear

Resist acid 10, cold 10, evasion

Fort +5, **Ref** +6, **Will** +5; legion's defenses, legion's mind

Speed 30 ft. (6 squares);

Melee mwk longsword +8 (1d8+3/19-20) and shield arm bash +1 (1d6+1)

Ranged longbow +6 (1d8/x3)

Base Atk +3; **Grp** +6

Atk Options legion's battle skill

Special Actions legion's advance

Combat Gear

Abilities Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10

SQ

Feats Iron Will, Mobility, Weapon Focus (longsword)

Skills Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9

Possessions combat gear plus masterwork longsword, longbow, 20 arrows, studded leather armor

Legion's Strength (Su) Legion devils combine their physical vitality into one single pool of strength. In many battles, legion devils seem to absorb blow after blow, fighting on despite massive injuries, until a single decisive attack against one causes all of them to fall to the ground, slain. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefit as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the legion devil reclaims some of its hit points. Divide the hit points in the pool by the number of devils in the group. The devil forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the devil immediately dies and the pool does not lose any points. By the same token, if any devil receives healing apply it to the devil's total pool.

Legion's Defenses (Su) If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group.

Legion's Mind (Su) If a mind-affecting spell or ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

Shield Arm (Ex) The left arm of a legion devil is enlarged and heavily armored, providing it with a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make a bashing attack as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner.

Legion's Battle Skill (Ex) Trained and experienced in working together, legion devils gain a 4 bonus on attack rolls for every other legion devil within 60 feet.

Legion's Advance (Su) As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

4: INFERNAL PESTS

SPINED DEVILS* (4)

CR 4

*Fiendish Codex II 136

LE Small outsider (baatezu, evil, native, lawful)

Init +7; Senses see in darkness; Listen +7, Spot +7

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 18, flat-footed 17 (+1 size, +7 Dex, +6 natural)

hp 19 (3 HD); DR 5/magic

Immune fire, poison

Resist acid 10, cold 10; SR 12

Fort +5, Ref +10, Will +4

Speed 20 ft. (4 squares), fly (average) 120 ft.;

Melee talon +4 (1d3 plus 1d4 fire)

Ranged spine +11 (1d3 plus 1d4 fire and see below)

Base Atk +3; Grp -1

Atk Options Point Blank Shot, Precise Shot

Special Actions spines, *summon baatezu*

Spell-Like Abilities (CL 5th):

3/day—*disguise self*, *produce flame*

1/day—*stinking cloud* (DC 14)

‡ Already cast

Abilities Str 10, Dex 25, Con 14, Int 8, Wis 13, Cha 13

SQ

Feats Point Blank Shot, Precise Shot

Skills Bluff +7, Diplomacy +1, Disguise +1 (+3 acting), Hide +17, Intimidate +3, Listen +7, Move Silently +13, Sense Motive +7, Spot +7

Possessions combat gear plus

Spines (Ex) Each round, a spinagon can pluck a spine from its body and hurl it as a standard action. This is a ranged attack with a range of 60 feet and no range increment. Each round, the spinagon automatically regrows the lost spine. The spine causes intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 13 Fortitude save or take a -2 penalty to AC and a -10 foot penalty to speed. This penalty lasts for 1 minute or until the target receives healing of any sort. The effects of multiple failed saves do not stack.

6: SHATTERED PEACE

Hunting Party

NARZEGUN

CR 5

*Fiendish Codex II 125.

LE Medium outsider (baatezu, evil, lawful, native)

Init +1; Senses see in darkness; Listen +11, Spot +11

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

AC 23, touch 11, flat-footed 22

(+1 Dex, +8 armor, +2 shield, +2 natural); 5 ranks Balance

hp 45 (7 HD); DR 10/good

Immune fire, poison

Resist acid 10, cold 10; SR 15

Fort +7, Ref +6, Will +6

Speed 20 ft. in spiked full plate (4 squares), base movement 30 ft.;

Melee mwk cold iron lance +11/+6 (1d8+3/x3) or

Melee mwk cold iron lance +13 (3d8+9/x3) with Spirited Charge or

Melee mwk cold iron longsword +11/+6 (1d8+3/19-20)

Base Atk +7; Grp +10

Atk Options Mounted Combat, Ride-By Attack, Trample

Special Actions baleful gaze

Combat Gear 2 *potions of cure moderate wounds*

Spell-Like Abilities (CL 5th):

At Will—*scorching ray* (+8 touch attack)

3/day—*mount*

‡ Already cast

Abilities Str 16, Dex 12, Con 15, Int 10, Wis 13, Cha 13

SQ

Feats Mounted Combat, Ride-By Attack, Skill Focus (ride), Spirited Charge, Trample

Skills Balance +3, Climb -5 (-3 with ropes), Escape Artist -7 (-5 with ropes), Handle Animal +11, Intimidate +11, Knowledge (the planes) +10, Listen +11, Ride +16, Spot +11, Survival +1 (+3 other planes), Use Rope +11

Possessions combat gear plus masterwork cold iron lance, masterwork cold iron longsword, cold iron spiked full plate, heavy steel shield

Baleful Gaze (Su) Those who see a narzugon's unmasked face see their own worst fears reflected in its eyes. This is a gaze attack that causes the target to become shaken, range 30 ft. Will DC 14. A creature that successfully saves cannot be affected by that same narzugon's baleful gaze for 24 hours. Baatezu are immune to baleful gaze.

Pain Devils

LEGION DEVILS (3)

CR 3

*Fiendish Codex II 122

LE Medium outsider (baatezu, evil, lawful, native)

Init +3; Senses see in darkness; Listen +0, Spot +0

Languages Infernal; telepathy 100 ft.

AC 21, touch 13, flat-footed 18

(+3 Dex, +3 armor, +3 shield, +2 natural); Mobility

hp 19 (3 HD); DR 5/magic; legion's strength

Immune fire, poison, fear

Resist acid 10, cold 10, evasion

Fort +5, Ref +6, Will +5; legion's defenses, legion's mind

Speed 30 ft. (6 squares);

Melee mwk longsword +8 (1d8+3/19-20) and shield arm bash +1 (1d6+1)

Ranged longbow +6 (1d8/x3)

Base Atk +3; **Grp** +6

Atk Options legion's battle skill

Special Actions legion's advance

Combat Gear

Abilities Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10

SQ

Feats Iron Will, Mobility, Weapon Focus (longsword)

Skills Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9

Possessions combat gear plus masterwork longsword, longbow, 20 arrows, studded leather armor

Legion's Strength (Su) Legion devils combine their physical vitality into one single pool of strength. In many battles, legion devils seem to absorb blow after blow, fighting on despite massive injuries, until a single decisive attack against one causes all of them to fall to the ground, slain. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefit as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the legion devil reclaims some of its hit points. Divide the hit points in the pool by the number of devils in the group. The devil forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the devil immediately dies and the pool does not lose any points. By the same token, if any devil receives healing apply it to the devil's total pool.

Legion's Defenses (Su) If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group.

Legion's Mind (Su) If a mind-affecting spell or ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

Shield Arm (Ex) The left arm of a legion devil is enlarged and heavily armored, providing it with a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make a bashing attack as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner.

Legion's Battle Skill (Ex) Trained and experienced in working together, legion devils gain a 4 bonus on attack rolls for every other legion devil within 60 feet.

Legion's Advance (Su) As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

Amnizu Guards

LEGION DEVILS (4)

CR 3

**Fiendish Codex II* 122

LE Medium outsider (baatezu, evil, lawful, native)

Init +3; **Senses** see in darkness; Listen +0, Spot +0

Languages Infernal; telepathy 100 ft.

AC 21, touch 13, flat-footed 18

(+3 Dex, +3 armor, +3 shield, +2 natural); Mobility

hp 19 (3 HD); **DR** 5/magic; legion's strength

Immune fire, poison, fear

Resist acid 10, cold 10, evasion

Fort +5, **Ref** +6, **Will** +5; legion's defenses, legion's mind

Speed 30 ft. (6 squares);

Melee mwk longsword +8 (1d8+3/19-20) and shield arm bash +1 (1d6+1)

Ranged longbow +6 (1d8/x3)

Base Atk +3; **Grp** +6

Atk Options legion's battle skill

Special Actions legion's advance

Combat Gear

Abilities Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10

SQ

Feats Iron Will, Mobility, Weapon Focus (longsword)

Skills Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9

Possessions combat gear plus masterwork longsword, longbow, 20 arrows, studded leather armor

Legion's Strength (Su) Legion devils combine their physical vitality into one single pool of strength. In many battles, legion devils seem to absorb blow after blow, fighting on despite massive injuries, until a single decisive attack against one causes all of them to fall to the ground, slain. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefit as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the legion devil reclaims some of its hit points. Divide the hit points in the pool by the number of devils in the group. The devil forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the devil immediately dies and the pool does not lose any points. By the same token, if any devil receives healing apply it to the devil's total pool.

Legion's Defenses (Su) If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group.

Legion's Mind (Su) If a mind-affecting spell or ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

Shield Arm (Ex) The left arm of a legion devil is enlarged and heavily armored, providing it with a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make a bashing attack as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner.

Legion's Battle Skill (Ex) Trained and experienced in working together, legion devils gain a 4 bonus on attack rolls for every other legion devil within 60 feet.

Legion's Advance (Su) As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

6: SHATTERED PEACE

Hunting Party

NARZEGUN (2) **CR 5**

**Fiendish Codex II* 125.

LE Medium outsider (baatezu, evil, lawful, native)

Init +1; **Senses** see in darkness; Listen +11, Spot +11

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

AC 23, touch 11, flat-footed 22 (+1 Dex, +8 armor, +2 shield, +2 natural); 5 ranks Balance

hp 45 (7 HD); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 15

Fort +7, **Ref** +6, **Will** +6

Speed 20 ft. in spiked full plate (4 squares), base movement 30 ft.;

Melee mwk cold iron lance +11/+6 (1d8+3/x3) or

Melee mwk cold iron lance +13 (3d8+9/x3) with Spirited Charge or

Melee mwk cold iron longsword +11/+6 (1d8+3/19-20)

Base Atk +7; **Grp** +10

Atk Options Mounted Combat, Ride-By Attack, Trample

Special Actions baleful gaze

Combat Gear 2 *potions of cure moderate wounds*

Spell-Like Abilities (CL 5th):

At Will—*scorching ray* (+8 touch attack)

3/day—*mount*

‡ Already cast

Abilities Str 16, Dex 12, Con 15, Int 10, Wis 13, Cha 13

SQ

Feats Mounted Combat, Ride-By Attack, Skill Focus (ride), Spirited Charge, Trample

Skills Balance +3, Climb -5 (-3 with ropes), Escape Artist -7 (-5 with ropes), Handle Animal +11, Intimidate +11, Knowledge (the planes) +10, Listen +11, Ride +16, Spot +11, Survival +1 (+3 other planes), Use Rope +11

Possessions combat gear plus masterwork cold iron lance, masterwork cold iron longsword, cold iron spiked full plate, heavy steel shield

Baleful Gaze (Su) Those who see a narzugon's unmasked face see their own worst fears reflected in its eyes. This is a gaze attack that causes the target to become shaken, range 30 ft. Will DC 14. A creature that successfully saves cannot be affected by that same narzugon's baleful gaze for 24 hours. Baatezu are immune to baleful gaze.

Pain Devils

PAIN DEVIL **CR 7**

**Fiendish Codex II* 132

LE Medium outsider (baatezu, evil, lawful, native)

Init +6; **Senses** see in darkness; Listen +11, Spot +11

Aura torment (10 ft., DC 15)

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 20, touch 12, flat-footed 18 (+2 Dex, +2 armor, +6 natural)

hp 76 (8 HD); **DR** 10/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +11, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares);

Melee hell scourge +15/+10 (2d4+7/19-20 plus agony's caress)

Space 5 ft.; **Reach** 5 ft. (10 ft. with hell's scourge)

Base Atk +8; **Grp** +11

Atk Options

Special Actions agony's caress, storm of pain, torturer's eye

Spell-Like Abilities (CL 8th):

At Will—*greater teleport* (self plus 50 pounds of objects only), *vampiric touch*

3/day—*cure moderate wounds*, *wave of grief* (DC 15) (SC)

‡ Already cast

Abilities Str 16, Dex 15, Con 20, Int 11, Wis 10, Cha 13

SQ sadism

Feats Improved Critical (spiked chain), Improved Initiative, Weapon Focus (spiked chain)

Skills Bluff +12, Diplomacy +5, Disguise +1 (+3 acting), Escape Artist +13, Handle Animal +12, Intimidate +14, Listen +11, Ride +4, Sense Motive +11, Spot +11, Use Rope +13 (+17 bindings)

Possessions combat gear plus hell scourge, leather armor, masterwork torturer's tools

Agony's Caress (Su) Pain devils can send arcane energy cascading down their weapons to leave their victims wracked with pain beyond imagining. Any creature struck by a pain devil's armed or unarmed melee attacks must attempt a DC 15 Fortitude save/ On a failed save, the target loses a move action on his next turn. This ability affects only living creatures.

Aura of Torment (Su) A pain devil creates a supernatural aura of pain and misery. All within this area suffer painful cuts and wounds that spontaneously appear on their bodies. At the end of each of a pain devil's turns, creatures within 10 feet of it must succeed on a DC 15 Will save or take 1d6 points of damage. Baatezu are immune to the aura.

Hell Scourge A hell scourge is a +3 *cold iron spiked chain*. It functions only in the hands of a pain devil. A pain devil can create a new one as a swift action. If it loses possession of its hell scourge, the weapon crumbles into worthless dust.

Sadism (Ex) For every 10 points of damage a pain devil deals in a round, it gains a +1 luck bonus on attack rolls, saving throws, and skill checks in the following round.

Storm of Pain (Ex) As a full-round action, a pain devil can whirl its hell scourge above its head in a wide, deadly arc. Anyone who draws close to the pain devil must dodge past the scourge. When a pain devil uses this ability, any creature that enters a square it threatens takes 1d4 points of damage. A creature can choose to move at half speed to avoid this damage. A creature takes this damage each time it enters a pain devil's threatened square.

Torturer's Eye (Ex) As a move action, a pain devil can study an opponent's defenses and identify the proper place to attack to negate them. When a pain devil uses this ability, it ignores the target's damage reduction for the rest of its turn.

Or (when there is also an APL 10 table)

STEEL DEVILS* (2) CR 6

**Fiendish Codex II* 137

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

Init +3; **Senses** see in darkness; Listen +8, Spot +8

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26 (-1 Dex, +17 natural); 5 ranks Balance

hp 51 (6 HD); **DR** 5/good

Immune fire, poison, mind-affecting spells and abilities, sleep effects, stun, paralysis, death effects

Resist acid 10, cold 10; **SR** 16

Fort +9, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares)

Melee mwk cold iron greatsword +11/+6 (2d6+4/19-20)

Base Atk +6; **Grp** +9

Atk Options Combat Expertise, push +7

Special Actions chant, formation fighting

Spell-Like Abilities (CL 6th):

At Will—*greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14

Feats Combat Expertise, Improved Initiative, Weapon Focus (greatsword)

Skills Balance +8, Diplomacy +11, Intimidate +11, Jump +6, Knowledge (geography) +10, Knowledge (the planes) +10, Listen +8, Ride +8, Survival -1

Possessions combat gear plus masterwork cold iron greatsword

Chant (Su) As a swift action, a steel devil can begin to chant. For 1 minute starting immediately after it uses this ability, the steel devil produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet of a chanting steel devil must make a Concentration check (DC 15 + the spell's level) to cast a spell. This DC increases by 1 for each chanting steel

devil beyond the first. *Silence* and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such tremendous force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check. If the devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus on this check per size category larger than a steel devil, and Small or smaller ones take a -4 penalty per size category smaller than the steel devil.

Amnizu Guards

AMNIZU CR 7

**Fiendish Codex II* 112

LE Medium outsider (baatezu, evil, lawful, native)

Init +4; **Senses** see in darkness; Listen +0, Spot +17

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 21, touch 10, flat-footed 21

(+11 natural); 5 ranks Tumble

hp 49 (9 HD); regeneration 4; **DR** 10/good

Immune fire, poison; secure intelligence

Resist acid 10, cold 10; **SR** 18

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

Speed 30 ft. (6 squares), fly (average) 60 ft.;

Melee stupefying touch +10 (2d4 plus Int damage)

Base Atk +9; **Grp** +10

Atk Options

Special Actions

Combat Gear *potion of cure light wounds*, *potion of mage armor*

Spell-Like Abilities (CL 14th):

3/day—quicken *fireball* (DC 16)

‡ Already cast

Abilities Str 12, Dex 11, Con 13, Int 15, Wis 11, Cha 16

SQ

Feats Ability Focus (stupefying touch), Combat Casting, Improved Initiative, Quicken Spell-Like ability (*fireball*)

Skills Balance +6, Concentration +13 (+17 casting defensively), Diplomacy +9, Hide +12, Jump +7, Knowledge (the planes) +14, Search +14, Sense Motive +12, Spellcraft +14, Spot +17, Survival +0 (+2 other planes or following tracks), Swim +13, Tumble +12

Possessions combat gear plus *eyes of the eagle*

Regeneration (Ex) Acid, good-aligned weapons, and spells or effects with the good descriptor deal normal damage to an amnizu.

Secure Intelligence (Ex) Immune to any effect that would damage, drain, or otherwise reduce its Intelligence score.

Stupefying Touch (Su) In addition to the damage, creatures struck by stupefying touch must succeed on a DC 19 Will save or take 2d4 points of Intelligence damage.

1: DEADLY MIST**ASSASSIN DEVIL*****CR 11****Fiendish Codex II 114*

LE Medium outsider (baatezu, evil, native, lawful)

Init +9; **Senses** blindsight 60 ft., see in darkness;

Listen +23, Spot +23

Languages Celestial, Common, Draconic, Infernal;

Telepathy 100 ft.

AC 27, touch 19, flat-footed 18

(+9 Dex, +8 natural); Dodge, Mobility, improved uncanny dodge, 5 ranks Balance, 5 ranks Tumble

Miss Chance 20% shadow form**hp** 105 (14 HD); **DR** 10/good**Immune** fire, poison, *nondetection***Resist** acid 10, cold 10, evasion; **SR** 21**Fort** +12, **Ref** +18, **Will** +15**Speed** 30 ft. (6 squares); Spring Attack**Melee** mwk cold iron longsword +20/+15/+10

(1d8+6/17-20)

Base Atk +14; **Grp** +18**Atk Options** sneak attack +5d6**Special Actions** assassin's shadow step, shadow form**Combat Gear** *elixir of sneaking*, 3 *potions of cure light wounds***Spell-Like Abilities** (CL 14th):At Will—*dimension door*, *fog cloud*, *nondetection*, *tongues*1/day—*greater teleport* (self plus 50 pounds of objects only)

‡ Already cast

Abilities Str 19, Dex 28, Con 17, Int 16, Wis 22, Cha 17**SQ****Feats** Dodge, Improved Critical (longsword), Mobility, Spring Attack, Weapon Focus (longsword)**Skills** Balance +28, Bluff +20, Climb +21, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +26, Hide +26, Intimidate +5, Jump +23, Listen +23, Move Silently +26, Sense Motive +23, Spot +23, Tumble +28, Use Rope +9 (+11 bindings)**Possessions** combat gear plus masterwork cold iron longsword**Assassin's Shadow Step (Su)** As a swift action, an assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.**Shadow Form (Su)** As a swift action, an assassin devil can cause itself to turn into a shadowy, indistinct figure seemingly carved from pure shadow. While in this form, an assassin devil has concealment (20% miss chance) in all but sunlight or in the area of a *daylight* spell. In addition, an assassin devil gains a +4 bonus on Hide checks. An assassin devil can end this effect with a second swift action, and it can remain in shadow form for

as long as it wishes.

3: BAD LOSERS**Mammon's Defenders****LEGION DEVILS (8)****CR 3****Fiendish Codex II 122*

LE Medium outsider (baatezu, evil, lawful, native)

Init +3; **Senses** see in darkness; Listen +0, Spot +0**Languages** Infernal; telepathy 100 ft.**AC** 21, touch 13, flat-footed 18

(+3 Dex, +3 armor, +3 shield, +2 natural); Mobility

hp 19 (3 HD); **DR** 5/magic; legion's strength**Immune** fire, poison, fear**Resist** acid 10, cold 10, evasion**Fort** +5, **Ref** +6, **Will** +5; legion's defenses, legion's mind**Speed** 30 ft. (6 squares);**Melee** mwk longsword +8 (1d8+3/19-20) and shield arm bash +1 (1d6+1)**Ranged** longbow +6 (1d8/x3)**Base Atk** +3; **Grp** +6**Atk Options** legion's battle skill**Special Actions** legion's advance**Combat Gear****Abilities** Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10**SQ****Feats** Iron Will, Mobility, Weapon Focus (longsword)**Skills** Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9**Possessions** combat gear plus masterwork longsword, longbow, 20 arrows, studded leather armor**Legion's Strength (Su)** Legion devils combine their physical vitality into one single pool of strength. In many battles, legion devils seem to absorb blow after blow, fighting on despite massive injuries, until a single decisive attack against one causes all of them to fall to the ground, slain. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefit as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the legion devil reclaims some of its hit points. Divide the hit points in the pool by the number of devils in the group. The devil forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the devil immediately dies and the pool does not lose any points. By the same token, if any devil receives healing apply it to the devil's total pool.**Legion's Defenses (Su)** If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group.

Legion's Mind (Su) If a mind-affecting spell or ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

Shield Arm (Ex) The left arm of a legion devil is enlarged and heavily armored, providing it with a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make a bashing attack as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner.

Legion's Battle Skill (Ex) Trained and experienced in working together, legion devils gain a 4 bonus on attack rolls for every other legion devil within 60 feet.

Legion's Advance (Su) As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

6: SHATTERED PEACE

Pain Devils

PAIN DEVILS (2)

CR 7

**Fiendish Codex II 132*

LE Medium outsider (baatezu, evil, lawful, native)

Init +6; **Senses** see in darkness; Listen +11, Spot +11

Aura torment (10 ft., DC 15)

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 20, touch 12, flat-footed 18
(+2 Dex, +2 armor, +6 natural)

hp 76 (8 HD); **DR** 10/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +11, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares);

Melee hell scourge +15/+10 (2d4+7/19-20 plus agony's caress)

Space 5 ft.; **Reach** 5 ft. (10 ft. with hell's scourge)

Base Atk +8; **Grp** +11

Atk Options

Special Actions agony's caress, storm of pain, torturer's eye

Spell-Like Abilities (CL 8th):

At Will—*greater teleport* (self plus 50 pounds of objects only), *vampiric touch*

3/day—*cure moderate wounds*, *wave of grief* (DC 15) (SC)

‡ Already cast

Abilities Str 16, Dex 15, Con 20, Int 11, Wis 10, Cha 13

SQ sadism

Feats Improved Critical (spiked chain), Improved Initiative, Weapon Focus (spiked chain)

Skills Bluff +12, Diplomacy +5, Disguise +1 (+3 acting), Escape Artist +13, Handle Animal +12,

Intimidate +14, Listen +11, Ride +4, Sense Motive +11, Spot +11, Use Rope +13 (+17 bindings)

Possessions combat gear plus hell scourge, leather armor, masterwork torturer's tools

Agony's Caress (Su) Pain devils can send arcane energy cascading down their weapons to leave their victims wracked with pain beyond imagining. Any creature struck by a pain devil's armed or unarmed melee attacks must attempt a DC 15 Fortitude save/ On a failed save, the target loses a move action on his next turn. This ability affects only living creatures.

Aura of Torment (Su) A pain devil creates a supernatural aura of pain and misery. All within this area suffer painful cuts and wounds that spontaneously appear on their bodies. At the end of each of a pain devil's turns, creatures within 10 feet of it must succeed on a DC 15 Will save or take 1d6 points of damage. Baatezu are immune to the aura.

Hell Scourge A hell scourge is a +3 *cold iron spiked chain*. It functions only in the hands of a pain devil. A pain devil can create a new one as a swift action. If it loses possession of its hell scourge, the weapon crumbles into worthless dust.

Sadism (Ex) For every 10 points of damage a pain devil deals in a round, it gains a +1 luck bonus on attack rolls, saving throws, and skill checks in the following round.

Storm of Pain (Ex) As a full-round action, a pain devil can whirl its hell scourge above its head in a wide, deadly arc. Anyone who draws close to the pain devil must dodge past the scourge. When a pain devil uses this ability, any creature that enters a square it threatens takes 1d4 points of damage. A creature can choose to move at half speed to avoid this damage. A creature takes this damage each time it enters a pain devil's threatened square.

Torturer's Eye (Ex) As a move action, a pain devil can study an opponent's defenses and identify the proper place to attack to negate them. When a pain devil uses this ability, it ignores the target's damage reduction for the rest of its turn.

Amnizu Guards

AMNIZU

CR 7

**Fiendish Codex II 112*

LE Medium outsider (baatezu, evil, lawful, native)

Init +4; **Senses** see in darkness; Listen +0, Spot +17

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 21, touch 10, flat-footed 21
(+11 natural); 5 ranks Tumble

hp 49 (9 HD); regeneration 4; **DR** 10/good

Immune fire, poison; secure intelligence

Resist acid 10, cold 10; **SR** 18

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

Speed 30 ft. (6 squares), fly (average) 60 ft.;

Melee stupefying touch +10 (2d4 plus Int damage)

Base Atk +9; **Grp** +10

Atk Options**Special Actions****Combat Gear** *potion of cure light wounds, potion of mage armor***Spell-Like Abilities** (CL 14th):3/day—quicken *fireball* (DC 16)

‡ Already cast

Abilities Str 12, Dex 11, Con 13, Int 15, Wis 11, Cha 16**SQ****Feats** Ability Focus (stupefying touch), Combat Casting, Improved Initiative, Quicken Spell-Like ability (*fireball*)**Skills** Balance +6, Concentration +13 (+17 casting defensively), Diplomacy +9, Hide +12, Jump +7, Knowledge (the planes) +14, Search +14, Sense Motive +12, Spellcraft +14, Spot +17, Survival +0 (+2 other planes or following tracks), Swim +13, Tumble +12**Possessions** combat gear plus *eyes of the eagle***Regeneration (Ex)** Acid, good-aligned weapons, and spells or effects with the good descriptor deal normal damage to an amnizu.**Secure Intelligence (Ex)** Immune to any effect that would damage, drain, or otherwise reduce its Intelligence score.**Stupefying Touch (Su)** In addition to the damage, creatures struck by stupefying touch must succeed on a DC 19 Will save or take 2d4 points of Intelligence damage.**ORTHONS (2)****CR 8*** *Fiendish Codex II* 128

LE Large Outsider (baatezu, evil, extraplanar, lawful)

Init +1; **Senses** see in darkness, *see invisibility*; Listen +12, Spot +12**Languages** Celestial, Draconic, Infernal; Telepathy 100 ft.**AC** 24, touch 10, flat-footed 23

(-1 size, +1 Dex, +8 armor, +6 natural); 5 ranks Balance

hp 87 (7 HD); DR 5/good or silver**Immune** fire, poison**Resist** acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18**Fort** +13, **Ref** +6, **Will** +9**Speed** 20 ft. (4 squares)**Melee** hellspear +14/+9 (2d6+9/x3)**Ranged** hellfire crossbow +7 ranged touch (2d6/19-20)**Space** 10 ft.; **Reach** 10 ft., 20 ft. with hellspear**Base Atk** +7; **Grp** +17**Atk Options** hell stroke**Special Actions** dimensional interference, formation fighting, maggot burst**Spell-Like Abilities** (CL 7th):At Will—*greater teleport* (self plus 50 pounds of objects only), *see invisibility***Abilities** Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11**Feats** Exotic Weapon Proficiency (hellspear), Iron Will, Weapon Focus (hellspear)**Skills** Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 following tracks)**Possessions** combat gear plus hellspear, hellfire crossbow**Hellspear** This exotic weapon has reach, but unlike most other reach weapons, it is also usable against opponents within its wielder's normal reach. It is a masterwork cold iron weapon.**Hellfire Crossbow** Any devil that carries it can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame, but it has no energy type (and thus ignores resistances and immunities). A hellfire crossbow has a maximum range of 400 feet and no range increment. This weapon functions only in the hands of a baatezu. Other creatures are unable to focus the energy needed to spawn the bolt of energy from it.**Hell Stroke (Ex)** When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal, and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes them as normal. Note that the second attack granted by this ability must be against a different target. The second target must be within the orthon's reach.**Dimensional Interference (Su)** At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts extradimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.**Formation Fighting (Ex)** If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.**Magot Burst (Ex)** When an orthon is slain, he maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host for long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

1: DEADLY MIST**ASSASSIN DEVILS* (2) CR 11**

*Fiendish Codex II 114

LE Medium outsider (baatezu, evil, native, lawful)

Init +9; **Senses** blindsight 60 ft., see in darkness;

Listen +23, Spot +23

Languages Celestial, Common, Draconic, Infernal; Telepathy 100 ft.**AC** 27, touch 19, flat-footed 18

(+9 Dex, +8 natural); Dodge, Mobility, improved uncanny dodge, 5 ranks Balance, 5 ranks Tumble

Miss Chance 20% shadow form**hp** 105 (14 HD); **DR** 10/good**Immune** fire, poison, *nondetection***Resist** acid 10, cold 10, evasion; **SR** 21**Fort** +12, **Ref** +18, **Will** +15**Speed** 30 ft. (6 squares); Spring Attack**Melee** mwk cold iron longsword +20/+15/+10 (1d8+6/17-20)**Base Atk** +14; **Grp** +18**Atk Options** sneak attack +5d6**Special Actions** assassin's shadow step, shadow form**Combat Gear** *elixir of sneaking*, 3 *potions of cure light wounds***Spell-Like Abilities** (CL 14th):At Will—*dimension door*, *fog cloud*, *nondetection*, *tongues*1/day—*greater teleport* (self plus 50 pounds of objects only)

‡ Already cast

Abilities Str 19, Dex 28, Con 17, Int 16, Wis 22, Cha 17**SQ****Feats** Dodge, Improved Critical (longsword), Mobility, Spring Attack, Weapon Focus (longsword)**Skills** Balance +28, Bluff +20, Climb +21, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +26, Hide +26, Intimidate +5, Jump +23, Listen +23, Move Silently +26, Sense Motive +23, Spot +23, Tumble +28, Use Rope +9 (+11 bindings)**Possessions** combat gear plus masterwork cold iron longsword**Assassin's Shadow Step (Su)** As a swift action, an assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.**Shadow Form (Su)** As a swift action, an assassin devil can cause itself to turn into a shadowy, indistinct figure seemingly carved from pure shadow. While in this form, an assassin devil has concealment (20% miss chance) in all but sunlight or in the area of a *daylight* spell. In addition, an assassin devil gains a +4 bonus on Hide checks. An assassin devil can end this effect with a second swift action, and it can remain in shadow form for as long as it wishes.**3: BAD LOSERS****Wastrians****TERRIBLE BLUE SLAAD (4) CR 10**

LN Large Outsider (lawful, native)

Init +2; **Senses** darkvision 60 ft.; Listen +11, Spot +11**Languages** Common, Infernal**AC** 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +9 natural); Dodge, Mobility

hp 112 (12 HD); fast healing 5**Immune** sonic**Resist** acid 5, cold 5, electricity 5, fire 5**Fort** +12, **Ref** +10, **Will** +6**Speed** 30 ft. (6 squares);**Melee** claws +17/+17/+17/+17 (3d6+7) and Bite +14 (2d8+3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +21**Atk Options****Special Actions****Combat Gear****Spell-Like Abilities** (CL 12th):At Will—*hold person* (DC 13), *passwall*, *telekinesis* (DC 15)1/day—*order's wrath* (DC 14)

‡ Already cast

Abilities Str 24, Dex 15, Con 19, Int 6, Wis 6, Cha 10
SQ**Feats** Dodge, Improved Natural Attack (claw), Mobility, Multiattack, Weapon Focus (claw)**Skills** Climb +20, Hide +11, Jump +20, Listen +11, Move Silently +15, Spot +11**Possessions** combat gear plus**Mammon's Defenders****ERINYES ARCHER CR 9**

Fighter 1

LE Medium outsider (baatezu, evil, lawful, native)

Init +6; **Senses** see in darkness, *true seeing*; Listen +17, Spot +17**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.**AC** 29, touch 16, flat-footed 23

(+6 Dex, +5 armor, +8 natural); Dodge, Mobility

hp 115 (10 HD); **DR** 5/good**Immune** fire, poison**Resist** acid 10, cold 10; **SR** 20**Fort** +17, **Ref** +14, **Will** +13**Speed** 30 ft. (6 squares), fly (good) 50 ft.;**Melee** longsword +18/+13 (1d8+12/19-20)**Ranged** +1 *flaming composite longbow* +18/+13 (1d8+6/19-20/x3 plus 1d6 fire) or**Ranged**+15 ranged (entangle)**Base Atk** +10; **Grp** +15

Atk Options entangle, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Special Actions

Combat Gear

Spell-Like Abilities (CL 12th):

At Will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 18), *mirror image* (DC 16), *unholy blight* (DC 18)

‡ Already cast

Abilities Str 26, Dex 24, Con 24, Int 14, Wis 20, Cha 18

SQ

Feats Dodge, Improved Critical (longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Concentration +19, Diplomacy +6, Escape Artist +19, Hide +19, Knowledge (the planes) +14, Knowledge (religion) +14, Listen +17, Move Silently +19, Search +14, Sense Motive +17, Spot +17, Survival +5 (+7 following tracks), Use Rope +7 (+9 with bindings)

Possessions combat gear plus +1 *flaming mighty composite longbow*, mwk longsword, rope, +1 *mithril chain shirt*, *cloak of resistance* +1

Entangle (Ex) Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

ORTHONS (4)

CR 8

* *Fiendish Codex II* 128

LE Large Outsider (baatezu, evil, extraplanar, lawful)

Init +1; **Senses** see in darkness, see *invisibility*; Listen +12, Spot +12

Languages Celestial, Draconic, Infernal; Telepathy 100 ft.

AC 24, touch 10, flat-footed 23 (-1 size, +1 Dex, +8 armor, +6 natural); 5 ranks Balance

hp 87 (7 HD); DR 5/good or silver

Immune fire, poison

Resist acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18

Fort +13, **Ref** +6, **Will** +9

Speed 20 ft. (4 squares)

Melee hellspear +14/+9 (2d6+9/x3)

Ranged hellfire crossbow +9 ranged touch (2d6/19-20)

Space 10 ft.; **Reach** 10 ft., 20 ft. with hellspear

Base Atk +7; **Grp** +17

Atk Options hell stroke

Special Actions dimensional interference, formation fighting, maggot burst

Spell-Like Abilities (CL 7th):

At Will—*greater teleport* (self plus 50 pounds of objects only), see *invisibility*

Abilities Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11

Feats Exotic Weapon Proficiency (hellspear), Iron Will, Weapon Focus (hellspear)

Skills Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 following tracks)

Possessions combat gear plus hellspear, hellfire crossbow

Hellspear This exotic weapon has reach, but unlike most other reach weapons, it is also usable against opponents within its wielder's normal reach. It is a masterwork cold iron weapon.

Hellfire Crossbow Any devil that carries it can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame, but it has no energy type (and thus ignores resistances and immunities). A hellfire crossbow has a maximum range of 400 feet and no range increment. This weapon functions only in the hands of a baatezu. Other creatures are unable to focus the energy needed to spawn the bolt of energy from it.

Hell Stroke (Ex) When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal, and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes them as normal. Note that the second attack granted by this ability must be against a different target. The second target must be within the orthon's reach.

Dimensional Interference (Su) At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts extradimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.

Formation Fighting (Ex) If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.

Magot Burst (Ex) When an orthon is slain, he maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host for long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

1: DEADLY MIST

LETHAL ASSASSIN DEVILS* (2) CR 11

Assassins 2

**Fiendish Codex II* 114

LE Medium outsider (baatezu, evil, native, lawful)

Init +11; **Senses** blindsight 60 ft., see in darkness;

Listen +25, Spot +25

Languages Celestial, Common, Draconic, Infernal;

Telepathy 100 ft.

AC 30, touch 22, flat-footed 19

(+11 Dex, +8 natural, +1 deflection); Dodge,

Mobility, improved uncanny dodge, 5 ranks Balance,

5 ranks Tumble

Miss Chance 20% shadow form

hp 137 (16 HD); **DR** 10/good

Immune fire, poison, *nondetection*

Resist acid 10, cold 10, evasion; **SR** 21

Fort +14, **Ref** +24, **Will** +18

Speed 30 ft. (6 squares); Spring Attack

Melee mwk cold iron longsword +23/+18/+13

(1d8+9/17-20)

Base Atk +15; **Grp** +21

Atk Options sneak attack +6d6

Special Actions assassin's shadow step, shadow

form, death attack (DC 17)

Combat Gear *elixir of sneaking*, 3 *potions of cure light wounds*

Assassin Spells Known (CL 2nd):

1st (3/day)—*disguise self*, *feather fall*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 14th):

At Will—*dimension door*, *fog cloud*, *nondetection*, *tongues*

1/day—*greater teleport* (self plus 50 pounds of objects only)

‡ Already cast

Abilities Str 22, Dex 33, Con 18, Int 20, Wis 22, Cha 14

SQ

Feats Dodge, Improved Critical (longsword), Iron Will, Mobility, Spring Attack, Weapon Focus (longsword)

Skills Balance +32, Bluff +21, Climb +25, Diplomacy +8, Disguise +2 (+4 acting), Escape Artist +30, Hide +30, Intimidate +4, Jump +25, Listen +25, Move Silently +30, Sense Motive +23, Spot +25, Tumble +30, Use Rope +11 (+13 bindings)

Possessions combat gear plus masterwork cold iron longsword, *ring of protection* +1, *cloak of resistance* +1

Assassin's Shadow Step (Su) As a swift action, an assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.

Shadow Form (Su) As a swift action, an assassin devil can cause itself to turn into a shadowy, indistinct figure seemingly carved from pure shadow. While in this form, an assassin devil has

concealment (20% miss chance) in all but sunlight or in the area of a *daylight* spell. In addition, an assassin devil gains a +4 bonus on Hide checks. An assassin devil can end this effect with a second swift action, and it can remain in shadow form for as long as it wishes.

3: BAD LOSERS

Wastrians

TERRIBLE BLUE SLAAD (2) CR 13

LN huge Outsider (lawful, native)

Init +1; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Common, Infernal

AC 21, touch 9, flat-footed 20

(-2 size, +1 Dex, +12 natural); Dodge, Mobility

hp 194 (16 HD); fast healing 5

Immune sonic

Resist acid 5, cold 5, electricity 5, fire 5

Fort +16, **Ref** +11, **Will** +8

Speed 30 ft. (6 squares);

Melee claws +22/+22/+22/+22 (3d6+11) and

Bite +19 (2d8+5)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +31

Atk Options Power Attack

Special Actions

Combat Gear

Spell-Like Abilities (CL 16th):

At Will—*hold person* (DC 13), *passwall*, *telekinesis* (DC 15)

1/day—*order's wrath* (DC 14)

‡ Already cast

Abilities Str 32, Dex 13, Con 24, Int 6, Wis 6, Cha 10

SQ

Feats Dodge, Improved Natural Attack (claw), Mobility, Multiattack, Power Attack, Weapon Focus (claw)

Skills Climb +26, Hide +8, Jump +26, Listen +13,

Move Silently +16, Spot +13

Possessions combat gear plus

Mammon's Defenders

ORTHONS (6) CR 8

* *Fiendish Codex II* 128

LE Large Outsider (baatezu, evil, extraplanar, lawful)

Init +1; **Senses** see in darkness, *see invisibility*;

Listen +12, Spot +12

Languages Celestial, Draconic, Infernal; Telepathy 100 ft.

AC 24, touch 10, flat-footed 23

(-1 size, +1 Dex, +8 armor, +6 natural); 5 ranks

Balance

hp 87 (7 HD); DR 5/good or silver

Immune fire, poison

Resist acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18

Fort +13, **Ref** +6, **Will** +9

Speed 20 ft. (4 squares)

Melee hellspear +14/+9 (2d6+9/x3)

Ranged hellfire crossbow +7 ranged touch (2d6/19-20)

Space 10 ft.; **Reach** 10 ft., 20 ft. with hellspear

Base Atk +7; **Grp** +17

Atk Options hell stroke

Special Actions dimensional interference, formation fighting, maggot burst

Spell-Like Abilities (CL 7th):

At Will—*greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Abilities Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11

Feats Exotic Weapon Proficiency (hellspear), Iron Will, Weapon Focus (hellspear)

Skills Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 following tracks)

Possessions combat gear plus hellspear, hellfire crossbow

Hellspear This exotic weapon has reach, but unlike most other reach weapons, it is also usable against opponents within its wielder's normal reach. It is a masterwork cold iron weapon.

Hellfire Crossbow Any devil that carries it can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame, but it has no energy type (and thus ignores resistances and immunities). A hellfire crossbow has a maximum range of 400 feet and no range increment. This weapon functions only in the hands of a baatezu. Other creatures are unable to focus the energy needed to spawn the bolt of energy from it.

Hell Stroke (Ex) When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal, and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes them as normal. Note that the second attack granted by this ability must be against a different target. The second target must be within the orthon's reach.

Dimensional Interference (Su) At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts extradimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.

Formation Fighting (Ex) If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving

throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.

Maggot Burst (Ex) When an orthon is slain, he maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host for long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

1: DEADLY MIST**LETHAL ASSASSIN DEVILS* (2) CR 11**

Assassins 4

**Fiendish Codex II 114*

LE Medium outsider (baatezu, evil, native, lawful)

Init +11; **Senses** blindsight 60 ft., see in darkness;

Listen +27, Spot +27

Languages Celestial, Common, Draconic, Infernal; Telepathy 100 ft.**AC** 33, touch 23, flat-footed 22

(+11 Dex, +8 natural, +2 armor, +2 deflection); Dodge, Mobility, improved uncanny dodge, 5 ranks Balance, 5 ranks Tumble

Miss Chance 20% shadow form**hp** 155 (18 HD); **DR** 10/good**Immune** fire, poison, *nondetection***Resist** acid 10, cold 10, evasion; **SR** 21**Fort** +17, **Ref** +27, **Will** +21**Speed** 30 ft. (6 squares); Spring Attack**Melee** mwk cold iron longsword +25/+20/+15/+10 (1d8+9/17-20)**Base Atk** +17; **Grp** +23**Atk Options** sneak attack +7d6**Special Actions** assassin's shadow step, shadow form, death attack (DC 21)**Combat Gear** *elixir of sneaking*, 3 *potions of cure moderate wounds***Assassin Spells Known** (CL 4th):2nd (2/day)—*fox's cunning*, *pass without trace*, *undetectable alignment*1st (5/day)—*disguise self*, *feather fall*, *ghost sound*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 14th):At Will—*dimension door*, *fog cloud*, *nondetection*, *tongues*1/day—*greater teleport* (self plus 50 pounds of objects only)

‡ Already cast

Abilities Str 22, Dex 33, Con 18, Int 20, Wis 22, Cha 14**SQ****Feats** Ability Focus (death attack), Dodge, Improved Critical (longsword), Iron Will, Mobility, Spring Attack, Weapon Focus (longsword)**Skills** Balance +32, Bluff +23, Climb +25, Diplomacy +10, Disguise +2 (+4 acting), Escape Artist +32, Hide +32, Intimidate +4, Jump +25, Listen +27, Move Silently +32, Sense Motive +23, Spot +27, Tumble +34, Use Rope +11 (+13 bindings)**Possessions** combat gear plus masterwork cold iron longsword, *ring of protection* +2, *cloak of resistance* +3, *bracers of armor* +2**Assassin's Shadow Step (Su)** As a swift action, an assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.**Shadow Form (Su)** As a swift action, an assassin devil can cause itself to turn into a shadowy, indistinct figure seemingly carved from pure shadow. While in this form, an assassin devil has concealment (20% miss chance) in all but sunlight or in the area of a *daylight* spell. In addition, an assassin devil gains a +4 bonus on Hide checks. An assassin devil can end this effect with a second swift action, and it can remain in shadow form for as long as it wishes.**3: BAD LOSERS****Wastrians****HORNED DEVIL MARSHAL CR 18**

Marshal 4

LE Large outsider (baatezu, evil, lawful, native)

Init +13; **Senses** see in darkness; Listen +27, Spot +27**Aura** fear aura (5-ft. radius; DC 25 Will), marshal aura (60 ft.; minor +9 – force of will, master of tactics; major +1 – motivate care)**Languages** Celestial, Common, Infernal; telepathy 100 ft.**AC** 37, touch 18, flat-footed 28

(-1 size, +9 Dex, +19 natural)

hp 254 (19 HD); regeneration 5; **DR** 10/good and silver**Immune** fire, poison**Resist** acid 10, cold 10; **SR** 28**Fort** +22, **Ref** +20, **Will** +20**Speed** 20 ft. (4 squares), fly (average) 50 ft.;**Melee** spiked chain +28/+23/+18/+13 (2d6+15 plus stun) and

bite +25 (2d8+5) and

tail +25 (2d6+10 plus infernal wound) or

Melee claws +27/+27 (2d6+10) and

bite +25 (2d8+5) and

tail +25 (2d6+10 plus infernal wound)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)**Base Atk** +18; **Grp** +32**Atk Options** Cleave, Improved Sunder, Power Attack**Special Actions** grant move action 1/day**Combat Gear****Spell-Like Abilities** (CL 15th):At Will—*dispel chaos* (DC 23), *dispel good* (DC 23), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 23)3/day—*fireball* (DC 22), *lightning bolt* (DC 22)

‡ Already cast

Abilities Str 30, Dex 30, Con 28, Int 14, Wis 20, Cha 28**SQ****Feats** Cleave, Improved Sunder, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (diplomacy), Weapon Focus (spiked chain)

Skills Bluff +31, Climb +28, Concentration +26, Diplomacy +20, Disguise +9 (+11 acting), Hide +24, Intimidate +29, Listen +27, Move Silently +26, Search +20, Sense Motive +27, Spot +27, Survival +9 (+11 following track)

Possessions combat gear plus

Fear Aura (Su) A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 26 Will save or be affected as though by a fear spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura.

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

Infernal Wounds (Su) The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 26 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a horned devil's tail must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Regeneration (Ex) A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

MALEBRANCHE (2) CR 14

**Fiendish Codex II 124*

LE Huge outsider (baatezu, evil, lawful, native)

Init +3; **Senses** see in darkness; Listen +21, Spot +21

Aura fear (20 ft., DC 18)

Languages Infernal; telepathy 100 ft.

AC 32, touch 7, flat-footed 32 (-2 size, -1 Dex, +25 natural); 5 ranks Balance

hp 184 (16 HD); regeneration 8; **DR** 15/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 24

Fort +17, **Ref** +9, **Will** +12

Speed 40 ft. (8 squares), fly 120 ft. (average); Flyby Attack, Hover

Melee +1 *cold iron ranseur* +26/+21/+16/+11 (3d6+16) and gore +19 (2d6+5) or

Melee claws +24/+24 (1d8+10) and Gore +19 (2d6+5)

Melee gore +26 (2d6+10 plus 3d6) with Powerful Charge

Space 15ft.; **Reach** 15 ft. (30 ft. with ranseur)

Base Atk +16; **Grp** +34

Atk Options Flyby Attack, Hover, Power Attack

Special Actions improved grab

Combat Gear

Abilities Str 30, Dex 9, Con 25, Int 8, Wis 15, Cha 10
SQ

Feats Improved Initiative, Flyby Attack, Hover, Power Attack, Powerful Charge, Weapon Focus (ranseur), Wingover

Skills Balance +18, Escape Artist +18, Intimidate +19, Knowledge (the planes) +18, Listen +21, Sense Motive +21, spot +21

Possessions combat gear plus +1 *cold iron ranseur*

Fear Aura (Su) At the end of each of a malebranche's turns, creatures within 20 feet of it must succeed on DC 19 Will saves or be panicked for 10 rounds. A creature that successfully saves cannot be affected by that same malebranche's aura for 24 hours. Baatezu are immune to the aura.

Improved Grab (Ex) If a malebranche hits an opponent at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity.

Mammon's Defenders

HORNED DEVIL BARD CR 17

Bard 2

LE Large outsider (baatezu, evil, lawful, native)

Init +9; **Senses** see in darkness; Listen +22, Spot +22

Aura fear aura (5-ft. radius; DC 26 Will)

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 37, touch 18, flat-footed 28 (-1 size, +9 Dex, +19 natural); Combat Expertise, 5 ranks Balance, 5 ranks Tumble

hp 194 (17 HD); regeneration 5; **DR** 10/good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 28

Fort +18, **Ref** +21, **Will** +18

Speed 20 ft. (4 squares), fly (average) 50 ft.;

Melee spiked chain +26/+21/+16/+11 (2d6+16 plus stun) and

bite +23 (2d8+5) and tail +23 (2d6+11 plus infernal wound) or

Melee claws +25/+25 (2d6+11) and

bite +24 (2d8+5) and tail +24 (2d6+11 plus infernal wound)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +16; **Grp** +30

Atk Options bardic music 2/day (inspire courage +1), Cleave, Combat Reflexes, Improved Trip (+19), Power Attack

Special Actions

Combat Gear

Bard Spells Known (CL 2nd):

1st (2/day)—*inspirational boost*, *tasha's hideous laughter* (DC 20)

0 (3/day)—*detect magic*, *message*, *prestidigitation*

‡ Already cast

Spell-Like Abilities (CL 15th):

At Will—*dispel chaos* (DC 22), *dispel good* (DC 22), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 21)

3/day—*fireball* (DC 22), *lightning bolt* (DC 22)

† Already cast

Abilities Str 32, Dex 28, Con 28, Int 14, Wis 18, Cha 28

SQ

Feats Combat Expertise, Combat Reflexes, Improved Trip, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)

Skills Balance +18, Bluff +27, Climb +29, Concentration +26, Diplomacy +13, Disguise +9 (+11 acting), Hide +23, Intimidate +29, Listen +22, Move Silently +25, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following track), Tumble +16

Possessions combat gear plus

Fear Aura (Su) A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 26 Will save or be affected as though by a fear spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su) Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 28 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wounds (Su) The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 26 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a horned devil's tail must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Regeneration (Ex) A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

APPENDIX 2: NEW RULES ITEMS

FEATS

List alphabetically. Include source and page reference like so:

Scorpion's Resolve

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

Source: *Sandstorm* 53

MAGIC ITEMS

List alphabetically; see above.

MUNDANE EQUIPMENT

List alphabetically; see above.

SPELLS

List alphabetically; see above.

