

3-6 PCs



ANY LEVEL

Arcinuen Devaneas 2

Dire, Devilish Deeds

by Stephen Yeardley

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Authors • Stephen Yeardley

Creative Director • Stephen Yeardley

Art Director • Jonathan G. Nelson & Rachel Meyers

Editor • Jonathan G. Nelson

Editorial Assistance • Will Myers

Publisher • Jonathan G. Nelson

Cover Artist • Ramon Lucha

Cartographer • Jonathan G. Nelson

Interior Artists • Jacob Blackmon, Justin Andrew Mason,
Eric Quigley, and Jonathan G. Nelson

Layout • Rachel Meyers

AAW GAMES LLC

Jonathan G. Nelson

“Arcineum Devaneas 2: Dire, Devilish Deeds” is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4–6 PCs of any level.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world’s oldest fantasy roleplaying game. The OGL can be found on page 45 of this product.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

AAW GAMES LLC
PO Box #92
Snoqualmie, WA 98065



AAW Game LLC All Rights Reserved

AAW Games, the AAW Game Logo, and Adventuresaweek.com are registered trademarks of AAW Games LLC

Contents

Area 9 - The Second of the Devils	4
Tile puzzle.....	4
Tile puzzle solutions.....	7
Fifth Druidic Test - Dire lions against the bearded devils	7
Area 10 - The Third of the Devils	8
Mineshaft Puzzle	8
Mineshaft Puzzle Solution	11
Sixth Druidic Test - Average xorns against the chain devils	11
Area 11 - The Fourth of the Devils.....	12
Seventh Druidic Test - Invisible stalkers against the bone devil.....	15
Area 12 - Into the Depths	15
Eighth Druidic Test - Tojanidas against the fiendish giant squids	18
Area 13 - The Last of the Devils	19
Word tiles puzzle solutions	19
Ninth Druidic Test - Elder elementals (earth) against the barbed devils	21
New Spell	22
Area 14 - Inner chamber	22
Area 15 - Main shrine	24
Beneath the main shrine	24
3.5 Appendix.....	26
Pathfinder Appendix	36



OLEMUS MULTA'S FOREST

1.

4.

2.

3.



5.

8.

7.

15.

6.

9.

12.

11.

14.

10.

13.



...Continued from Part 1:

Area 9 -

The Second of the Devils

As the PCs approach this entrance archway, they can see that there is a hinged shelf attached to a wooden post. If this is opened, the party finds that there are four thin bone tiles stacked up on it and held in place by some faint Conjunction magic. If they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

Tile puzzle

The stack can be split, and the tiles are found to be extremely flexible but, here and now, cannot be torn or broken. They radiate moderate Transmutation magic if checked. They look like this:

Note: First print the four “fives” shown and then cut them out, or just use playing cards.

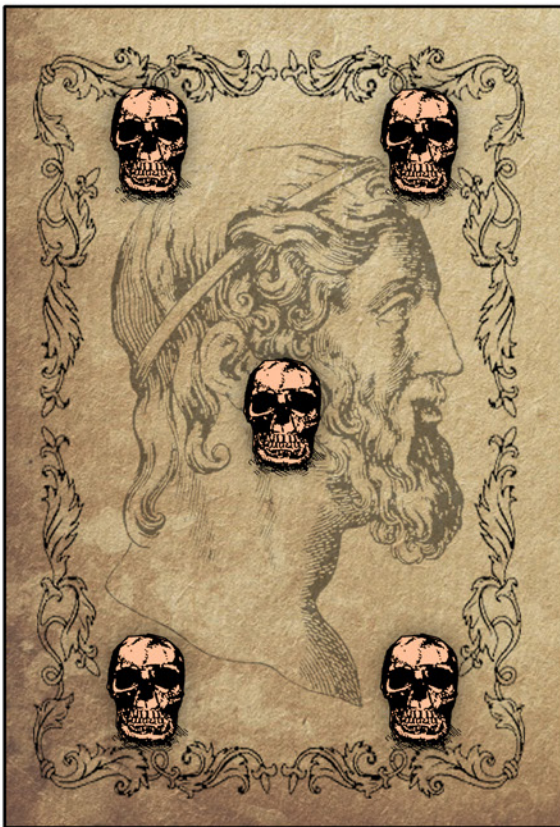
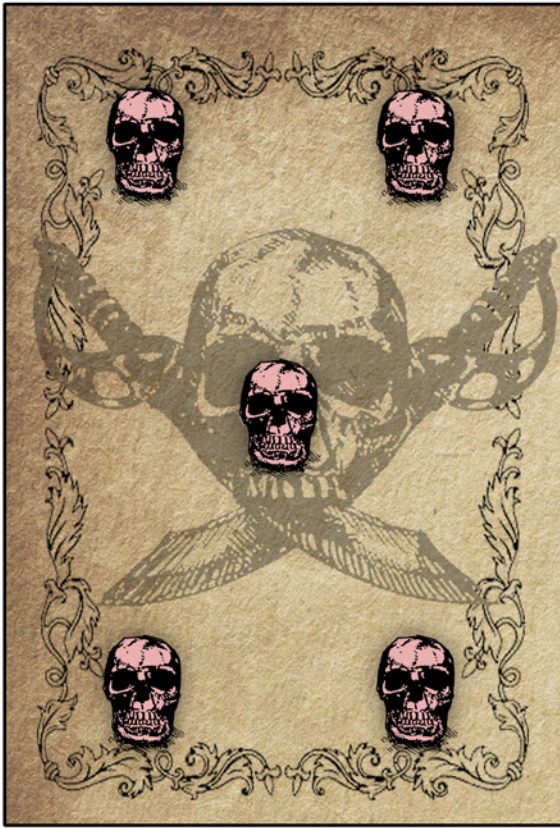


Underneath the stack of tiles is some writing, giving instructions. It simply states:

This is an old puzzle from many centuries ago, given to those who wished to demonstrate their creativity by gamblers and cardsharps looking for a protege. To its original task, I've added two more challenges.



TILE PUZZLE



TILE PUZZLE

SOLUTION



ORIGINAL SPREAD



1-2-3-4 PIP SOLUTION



4-PIP SOLUTION



3-PIP SOLUTION

The object of the original puzzle is to arrange these four tiles, face upwards, so that only four pips on each are visible.

The first of the new tasks is then to arrange the tiles, still face upwards, so that only three pips of each tile are visible.

The second and final new task is to now arrange the tiles, face upwards again, in such a way that you'll see exactly 1, 2, 3, and 4 pips. Each of these four groups of pips have to be from another tile. This means that one pip will be from one tile, two pips from another, three pips from next one, and four pips from the last of them

You are not allowed to cut, bend or fold the tiles while solving the puzzles. Indeed, it may simply be a waste of your time to try!

For each of the tasks that you succeed at, you will receive a reward.

Tile puzzle solutions

Here are some suggested solutions. Others can be produced, so reward creativity.

At the end of all attempts, for each of the tasks that the party completes, one of the tiles transforms into *5 +1 bullets (sling)*. If all three are completed, the final tile transforms as well. The party then finds that they are able to move forward through the archway.

The initial open area, about 20 feet by 20 feet, is just part of this whole space. The rest of it is a set of narrow pathways that are each about 150 feet long and reach a height of 30 feet. They stretch into the distance, bending so that their end is out of sight from the open area. A **Listen/Perception DC 30** roll, reducing by 1 per 10 feet the PCs move along the paths, reveals an unearthly buzzing.

To the right of them, the PCs can see an open area about 20 feet wide and at least 40 feet long. It bends slightly to the left so that the end of it is out of sight. To the left is a narrower path, which bends slightly to the right. Another even smaller trail can be seen directly opposite them, about 25 or so feet away. Even those with a poor sense of smell can't mistake the sudden tang of brimstone and on a **Listen/Perception DC 25** roll, an intake of breath followed by a low chuckle can be heard.

As the PCs step through the archway, they undergo a transformation, changing into dire lions. There is no save for this change, and all items are absorbed onto

the bodies of the dire lions as part of the process. The PCs have become the creatures, with the exception that they retain enough intelligence to talk with each other (Int 10). However, any spellcasters find they are unable to recall any spells.

Whatever is at the other end of the pathway or open area, the party will be facing another challenge.

Fifth Druidic Test - Dire lions against the bearded devils



(1-3 PCs = 1 bearded devil, 4-6 PCs = 2 bearded devils)

Dire lion (3.5)

Bearded devil (3.5)

Dire lion (PF)

Bearded devil (Barbazus) (PF)

Once the bearded devils have been dealt with, the PCs can look through their belongings. A **Search/Perception DC 15** roll finds a carved wooden letter 'T' on one of them. It is about 3 inches tall and 3 inches wide at the top.



As they step out of the area, the PCs find themselves returning to their true forms. The +1 bullets from the puzzle and the wooden letter 'T' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the teleportation circle used to leave the gauntlet. The party also finds a scroll floating in the air. It contains healing spells depending on the level of the party as follows:

Levels 1-4 - a *cure serious wounds* each (3d8+5)

Levels 5-8 - a *cure moderate wounds* each (2d8+5)

Levels 9-12 - a *cure light wounds* each (1d8+5)

Levels 12+ - nothing

Area 10 -

The Third of the Devils

The path leading from the area with the bearded devils drops steeply and quickly changes from being surrounded by roots and branches and becomes a trail with high earthen walls either side of it. If a PC chooses to fly upwards from this, they will reach the wooded area after about 100 feet and, if they go a further 200 feet, break through the canopy to be greeted by a vast, pre-historic forest in every direction, as far as the eye can see. Flying in any direction and then dropping back through the canopy simply takes the PC back to the cleft in the ground and the path where the other PCs are walking. It will be as if no time has passed and the rest of the party will be hard-pushed to realize the flying PC had even been gone once they are back together for more than 5 rounds.

As they approach the entrance archway, the party can see a large quarry pit in front of them, about 100 feet across. Through the worked earth, pieces of metal can be seen glinting in the ground. However, if they try to go through the archway, the PCs find that it is blocked. Attempting to dig around it brings the PCs back to where they started.

Pressed into the earthen walls are 4 iron pyrite plaques, each crisscrossed with lines and having 2 low-grade star rubies placed on them. There is also a capped bone scroll tube underneath them, mostly embedded in the wall, but with about an inch of the tube on show.

Note: You will need to print out the 4 plaques for the players to use.



Mineshaft Puzzle

The scroll has the following on it:

Legend says that there was an Dwarven prince, Tyrenn Silvermane, who made his kingdom fabulously wealthy by mining deep below his lands. He achieved this after striking a deal with a quartet of elder earth elementals who had tricked all who came before Prince Tyrenn into handing over their entire fortunes of metals and gems.

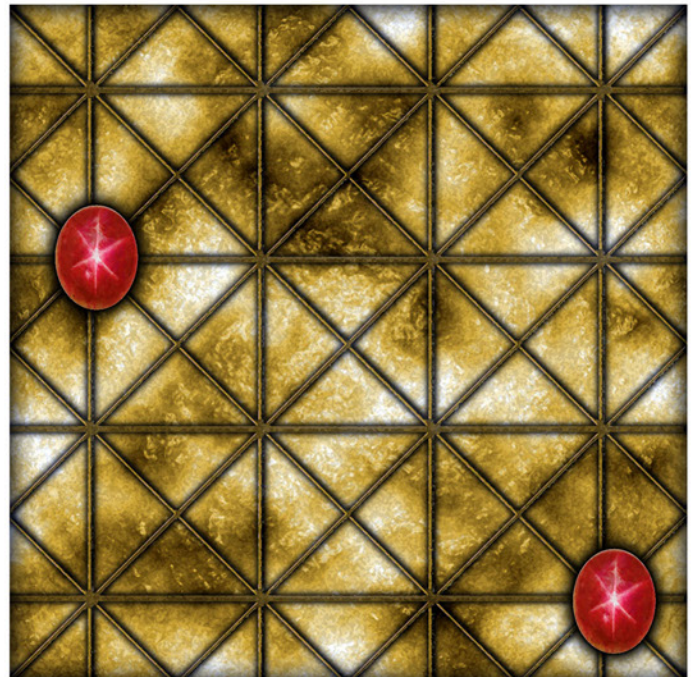
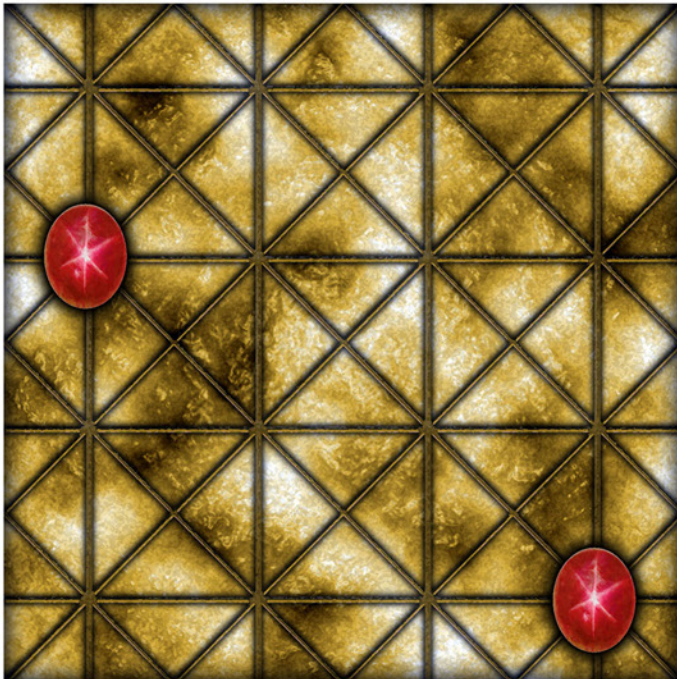
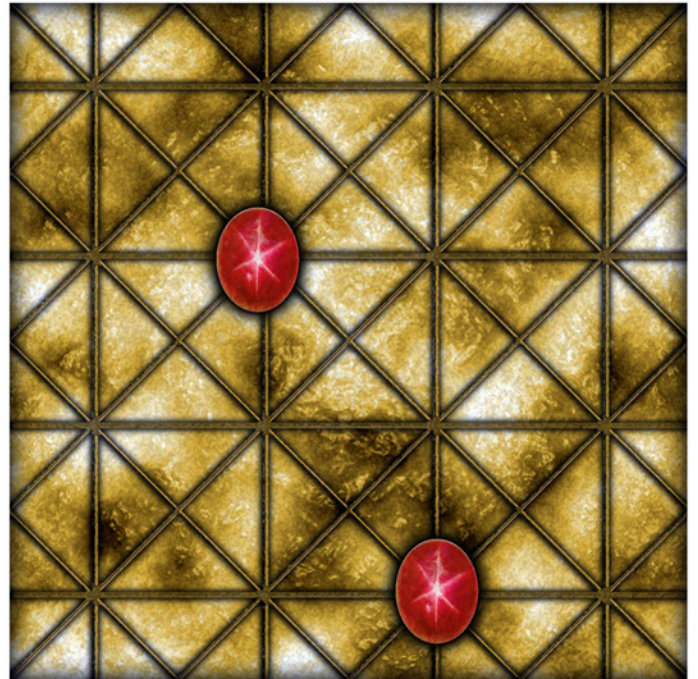
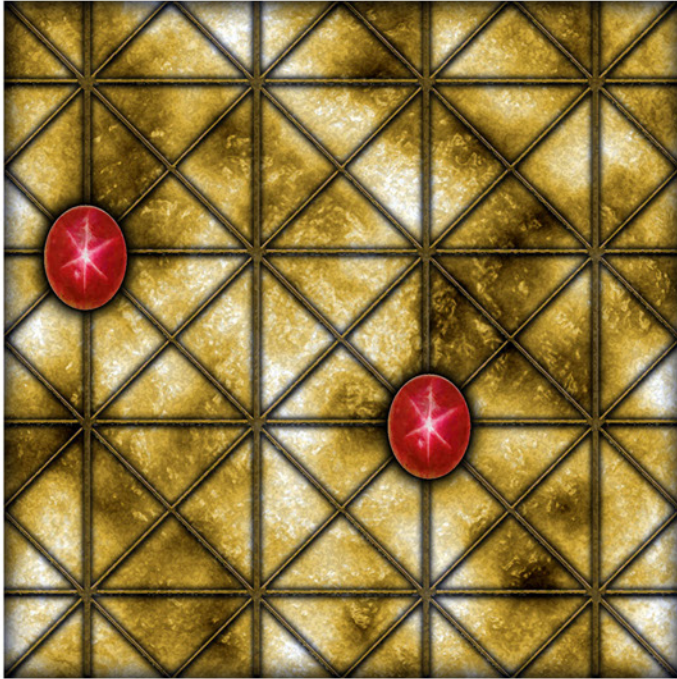
The elementals controlled the ground beneath the dwarven home and had divided it up between themselves into a clear grid consisting of horizontal, vertical and diagonal tunnels that ran straight and true across the metal- and mineral-rich lode. The elementals promised Prince Tyrenn that he could mine from this lode for as long as he wished, so long as he placed 8 shafts to his own kingdom and that no 2 of these shafts were on the same tunnel. If any 2 of the shafts were on the same tunnel, the elementals would be entitled to every last copper piece's worth of metal and gems in Prince Tyrenn's lands. The prince agreed, successfully placed the shafts, and brought great wealth to his people.

A map of that mine - unfortunately divided into four square fragments - was preserved in the great dwarven cathedral of Stoneholme, but none dare to try and put it back together; one error would bring the elder elementals back for their reward. And any attempt to copy the 4 pieces and use them as templates resulted in the solution being lost from the memory of whoever completed it as soon as they had done so. The elementals had done their job well. And so there was some reward - a treasure of ancient jewelry, weapons and armor - to anyone who could restore the original positions of the fragments without jeopardizing the entire dwarven nation; none took the offer up.

Of course, this is just an ancient story, and now those shafts are in ruins, and the tunnels aren't traceable anymore...

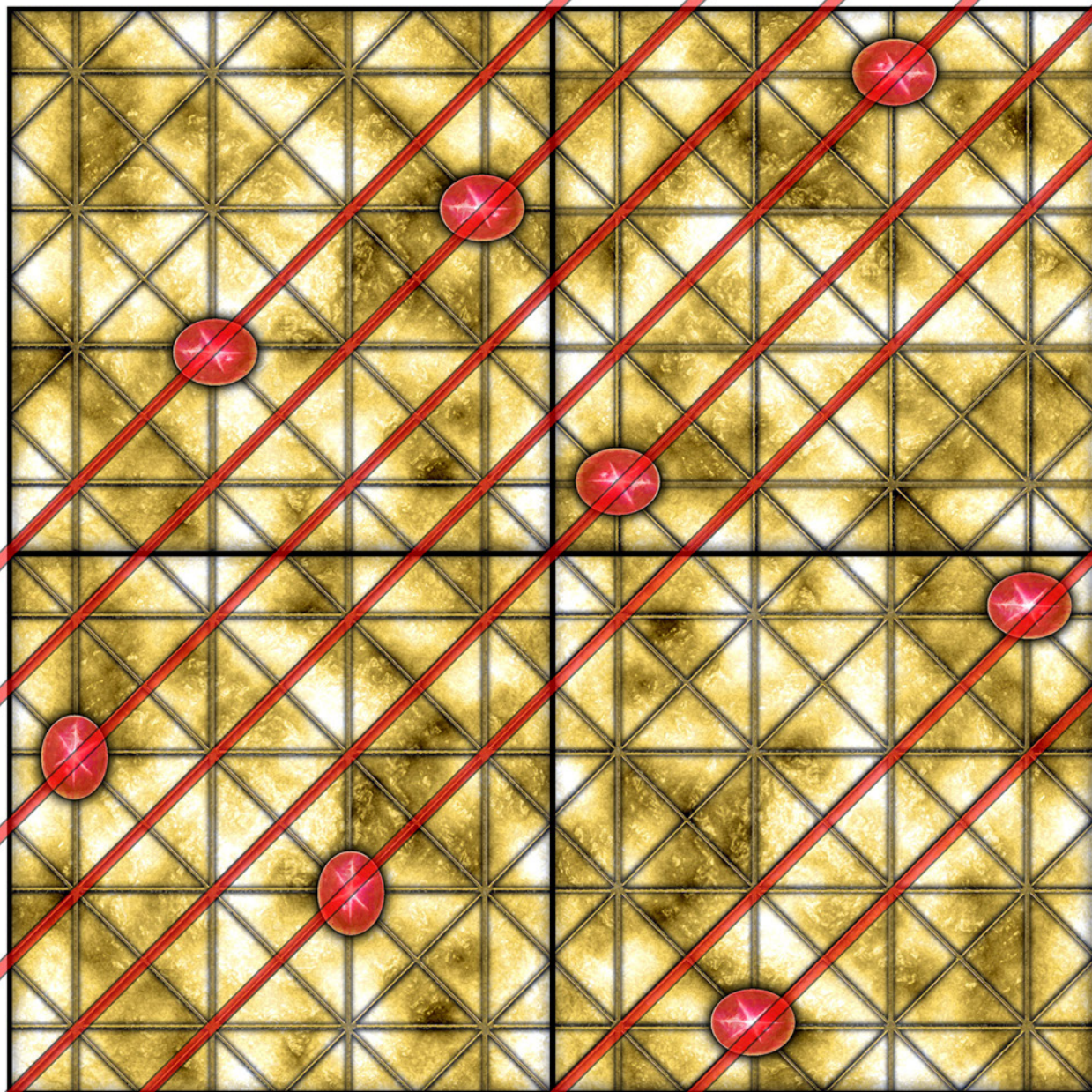
But here are copies of all the four square fragments with the tunnels and the 8 shafts (red marks - see the illustration above). Now try to solve that old challenge. The object is to arrange four squares into a bigger one so that no more than one red mark is placed in each line running across the big square horizontally, vertically or diagonally. Success will bring you your own reward, even if you can't recall the solution! You have 2 attempts each.

MINESHAFT PUZZLE



MINESHAFT PUZZLE

SOLUTION



Mineshaft Puzzle Solution

At the end of all attempts, the fragments disappear in a cloud of pyrite dust; if they have been successful a rattle can be heard from within the scroll tube with a Listen/Perception DC 10 roll. If a PC checks the tube, she finds a wand of cure serious wounds (3d8+7 hp) with 10 charges left. The party can now step through the archway.

As they move into the main quarry area, a Spot/Perception DC 20 roll allows them to see that something is rapidly drawing the metal pieces from the ground and absorbing them into its body. They also undergo a transformation, changing into average xorns. There is no save for this change, and all items are absorbed onto the bodies of the xorns as part of the process. The PCs have become the creatures, with the exception that they are clearly able to talk with each other. However, any spellcasters find they are unable to recall any spells.

The urge to protect the metal is a strong one, and the PCs hasten towards whatever is depriving them of the material. As they get closer, they see it is at least 1 chain devil (see below). It has set up a series of wooden supports around a hole in the ground, and it is grabbing as much metal as it can. The support structure looks very fragile, and the ropes hanging from each of them somewhat rotted.

Once the chain devils have been dealt with, the PCs can look through the debris at the bottom of the quarry. A Search/Perception DC 15 roll finds a carved wooden letter 'T' in amongst the wooden support pieces. It is about 3 inches tall and 3 inches wide at the top.



As they step out of the area, the PCs find themselves returning to their true forms. The wand from the puzzle and the wooden letter 'T' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

Sixth Druidic Test - Average xorns against the chain devils

(1-3 PCs = 1 chain devil, 4-6 PCs = 2 chain devils)

Xorn (3.5)

Chain devil (3.5)

Xorn (PF)

Kyton (PF)



Area 11 - The Fourth of the Devils

As the party leaves the encounter with the chain devils, the path climbs steeply and is soon back in the forested region. It twists and turns a few times before approaching a junction from the south. There is a path to the southwest, another to the northeast, and an open area in front of them, about 40 feet square. As the PCs look through the archway over the path they are following, they can see a bone devil drawing a circle in the soil with its tail, the action leaving a foul, steaming green gas rising from the scar. It completes the symbol and turns to face you, a wicked grin on its face; the ground in the center of the symbol begins to crack open...

If they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

Hanging from the top of the archway, and secured to the bottom of each leg, is a large piece of silver birch bark, scrubbed clean. On it are 12 magic symbols, as below (the numbers aren't on the bark, just the symbols, but we have numbered them for ease of use and clarifying the answer.

Beneath the symbols, the following is written:

Summoning is more than magical skill - it is an art form, literally. Scribing the correct symbols and ensuring they are unbroken takes a steady hand and an eye for detail, as many a spellcaster who failed to control a responding creature will testify (often from beyond the grave!)

The object of this puzzle is to figure out which of the 12 patterns above can't be drawn with one continuous line. You are not allowed to go over any part of the line twice, or cross it; you must simply be able to scribe the symbol in one continuous line. Much like our 'friend' has done on the ground of the grove in front of you.

Hurry now, yon devil appears to have been successful in his summoning, and you have a reward to collect!

Symbols 2, 3, 4, 8 and 12 cannot be drawn with a single line that does not go over any part of the line twice, or cross it. The other 7 can.

As the PCs complete the puzzle, they find that the symbols they correctly identify turn into various tokens, as follows:

Symbol 1 - Feather token; Anchor

Symbol 5 - Feather token; Fan

Symbol 6 - Feather token; Bird

Symbol 7 - Feather token; Tree

Symbol 9 - Feather token; Swan Boat

Symbol 10 - Feather token; Whip

Symbol 11 - Brooch of Shielding



Usually the feather tokens are one-use items only. However, these can be used once per current level of the person it is given to, e.g. a 5th level PC can use it 5 times. If the PC goes up levels, their total number of uses doesn't go up.

The Brooch of Shielding is clean and can take 101 points.

If the PCs include any that are wrong, one of the tokens from the correct selections disappears. Select this randomly.

The party can now step through the archway. As they do so, they undergo a transformation, changing into invisible stalkers. There is no save for this change, and all items are absorbed onto the bodies of the stalkers as part of the process. The PCs have become the creatures, in every way. However, any spellcasters find they are unable to recall any spells.

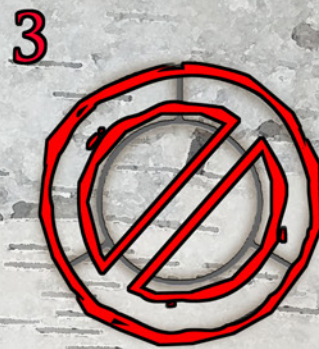
The bone devil will become invisible, and if there are more than 3 PCs, calls forth lemures that will swarm around any opponent they encounter.

SUMMONING SYMBOL PUZZLE



SUMMONING SYMBOL PUZZLE

SOLUTION



Seventh Druidic Test - Invisible stalkers against the bone devil



(1-3 PCs = 1 bone devil, 4-6 PCs = 1 bone devil and 6 lemures per PC over 3 in the party)

Invisible stalker (3.5)

Bone devil (3.5)

Lemure (3.5)

Invisible stalker (3.5)

Bone devil (3.5)

Lemure (3.5)

Once the bone devil and any diabolic allies have been dealt with, the PCs can look through the damaged earth in the centre of the summoning circle. A **Search/Perception DC 15** roll finds a carved wooden letter 'U' in amongst the clods of earth. It is about 3 inches tall and 3 inches wide at the top.



As they step out of the area, the PCs find themselves returning to their true forms. The *tokens* and *brooch* from the puzzle, and the wooden letter 'U', remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

Area 12 -

Into the Depths

As the party moves eastwards from the bone devil, they find they can hear the sound of water on a **Listen/Perception DC 10** roll. This roll reduces as they walk towards Area 12. Suddenly they are hit by the tang of the sea, and they find themselves facing a saltwater pool about 60 feet in diameter, with waves lapping against the edges of the pool. There is a slow, gentle whirlpool in the centre of the pond that draws water downwards and is disturbing the surface enough to cause the waves.

The party finds the now-familiar arch in front of them; as before, if they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

There is a piece of flotsam on the pathway right in the middle of the archway. If the PCs pick it up, they see it has two engravings on it, each the color of seawater:



EDDY SPIRAL PUZZLE



EDDY SPIRAL PUZZLE

SOLUTION



One of the two eddies in the carving consists of a single spiral that has its ends joined. The other eddy consists of two separate spirals, each with joined ends. Can you identify which is which using only your eyes? Answer correctly and you will be rewarded, but you only have one chance to give an answer, and only 1 round to make your decision!

Show the players the spirals, but no one can see them for more than 6 seconds.

Show the players the images, but remove them after 6 seconds. Explain that the versions on the carvings both seem to disappear down a central hole and are gone after the allocated time, although this is an illusion. If this task is successfully completed, a *potion of water breathing* appears hanging from a belt, backpack strap or similar on each PC, 1 potion each..

The party can now step through the archway, and into the water - there is no way around it, and the canopy is too thick to fly through. As they do so, they undergo a transformation, changing into tojanidas. There is no save for this change, and all items are absorbed onto the bodies of the tojanidas as part of the process. The PCs have become the creatures, in every way. However, any spellcasters find they are unable to recall any spells.

The waters quickly opens up, it proving to be a cone-shaped pool. You seem to have no difficulty dealing with the changing pressure, and dive deep enough that the sides of the pool quickly disappear. Then, out of the gloom below, something comes rushing towards the PCs. A wickedly glowing eye, vicious beak and, more importantly, 10 tentacles with razor-sharp suckers are rapidly approaching, their intent clear!

Once the fiendish giant squid have been dealt with, the PCs can drag the bodies to the surface. On checking these. A **Search/Perception DC 15** roll finds a carved wooden letter 'W' attached to one of the beaks - it is about 3 inches tall and 3 inches wide at the top - and that one eye of each squid is a lens of detection, with a ring of sinew wrapped around it and providing a lanyard to place around your neck, so the lens can be used as a monocle.



Eighth Druidic Test - Tojanidas against the fiendish giant squids



(1-3 PCs = 1 fiendish giant squid, 4-6 PCs = 2 fiendish giant squids)

Tojanida (3.5)

Fiendish giant squid (3.5)

Tojanida (PF)

Giant Squid (PF)

As they step out of the area, the PCs find themselves returning to their true forms. The two *lens of detection* and the wooden letter 'W' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet. The party also finds a scroll floating in the air. It contains *healing* spells depending on the level of the party as follows:

Levels 1-4 - a cure *serious wounds* each (3d8+5)

Levels 5-8 - a cure *moderate wounds* each (2d8+5)

Levels 9-12 - a cure *light wounds* each (1d8+5)

Levels 12+ - nothing

Heading southwards from Area 12, the party finds an area that could be used to make camp, if they need to do so.

Area 13 -

The Last of the Devils

The party continues eastwards, and eventually finds itself facing another small open area. This is made of 3 paths, with colossal trees providing the divides. The trunks of each of these trees is at least 20 feet in diameter, making the whole area about 50 feet across.

The 3 paths, each 10 feet wide, all head directly eastwards themselves, and clearly meet up on the far side of the space. In front of the party is an arch, by now a familiar sight, with an identical one on the opposite side of the clearing. Of course, if they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

About 30 feet from the archway squat 3 barbed devils. They are playing dice, or perhaps knucklebones, but which it isn't clear from where the PCs are standing. As the PCs approach, the devils begin a heated conversation, with much gesticulating, and raised voices. They are becoming excited, if the sudden smell of sulphur and change in temperature is anything to go by.

However, before the PCs can do anything about it, they see there is a wooden box with a hinged lid placed on a stone cube, about 2 feet per edge, just to one side of the archway. Inside the box is a set of wooden tiles, each with two letters on. Carved on the inside of the lid is the phrase:

Concentrate and you will build towards making sense of these. Of course, you will be rewarded for succeeding!

The tiles are as follows. Print this sheet and cut the tiles into their colored sections.

Word tiles puzzle solutions

The tiles need to be stacked up to make the 5 senses: Sight, Smell, Touch, Taste, Hearing, one at a time. If you feel the color coding makes this too straightforward for your players, remove the background and give the tiles out a plain black and white. The positioning works as follows:

For each one that the party gets correct, a book appears; ultimately there will be one for each party member. The books are attuned to the recipient, providing the chance to increase their main characteristic, and are from the following selection:

Manual of Bodily Health +1

Manual of Gainful Exercise +1

Manual of Quickness of Action +1

Tome of Clear Thought +1

Tome of Leadership +1

Tome of Understanding +1

Although the book a PC receives is relevant to her main characteristic, she can always swap it with someone else and will gain the benefit of the new book.

The party can now step through the archway, and as it does, the 3 barbed devils stand to face them. The PCs find that they undergo a transformation, changing into elder earth elementals in every way. However, spellcasters find they can't recall any spells. The devils seem agitated, flex their claws and space out.

WORD TILES PUZZLE



SOLUTION

Sight

S	S	S	T	T
	I	I	I	
		G	G	
			H	
S	I	G	H	T

Smell

S	S	L	L	L
	M	M	M	
		E	E	
			L	
S	M	E	L	L

Touch

T	T	H	H	H
	O	O	O	
		C	C	
		U		
T	O	U	C	H

Taste

T	T	T	E	E
	A	A	A	
		T	T	
		S		
T	A	S	T	E

Hearing

H	H	H	H	G	G	G
	E	E	E	N	N	
		A	A	A		
			I	I		
			R			
H	E	A	R	I	N	G

GM's Note

These 3 devils are actually major images produced by the real antagonist, which is hidden at the far end of the clearing. It will direct the images to respond to blows, then, when they seem “close to falling”, cease concentrating on them and use 3 rounds of scorching rays before sending another 3 imaginary devils towards the party. It will keep doing this until it is discovered, and then fight as normal.



Once the barbed devils have been dealt with, the PCs can look through the spot where the devil initially was hidden. A **Search/Perception DC 15** roll finds a carved wooden letter ‘Y’ where it was standing. It is about 3 inches tall and 3 inches wide at the top.



Ninth Druidic Test - Elder elementals (earth) against the barbed devils



(1-3 PCs = 1 chain devil, 4-6 PCs = 2 chain devils)

Elder elementals (earth) (3.5)

Barbed devil (3.5)

Elder earth elementals (PF)

Barbed devil (Hamatula) (PF)

As they step out of the area, the PCs find themselves returning to their true forms. The *manuals* and *tomes* from the puzzle, along with the wooden letter ‘Y’, remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.



As the party heads west along the pathway, there is a sense of accomplishment that washes over them. As they get to the point where the path splits, each PC is affected by a *symbol of sanity*, which immediately overcomes the following adverse conditions affecting the Target: *confused*, dazed, fascination, *feeble-minded*, *insanity*, rage and stunned. They then head towards Area 14.

New Spell

Symbol of Sanity

Enchantment (Compulsion)
[Mind-Affecting]

Level: Clr 8, Drd 9, Sor/Wiz 8

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of sanity* instead become permanently sane (as per elements of the *heal* spell plus additional factors). It immediately overcomes the following adverse conditions affecting the Target: *confused*, dazed, fascination, *feeble-minded*, *insanity*, rage and stunned.

Unlike *symbol of death*, *symbol of sanity* has no hit point limit; once triggered, a *symbol of sanity* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sanity* are hard to detect and disable. A rogue (only) can use the Search/Perception skill to find a *symbol of sanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 (34 for druidic version) for *symbol of sanity*.

Material Component

Olive oil and peppermint, plus powdered white pearl and black onyx with a total value of at least 5,000 gp.



Area 14 - Inner chamber

Once the PCs reach this chamber, they have completed all the tasks in this gauntlet bar one. At the far end of this area is a final archway. For the last time, if they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

The party should have all the items they have been rewarded with as well as 9 wooden letters: A, E, H, O, T, T, U, W, Y. These are needed to get out of the area, as described below.

In the middle of this area is a low table, with as many sides as there are members of the party. It has about a dozen platters on it, each with simple food such as fruit, nuts, bread and cured meats. In the center of it, a bubbling spring comes through the surface and fills a bowl with fresh water.

There is a daybed next to each of the sides of the table, one for every member of the party. On the table in front of the daybed is a plate, wooden mug and a fork. As the PCs approach the table, a voice speaks, via a *magic mouth*; "Please, relax a while. You have earned my gratitude."

Neither the food nor the water run out, no matter how much the PCs take. However, it is extremely filling, and it doesn't take much for the party members to feel replete.

After about 15 minutes, a small table on high legs appears between where the PCs are eating and the way out of this area to the north. Anyone who looks at it can see that there is a wooden grid, 12 inches by 12 inches on top of the table. It is made up of 9 squares, each 3 inches by 3 inches. The outer frame and inner separating bars are three quarters of an inch thick. The whole thing is plainly made, yet of exquisite workmanship. If it is checked for magic, it radiates overwhelming Conjunction (Teleportation). It is the frame that holds the letters that completes the *teleportation circle* spell. The letters fit in the frame as follows:

Once the PCs have worked out how to position the letters so they spell these 3 words, they find they can progress through the archway. This is a *teleportation circle* that sends the PCs far away from the gauntlet to the "attached" shrine. Once they have gone through this archway, the party cannot return. Any attempt to use

WOODEN LETTER PUZZLE

SOLUTION

T

H

E

W

A

Y

O

U

T

teleportation magic to get back to the inner chamber fails as it has moved on from its previous position.

It is also the magic that sends the PCs from the area beneath the main shrine.

Area 15 - Main shrine

This is the final area of Olemus Multa's gauntlet. Although the thick canopy overhead almost turns this into a closed room, it is clearly an open air druidic shrine of no small importance. The area is about 200 feet long and 40 feet across at its widest point. The trees that form the inner walls have had their bark carved and shaped to tell the tales of creation from myriad cultures, and anyone who spend 8 hours here can gain an insight bonus to one of Knowledge (history), (local), (nature) or (religion) as they choose. This bonus is equal to their current Wisdom modifier.

The floor is a series of mosaics made from various dried grasses, flowers, crops and vegetables. As this pattern radiates towards the center of the area, it begins to change to assorted natural minerals. In the very center is a hole with a ladder against the sidewall leading downwards. The pattern tells the story of how various elements were transferred from plane to plane by the gods, in an effort to advance the culture of their followers, and anyone who spend 8 hours here can gain an insight bonus to one of Knowledge (geography) or (the planes) as they choose. This bonus is equal to their Wisdom modifier.

A PC can only benefit from one insight bonus in this way.

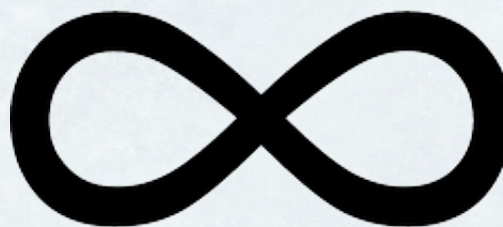
The PCs have faced increasingly difficult challenges and have hopefully lived to tell the tale. However, those that didn't haven't been forgotten, and in the center of this shrine at the far end is a long wooden altar with a shallow depression in its center. If a dead PC is placed in this depression, they are brought back to life via a *true resurrection* spell. This take 10 minutes to complete. If anything, after this resurrection, the PC has never felt better.

The ladder in the central hole leads to the second part of the main shrine, a final *teleportation* area.



Beneath the main shrine

This is the way out from the Arcineum Devaneas gauntlet. The ladder from above ends up at the southern end of an oval chamber about 20 feet long and 15 feet across at its widest point. The walls are made up of thousands upon thousands of tree roots. If the PCs watch closely, they see on a **Spot/Perception DC 20** roll that the roots flow in a particular way, a swirling pattern that forms the symbol for infinity:



The flow is quite hypnotic, in a benign way, and the PCs will realise with a **Knowledge (the planes) DC 8** roll that what they are looking at is a portal. If they view it for 2 rounds, they begin to fall into a trance. They can resist this trance with a **Will DC 15** roll; then they have to avoid looking at the pattern for more than 10 rounds. If they look again at the flow in fewer than 10 rounds, the DC of the Will save goes up by 2 per round the pattern is viewed.

Those that fall into an hypnotic state are able to mentally step through the portal, and will find themselves in an idyllic setting, with Olemus sitting close by. No-one else is around, including other party members, but there are many of Nature's creatures just within view. Olemus will thank the person, her heartfelt sincerity

shining through. She will call out, and in response, the most powerful dire badger you have ever seen appears. It has a wooden case strapped to its back, glowing with a divine energy. It bows slightly before Olemus and allows her to open the case. Inside is a gift for the PC, depending on her level, from the following table:

- 1st level - 1 minor item worth up to 1,000 gp**
- 2nd level - 1 minor item worth up to 2,000 gp**
- 3rd level - 1 minor item worth up to 3,000 gp**
- 4th level - 1 minor item worth up to 4,000 gp**
- 5th level - 3 minor items worth up to 7,000 gp in total**
- 6th level - 1 medium item worth up to 10,000 gp**
- 7th level - 1 medium item worth up to 14,000 gp**
- 8th level - 1 medium item worth 18,000 gp**
- 9th level - 1 medium item worth up to 22,000 gp**
- 10th level - 1 major item worth up to 40,000 gp**
- 11th level - 1 major item worth up to 45,000 gp**
- 12th level - 1 major item worth up to 50,000 gp**
- 13th level - 1 major item worth up to 55,000 gp**
- 14th level - 1 major item worth up to 60,000 gp**
- 15th level - 1 major item worth up to 65,000 gp**
- 16th level - 1 major item worth up to 70,000 gp**
- 17th level - 1 major item worth up to 75,000 gp**
- 18th level - 1 major item worth up to 80,000 gp**
- 19th level - 1 major item worth up to 85,000 gp**
- 20th level - 3 major items worth up to 100,000 gp in total**

Once the contents of the box has been gifted, the PC will come out of the hypnotic state with the item or items in her hand. That PC will no longer be affected by the flow of the roots.

The floor of the chamber is made from millions of flecks of emerald, worked to look and wave like grass. It crunches slightly underfoot, as if it was frozen on a winter's day. There is a wooden sign hammered into this gemstone lawn, which reads:

“Worship the ground you walk on; show gratitude for the support it gives you.”

The PCs each need to bow down and kiss the emerald grass, thanking the gods of nature for their help with the encounters. When this is done, a swirling green pattern appears in the jeweled grass on the floor, the slivers of gemstones reforming into a distinct, flat circle that gives off a strong radiation of Conjunction (teleportation) magic. Written in many languages around the circumference is the phrase “The Way Out.” If any PCs stand on this, they find that they are leaving this gauntlet via teleportation, and will appear just outside of Maaginen Jekku's construction.

This gauntlet is over, and the PCs will have added a little to Olemus Multa's argument about the the strength of divine magic over arcane energy, depending on their success as Nature's allies.

End of Part 2

3.5 Appendix

Dire Lion

Size/Type: Large Animal

Hit Dice: 8d8+24 (60 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (−1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+17

Attack: Claw +13 melee (1d6+7)

Full Attack: 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d6+3

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +8, Will +7

Abilities: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills: Hide +2, Listen +7, Move Silently +5, Spot +7

Feats: Alertness, Run, Weapon Focus (claw)

Environment: Warm plains

Organization: Solitary, pair, or pride (6–10)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement:

9–16 HD (Large);

17–24 HD (Huge)

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey.

Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

COMBAT

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks and in areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Bearded Devil

Size/Type: Medium Outsider (Devil, Extraplanar, Evil, Lawful)

Hit Dice: 6d8+18 (45 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17

Base Attack/Grapple: +6/+8

Attack: Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2)



Full Attack: Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2)

Space/Reach: 5 ft./5 ft. (10 ft. with glaive)

Special Attacks: Infernal wound, beard, battle frenzy, summon devil

Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.

Saves: Fort +8, Ref +7, Will +5

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

Skills: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9

Feats: Improved Initiative, Power Attack, Weapon Focus (glaive)

Environment: A lawful evil-aligned plane

Organization: Solitary, pair, team (3–5), or squad (6–10)

Challenge Rating: 5

Treasure: Standard

Alignment: Always lawful evil

Advancement: 7–9 HD (Medium); 10–18 HD (Large)

Every bearded devil carries a sawtoothed glaive.

A bearded devil stands 6 feet tall and weighs about 225 pounds.

COMBAT

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes.

A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive 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 16 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 bearded devil's glaive must succeed on a DC 16 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 infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Xorn (average)

Size/Type: Medium Outsider (Extraplanar, Earth)

Hit Dice: 7d8+17 (48 hp)

Initiative: +0

Speed: 20 ft. (4 squares), burrow 20 ft.

Armor Class: 24 (+14 natural), touch 10, flat-footed 24

Base Attack/Grapple: +7/+10

Attack: Bite +10 melee (4d6+3)

Full Attack: Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.

Saves: Fort +7, Ref +5, Will +5

Abilities: Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10

Skills: Hide +10, Intimidate +10, Knowledge(dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival+10 (+12 following tracks or underground)

Feats: CleaveB, Multiattack, Power Attack, Toughness

Environment: Elemental Plane of Earth

Organization: Solitary, pair, or cluster (3–5)

Challenge Rating: 6

Treasure: None

Alignment: Usually neutral

Advancement: 8–14 HD (Medium)

Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds.

Xorns speak Common and Terran.

COMBAT

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction,

providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Chain Devil

Size/Type: Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 8d8+16 (52 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +8/+10

Attack: Chain +10 melee (2d4+2/19–20)

Full Attack: 2 chains +10 melee (2d4+2/19–20)

Space/Reach: 5 ft./5 ft. (10 ft. with chains)

Special Attacks: Dancing chains, unnerving gaze

Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12

Skills: Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)

Feats: Alertness, Improved Critical (chain), Improved Initiative

Environment: A lawful evil-aligned plane

Organization: Solitary, gang (2–4), band (6–10), or mob (11–20)

Challenge Rating: 6

Treasure: Standard

Alignment: Always lawful evil

Advancement: 9–16 HD (Medium)

Kytons are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

Chain devils speak Infernal and Common.

COMBAT

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Invisible Stalker

Size/Type: Large Elemental (Air, Extraplanar)

Hit Dice: 8d8+16 (52 hp)

Initiative: +8

Speed: 30 ft. (6 squares), fly 30 ft. (perfect)

Armor Class: 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +6/+14

Attack: Slam +10 melee (2d6+4)

Full Attack: 2 slams +10 melee (2d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., elemental traits, natural invisibility, improved tracking



Saves: Fort +4, Ref +10, Will +4

Abilities: Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11

Skills: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam)

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral

Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks.

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A see invisibility spell shows only a dim outline of a cloud, while a true seeing spell reveals a roiling cloud of vapor.

These creatures speak only Auran but can understand Common.

COMBAT

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Bone Devil

Size/Type: Large Outsider (Devil, Extraplanar, Evil, Lawful)

Hit Dice: 10d8+50 (95 hp)

Initiative: +9

Speed: 40 ft. (8 squares)

Armor Class: 25 (–1 size, +5 Dex, +11 natural), touch 14, flat-footed 20

Base Attack/Grapple: +10/+19

Attack: Bite +14 melee (1d8+5)

Full Attack: Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, fear aura, poison, summon devil

Special Qualities: Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.

Saves: Fort +12, Ref +12, Will +11

Abilities: Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14

Skills: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks)

Feats: Alertness, Improved Initiative, Iron Will, Multiattack

Environment: A lawful evil-aligned plane

Organization: Solitary, team (2–4), or squad (6–10)

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful evil

Advancement: 11–20 HD (Large); 21–30 HD (Huge)

Bone devils stand about 9 feet tall and weigh about 500 pounds.

COMBAT

Bone devils hate all other creatures and attack ruthlessly. They freely use wall of ice to keep the enemy divided.

A bone devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Lemure

Size/Type: Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Claw +2 melee (1d4)

Full Attack: 2 claws +2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5

Skills: —

Feats: —

Environment: A lawful evil-aligned plane

Organization: Solitary, pair, gang (3–5), swarm (6–15), or mob (10–40)

Challenge Rating: 1

Treasure: None

Alignment: Always lawful evil

Advancement: 3–6 HD (Medium)

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

COMBAT

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.

A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Tojanida

Size/Type: Medium Outsider (Extraplanar, Water)

Hit Dice: 7d8+14 (45 hp)

Initiative: +1

Speed: 10 ft. (2 squares), swim 90 ft.

Armor Class: 23 (+1 Dex, +12 natural), touch 11, flat-footed 22

Base Attack/Grapple: +7/+10

Attack: Bite +10 melee (2d8+3)

Full Attack: Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, ink cloud

Special Qualities: All-around vision, darkvision 60 ft., immunity to acid and cold, electricity 10 and fire 10

Saves: Fort +7, Ref +6, Will +6

Abilities: Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9

Skills: Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope +1 (+3 with bindings)

Feats: Blind Fight, Dodge, Power Attack

Environment: Elemental Plane of Water

Organization: Solitary or clutch (2–4)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 8–14 HD (Medium)

A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell is about 6 feet long, and it weighs about 220 pounds.

An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

COMBAT

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to fog cloud cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Fiendish Giant Squid

Size/Type: Huge Magical Beast (Extraplanar, Aquatic)

Hit Dice: 12d8+18 (72 hp)

Initiative: +3

Speed: Swim 80 ft. (16 squares)

Armor Class: 17 (–2 size, +3 Dex, +6 natural), touch 11, flat-footed 14

Base Attack/Grapple: +9/+29

Attack: Tentacle +15 melee (1d6+8)

Full Attack: 10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)

Space/Reach: 15 ft./15 ft. (30 ft. with tentacle)

Special Attacks: Constrict 1d6+8, improved grab

Special Qualities: Ink cloud, jet, low-light vision, Darkvision 60ft, Resistance to cold and fire 10, Spell Resistance 17, Damage Reduction 10/magic

Saves: Fort +9, Ref +11, Will +5

Abilities: Str 26, Dex 17, Con 13, Int 3, Wis 12, Cha 2

Skills: Listen +10, Spot +11, Swim +16

Feats: Alertness, Diehard, Endurance, Toughness (2)

Environment: Temperate aquatic in an evil-aligned plane

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always evil (any)

Advancement: 13–18 HD (Huge); 19–36 HD (Gargantuan)

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

COMBAT

An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the

tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backwards once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Elder Elementals (earth)

Size/Type: Huge Elemental (Earth, Extraplanar)

Hit Dice: 24d8+120 (228 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22

Base Attack/Grapple: +18/+37

Attack: Slam +27 melee (2d10+11/19-20)

Full Attack: slams +27 melee (2d10+11/19-20)

Space/Reach: 15 ft./15 ft.

Special Attacks: Earth mastery, push

Special Qualities: Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits

Saves: Fort +19, Ref +7, Will +10

Abilities: Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11

Skills: Listen +29, Spot +29

Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack

Environment: Elemental Plane of Earth

Organization: Solitary

Challenge

Rating: 11

Treasure: None

Alignment: Usually neutral

Advancement: 25-48 HD (Huge)

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from.

Earth elementals speak Terran but rarely choose to do so.

COMBAT

Though an earth elemental moves slowly, it is a relentless opponent. It can travel through solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Elemental Sizes	Height	Weight
Elder	40 ft.	60,000 lb

Barbed Devil

Size/Type: Medium Outsider (Devil, Extraplanar, Evil, Lawful)

Hit Dice: 12d8+72 (126 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 29 (+6 Dex, +13 natural), touch 16, flat-footed 23

Base Attack/Grapple: +12/+22

Attack: Claw +18 melee (2d8+6 plus fear)

Full Attack: 2 claws +18 melee (2d8+6 plus fear)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear, improved grab, impale 3d8+9, summon devil

Special Qualities: Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.

Saves: Fort +14, Ref +14, Will +12

Abilities: Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18

Skills: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)

Feats: Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Environment: A lawful evil-aligned plane

Organization: Solitary, pair, team (3–5), or squad (6–10)

Challenge Rating: 11

Treasure: Standard

Alignment: Always lawful evil

Advancement: 13–24 (Medium); 25–36 HD (Large)

A barbed devil is about 7 feet tall and weighs about 300 pounds.

COMBAT

Barbed devils eagerly fight with their claws, trying to impale their opponents. They use hold person to immobilize those who avoid their hug attacks.

A barbed devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by fear (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

Dire Lion CR5

XP 1,600

N Large Animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +8, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)

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

Special Attacks pounce, rake (2 claws +13, 1d6+7)

STATISTICS

Str 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +11, Perception +11, Stealth +7 (+11 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or pride (3–8)

Treasure incidental

Dire lions, known locally as spotted lions or cave lions, are immense predators that can grow up to 15 feet long and weigh up to 3,500 pounds. Although they are merely animals, these large creatures seem to take an almost sadistic glee in playing with and tormenting their prey before eventually devouring it. As a result, many tribes view dire lions as the spawn of evil gods, and hunt them down as soon as their presence in a region becomes obvious.

Bearded Devil (Barbazu) CR 5

This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.

XP 1,600

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

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

hp 57 (6d10+24)

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

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

OFFENSE

Speed 40 ft.

Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

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

Special Attacks beard

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

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

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

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

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

SPECIAL ABILITIES

Beard (Ex)

If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points

of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

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

Infernal Wound (Su)

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

ECOLOGY

Environment any (Hell)

Organization solitary, pair, squad (3–10), or troop (10–40)

Treasure standard (glaive, other treasure)

Elite warriors in Hell's legions, bearded devils—or barbazus—fight savagely in the name of their infernal lords and command mindless hordes of the damned into battle. They collect and train with their infernally forged glaives among the vaults of Hell's third layer, Erebus, but inevitably return to the first layer, Avernus, to serve at the side of the dread lord Barbatos.

Barbazus are fond of making charge attacks with their glaives, and try to maintain a 10-foot gap between themselves and their foes so they can use their signature polearms to great effect.

Against a foe that has greater reach (or one able to otherwise avoid the devil's favored tactic), they drop their glaives and resort to their claws and hideous beards.

At attention, bearded devils stand over 6 feet tall (though their squatting battle stances often make them appear shorter) and weigh upward of 200 pounds.

Xorn CR 6

This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.

XP 2,400

N Medium outsider (earth, extraplanar)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 66 (7d10+28)

Fort +8, **Ref** +2, **Will** +5

DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee bite +10 (4d6+3), 3 claws +10 (1d4+3)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 20 (22 vs. trip)

Feats Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

Languages Common, Terran

SPECIAL ABILITIES

All-Around Vision (Ex)

A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

Earth Glide (Ex)

A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A move earth spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Xorns grow in size as they age. The youngest xorns are approximately 3 feet in size, and can be represented by applying the young simple template to the statistics presented here. The most commonly encountered xorns are about 5 feet tall (and wide), while the largest are 8 feet or more and weigh upward of 9,000 pounds. These elder xorns are giant advanced xorns, but some even greater xorns exist as well, with upward of 15 Hit Dice.

Often, an elder xorn possesses class levels as well. These creatures are generally leaders, heroes, or even outcasts or villains in xorn society. A classed elder xorn typically has levels in barbarian or rogue. Xorns aren't particularly religious, but those who do have deep faith are typically druids (though such xorns rarely, if ever, take animal companions, as such followers cannot follow through solid rock, and

instead choose to take the Earth domain). Xorn bards and sorcerers are not unheard of either, with bards favoring Perform (sing) as their focus, and sorcerers almost invariably having the Elemental (earth) bloodline.

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or cluster (3–6)

Treasure standard (precious metals, gems, and magic gems or jewelry only)

Strange creatures as big around as they are tall, xorns have little interest in natives of the Material Plane—except for the gems and precious metals they might be carrying. Lurking beneath the surface for what might seem long stretches of time to humans, a xorn might wait months, even years, for the right treat to come along, assaulting the being carrying its favorite meal, such as a certain gemstone or the right sort of silver. Adventurers who frequent regions inhabited

by xorns often carry with them small chunks of raw ore or relatively inexpensive gemstones or crystals to use as bribes. While the price of a gemstone or piece of metal is often in direct proportion to the object's flavor and desirability as a meal, most xorns are quite gluttonous and prefer quantity over quality when it comes to food.

Treasure found carried by a xorn or stashed in its lair amounts to little more than snacks set aside for another day. An offering of a particularly delicious (and expensive) jewel or piece of precious metal can swiftly secure a xorn's temporary allegiance. Since xorns can swim through solid rock with ease, they make excellent guides in underground regions.



Kyton CR 6

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

XP 2,400

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

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

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, **Ref** +9, **Will** +3

DR 5/silver or good; **Immune** cold; **SR** 17

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

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

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +10; **CMD** 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

SPECIAL ABILITIES

Chain Armor (Ex)

The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su)

A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase

these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su)

Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

ECOLOGY

Environment any

Organization solitary, pair, link (3–6), or chain (7–20)

Treasure standard

Often classified among the ranks of the infernal and called chain devils by the uninitiated, the sadomasochistic kytons are not true devils. Many suggest that kytons were natives of Hell who existed there before the advent of devilkind, while others hypothesize they were later brought to the plane by some sadistic power. Regardless of their origins, kytons roam the planes in their lust to cause and receive suffering, seeking pain through violent abductions and sadistic debauches.

The kyton presented here is a typical member of this fiendish race of outsiders, but is by no means the only type of its kind. Just as there are numerous different species of demon and devil, rumor holds that different kinds of kytons dwell in their jangling cities in Hell and on the Plane of Shadow. These kytons are invariably more powerful than the one presented here, often having spell-like abilities or hideous and unsettling special attacks along the themes of torture and pain. Rumor holds that the most powerful kytons are completely inhuman, and that these monsters are the true progenitors of the kyton race—the kyton presented here but the result of unholy dalliances with their unfortunate victims.

Invisible Stalker CR 7

No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

XP 3,200

N Medium outsider (air, elemental, extraplanar)

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

DEFENSE

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

hp 80 (7d10+42)

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

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

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

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

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

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

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

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Improved Tracking (Ex)

An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex)

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

ECOLOGY

Environment any (Plane of Air)

Organization solitary

Treasure standard

Very little is known about these enigmatic and mysterious creatures, as their very nature makes details of their true form difficult to discern. Brought to this world from the Plane of Air, these creatures fulfill tasks for those who conjure them. Invisible stalkers act as guardians, assassins, and trackers, occupations in which they excel. Their natural invisibility and skill at stealth allow them to follow their quarry without detection and give them the upper hand when it comes to exterminating a mark.

Many invisible stalkers resent this and see these petty tasks as nothing more than chores dictated by mortals. When given a particularly complex or bothersome task, an invisible stalker seeks to find a loophole in a poorly worded instruction. For instance, wizards calling an invisible stalker into service with the instructions “protect me from danger” might find themselves escorted to a faraway hidden location, or even brought to the Plane of Air.

Due to their constant summoning, many invisible stalkers harbor hostility for those dwelling on the Material Plane. Those invisible stalkers new to the mortal world only know the stories of their kind and tend to keep an open mind about the intentions of those who call them. Over time, or in the service of a particularly vile master, invisible stalkers form negative opinions of these creatures of flesh and bone, leading to their tendency to pervert their instructions and cause harm to their masters. For older and more experienced invisible stalkers, the only thing protecting those who summon them is the magic that binds them. These creatures automatically try to use inconsistencies in the wording of their tasks and literal twists on the intention to find a way to inconvenience, injure, or even kill the priest or arcanist that brought them to the plane.

Bone Devil (Osyluth) CR 9

Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches.

XP 6,400

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

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19

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

DEFENSE

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

hp 105 (10d10+50)

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

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

OFFENSE

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

Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)

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

Spell-Like Abilities (CL 12th)

Constant—*fly*

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

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

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

STATISTICS

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

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

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

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

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

SPECIAL ABILITIES

Poison (Ex)

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

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or inquisition (3–10)

Treasure standard

The interrogators and inquisitors of devilkind, bone devils delight in torturing those weaker than themselves—mortals, souls, and other devils alike. Born of ancient heresies mired amid the Styx-fed swamps of Stygia, Hell's fifth layer, bone devils—also known as osyluths—enforce infernal order and the will of the archdevils. Powerful fiends favor these terrifying sadists for their unwavering devotion to Hell's laws and the commands of their masters, as osyluths eagerly report the disobedience of other devils—regardless of standing—and take to the craft of torture like morbid artists. Diabolists risk much to bargain with them, as bone devils glean many infernal secrets amid their nightmarish calcified torture hives. These devils especially delight in journeying to the mortal plane, as their cruel talents and service to evil spellcasters often mean gaining much valuable information, which they might hold in their perfect memories for centuries before reporting back to their diabolical masters.

In battle, an osyluth uses quickened invisibility after each attack to confuse foes. Many osyluths carry twisted and eerie bone weapons, but these tools are more for torture and intimidation than actual combat.

Osyluths tower over lesser devils at 9 feet tall—though their tails and fearsome but useless wings make them appear much larger—and weigh upward of 400 pounds.

Lemure CR 1

A roiling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.

XP 400

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

Init +0; **Senses** darkvision 60 ft., see in darkness; **Perception** +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0

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

OFFENSE

Speed 20 ft.

Melee 2 claws +2 (1d4)

STATISTICS

Str 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 12

ECOLOGY

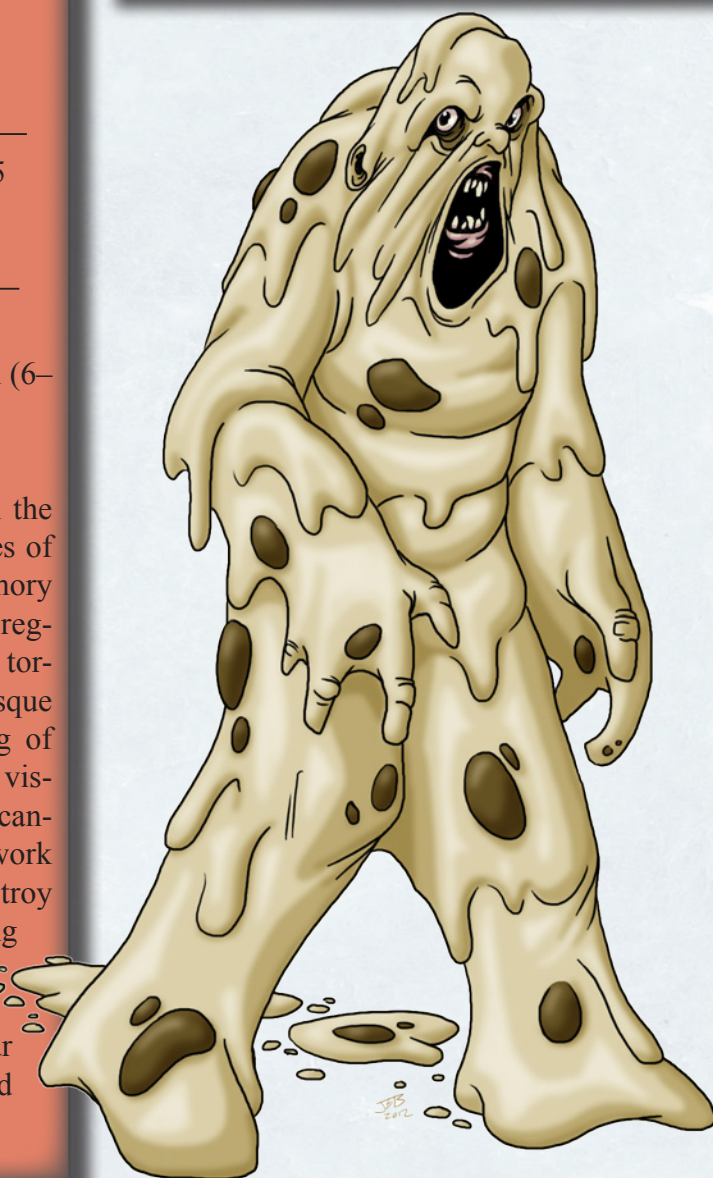
Environment any (Hell)

Organization solitary, pair, gang (3–5), swarm (6–17), or mob (10–40 or more)

Treasure none

The least of devilkind, lemures roil forth from the ranks of souls damned to Hell, shapeless masses of quivering flesh. What spark of instinct or memory lingers on within a lemure's semi-consciousness regularly shapes its features to mimic those of its tormentors or the tortured souls around it. Grotesque and useless, a lemure's features speak nothing of what it once was. Many exhibit multiple terrible visages or are nothing more than churning pillars of cancerous flesh. Only their knobby, flailing limbs work as they should, and those they merely use to destroy any non-infernal life that draws too near. Moving lemures typically congeal in forms over 4 feet tall and weigh upward of 200 pounds, though when at rest these disgusting fiends often appear to be little more than lumps of melted flesh and malformed features.

Although among the most loathsome creatures in existence, lemures serve a vital role in Hell's perverse ecology. When at the end of a mortal life a creature's soul is damned—whether because it revered diabolical forces or failed in the worship of another deity—it joins the masses of suffering souls filling the plains of Avernus, Hell's first layer. Here a soul's torments begin as lesser devils marshal it along with similar spirits in preparation for a long, perilous journey to one of Hell's deeper layers—typically one suited to the punishments appropriate to the soul's crimes, or merely the domain of a devil who has need for slaves. Upon reaching the realm of their damnation, souls face untold lifetimes of torment at the hands of devils, other fiendish beings, and the deadly machinations of Hell itself. As the formerly mortal essences slowly go mad, they forget their lives, grow bestial, and eventually become little more than automatons



of fear and hatred. After ages of such existence, the cruel processes of Hell either utterly annihilate the soul or—in the cases of the most profane spirits—reconsecrate such forsaken beings into lemures, the building blocks of devils, unthinking waves of filth and diabolical flesh. Such repulsive beings assemble in vast mobs, waves of putrescence thousands upon thousands strong. Greater devils can spot the most corrupt of these fiends and, either through mysterious tortures or the powers of Hell itself, reshape them into true devils, newly born and ready to obediently serve in the legions of the damned.

Tojanida CR 5

This creature resembles a cross between a turtle and a crab, with flippers instead of legs, a snapping beak, and two pincers.

XP 1,600

N Medium outsider (extraplanar, (water))

Init +1; **Senses** all-around vision, darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 19 (+1 Dex, +1 dodge, +9 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +6, **Will** +3

Resist electricity 10, fire 10

OFFENSE

Speed 10 ft., swim 90 ft.

Melee bite +9 (1d6+3), 2 claws +9 (1d6+3)

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

Special Attacks ink cloud

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +9; **CMD** 21 (29 vs. trip)

Feats Blind-Fight, Dodge, Power Attack

Skills Bluff +5, Escape Artist +10, Knowledge (planes) +9, Perception +14, Perform (act) +5, Sense Motive +10, Stealth +7, Survival +7, Swim +11; Racial Modifiers +4 Perception

Languages Aquan

SPECIAL ABILITIES

Ink Cloud (Ex)

A tojanida can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute. If used out of the water, the jet of ink is a line 30 feet long, and creatures in the area must succeed at a DC 16 Reflex save or be blinded for 1 round. The save DC is Constitution-based.

ECOLOGY

Environment any water (Plane of Water)

Organization solitary, pair, clutch (3-6), or cult (1 tojanida plus 2-12 humanoid followers)

Treasure standard

Tojanidas are bizarre natives from the Plane of Water that resemble mixes between monstrous crabs and enormous snapping turtles. Originally elemental beings of water, tojanidas were bound into their strange forms long ago for unclear reasons, and no longer know how they might eventually return to their pure and formless state. Determined to preserve their pride, the grotesque tojanidas ply the waters of the planes seeking hedonistic pleasures—especially culinary ones—and the adoration of other races. Loquacious when addressed with the proper respect, they make excellent heralds and emissaries for more powerful beings, and often enjoy posing as such even when operating on their own. When riled, however, tojanidas make fearsome opponents, violent and eager juggernauts with snapping jaws and clacking pincers.

Adult tojanidas are roughly 6 feet long, and weigh several hundred pounds. When threatened, a tojanida can retract its limbs most of the way into its shell, which is an irremovable part of its body. The ring of eyes completely encircling the tojanida's shell along its equator makes the creature extremely difficult to catch by surprise, though it does retain small blind spots both directly above and directly below its body. While tojanidas adore eating, as they find flavor and texture to be two of the most fascinating senses, they don't actually need to consume food, instead drawing sustenance directly from the magic of their shells.

Blessed (or cursed) with extremely long racial memories, tojanidas wander the oceans and lakes

of innumerable worlds, attempting to find unusual physical pleasures or conversation capable of distracting them from the insufferable ennui and apathy born of remembering their ancestors' experiences. Though the tojanidas themselves may not appreciate the burden of memory, adventurers and scholars can sometimes make good use of a tojanida's recalled lore.

Section 15: Copyright Notice - Pathfinder Roleplaying Game Bestiary 3

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Giant Squid CR 10

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

XP 9,600

N Huge animal (aquatic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)

hp 102 (12d8+48)

Fort +14, **Ref** +13, **Will** +5

Defensive Ability ink cloud (20-ft. radius); DR 10/good; Resist cold 15, fire 15; SR 15

OFFENSE

Speed swim 60 ft., jet 260 ft.

Melee bite +14 (2d6+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+3/19-20 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+10), smite good

STATISTICS

Str 25, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 31

Feats Combat Reflexes, Great Fortitude, Improved Critical (tentacle), Improved Initiative, Lightning Reflexes, MultiattackB, Skill Focus (Perception)

Skills Perception +22, Swim +15

SPECIAL ABILITIES

Smite Good (Su)

Once per day, the fiendish creature may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If the target is good, the creature adds its Charisma bonus (if any) to its attack rolls and gains a damage bonus equal to its HD against that foe. The effect persists until the target is dead or the creature rests.

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

The giant squid is a legendary beast capable of feeding on humans with ease. Hunger has been known to drive these normally deep-dwelling creatures up to the ocean surface where anything they encounter is potential prey. A giant squid is 45 feet long and weighs 1,500 pounds.

Section 15: Copyright Notice - Pathfinder RPG Bestiary

Pathfinder RPG Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Elder Earth Elemental CR 11

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

XP 12,800

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +4, **Will** +10

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (2d10+12/19–20)

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

Special Attacks earth mastery

STATISTICS

Str 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +30; **CMD** 39

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull RushB, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

Languages Terran

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex)

An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These

modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Treasure none

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill.

When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes.

Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

An elder earth elemental is 40 feet long and weighs 60,000 pounds.



Barbed Devil (Hamatula)

CR 11

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.

XP 12,800

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

hp 138 (12d10+72)

Fort +14, **Ref** +14, **Will** +8

Defensive Abilities barbed defense; DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 22

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (2d8+6/19–20 plus fear and grab)

Special Attacks fear, impale 3d8+9

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only) 1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

STATISTICS

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

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

Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack

Skills Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

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

SPECIAL ABILITIES

Barbed Defense (Su)

A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes

1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su)

A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Grab (Ex)

A barbed devil can use its grab attack against a foe up to Medium size

Impale (Ex)

A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, team (3–5), or squad (6–11)

Treasure standard

Sentinels of the vaults of Hell, jailers of the darkest souls, and living weapons of the infernal forges, barbed devils—known as hamatulas to diabolists—enforce the strictures of the damned and safeguard the nefarious works of greater devils. A hamatula enjoys the feel of warm blood on its spines, and prefers to leap into melee when presented with an opportunity for battle.

Hamatulas are collectors and organizers, and are favorite allies of greedy summoners as they often bring with them tempting treasures from Hell's vaults or know the paths to deadly riches.

Left to their own devices, the lairs of these devils often bear the pierced trophies of their past victims, hung like perverse bug collections on bloodied walls. Most barbed devils stand upward of 7 feet tall and weigh 300 pounds, though their leanly muscled bodies appear much larger due to the constantly growing and adjusting spines that protrude from their razor-sharp bodies.



OLEMUS MULTA'S FOREST



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Varnhold Vanishing Copyright 2010, Paizo Publishing LLC. Author: Greg A Vaughan

Raven Swarm from the Tome of Horrors III Copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Classic Monsters Revisited. Copyright 2008, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Joshua J. Frost, James Jacobs, Nicolas Logue, Mike McArtor, James L. Sutter, Greg A. Vaughan, Jeremy Walker. Adventureaweek.com. Copyright 2010, Todd Gamble & Jonathan Nelson. All rights reserved.

Some artwork copyright (C)2009 Kimagu, used with permission.

Some artwork copyright (C)2006 Bradley K McDevitt, used with permission.

Some artwork copyright (C)2007 Joe Calkins, used with permission.

Designation of Product Identity: Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

All Content is Copyright Adventureaweek.com, LLP (Todd Gamble and Jonathan Nelson), 2010-2012.

Arcineum Devaneas 2

A Pathfinder/3.5 Compatible Adventure for 3-6 PCs of Any Level

Deep within the gauntlet that is Olemus Multa's testing ground, the party is finding that championing a druid can have its unsettling moments! The chance to find out "how the other half live and die" is a rare one, and understanding the tooth and claw, sting and constricting coils of what would usually be a foe is both alien and liberating. Yet there is clearly more to come, because as you catch your breath after the first few tests, the path forward continues to lead to another gateway, another puzzle, and another challenging experience.

However, the material rewards so far have been worth all the strangeness, and after every difficult demand placed on you, you can feel the physical ones as well, as you gain insight and experience. And have you noticed anything about the creatures you face? Yes, they are getting stronger, wilier. But then so are you, and if you have someone in the group with the wisdom and knowledge, they may be able to predict what you will face next, and what you will become to do so. So you continue onwards, knowing that your minds and bodies will have to be prepared for more changes, greater trials, and the chance to be more than you have ever imagined!

Part 2 of the Dire, Devilish Deeds quartet contains:

- The next stage of plane-spanning environment that is far from what it seems, including the final pan-dimensional temple
- The next set of encounter areas of this challenging gauntlet, more demanding than the first collection
- Further puzzles to test the skills of both the players and the PCs, with progress and rewards influenced by their degree of success
- Traps with "helpful" results
- A chance to gain the thanks of representative of the gods, who can be more generous than you know
- Chances to face combat at a variety of levels, in a variety of ways, as a variety of creatures
- The opportunity for your PCs to take a place in the greatest experiment known to humanoidkind and to influence the results!

