Weekly Wonders



Legions

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Necromancers of the Northwest

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Introduction

This book presents several specific and unique devils of a wide variety of types, which can be called forth with summoning and calling spells. The devils are presented in groups based on the type of devil they are, and each devil has a short description of their background and personality, as well as an entry describing the way that their statistics entry varies from other devils of their kind.

Each time a spell with the calling or summoning subschools is used to conjure one of the types of devils listed in this book, roll a d% to determine whether the conjured creature is a standard one, or one of the ones listed. At the GM's discretion, the conjured creature may be a different outsider with the same statistics, especially in cases with relatively high percentage chances, or if the caster already has poor relations with that particular summoned creature. If more than one creature is summoned, roll the d% only once, and if the result indicates a unique outsider, only one of the summoned creatures is unique, with the others being standard versions of their kind.

A caster who knows of a unique creature listed here can specifically ask for that creature when using a *planar binding* or *planar ally* spell, or similar magic, increasing the odds of getting that creature to 100% (however, the creature may choose not to answer the call, in cases such as *planar ally*, or may still succeed on its Will save, in the case of *planar binding*, etc.). If summoned or called with a spell that requires some sort of payment for the creature's services, the cost of the payment is increased based on any new class levels or other Hit Dice the creature may possess, but such costs are always increased by at least 10%, even for unique creatures that do not have additional Hit Dice or class levels.

Barbed Devil

Among the stronger breeds of devil, those who can summon a barbed devil should feel a sense of accomplishment as talented summoners. They specialize in bloody combat, and serve best as guardians or wardens, similar to the roles they play in Hell. There is a 5% of summoning the following barbed devil with a summoning or calling spell.

Krieg the Cowardly

An unusually small barbed devil, Krieg stands at just under 6 feet tall and looks to be about 200 lbs. He also has notably smaller spines than others of his kind. These underwhelming physical features, coupled with an intense fear of blood, have earned Krieg the title of cowardly among other devils, who find his lack of desire to leap into combat a flaw. Even so, Krieg is a beloved devil to a fiendish overlord who favors Krieg for his excellent skills in turning mortals to Hell's cause. Often, this is because Krieg appears with exceptional, though often cursed, treasures with which to plie mortal hearts.

Mechanics: Krieg has -4 Strength and +4 Charisma compared to a normal barbed devil. When called, he always arrives with one or more random magic items worth a total 80,000 gp.

Bearded Devils

The shock troops that make up the infernal legions, bearded devils make for excellent guardians or other muscle for budding conjurers. The following table summarizes the chances of encountering the following unique bearded devils with summoning or calling spells.

Table: Bearded Devil Summoning

| d% | Result |
|-----------|------------------------|
| 01 - 94 | Standard bearded devil |
| 95 - 99 | Urngolt the Conqueror |
| 100 | Bruish Fire-Eye |

Bruish Fire-Eye

A skilled and ruthless warrior, renowned among devils for his honor and prowess, Bruish is among the most powerful of bearded devils, owing to greater combat experience. Having spent long portions of eternity on the battlefield, Bruish is intensely focused on his martial craft and takes enormous pride in his weapon skills. Famed for his legendary success at the Battle of Bone Ice Bridge, Bruish enjoys relatively high status for a bearded devil, a fact he cherishes greatly, and which has earned him a continued position of authority, leading squads of other bearded devils.

A disciplined creature, Bruish is also obsessed with his own personal perfection, desiring to better himself so that he might curry more favor with his masters. To that end, Bruish continues to hone his skills, learning techniques far beyond most bearded devils and carefully hoarding that knowledge, lest another of his fellows usurp the favor Bruish has earned. Though Bruish does not enjoy being in the service of mortals, he often leaps at the chance to prove himself by performing especially glorious and dangerous tasks, taking to them with uncommon enthusiasm.

Mechanics: Bruish Fire-Eye can shoot beams of flame from his eyes, functioning as *scorching ray*. He also has class levels. His full stat-block is presented below.

BRUISH FIRE-EYE XP 6,400

Bearded devil skald 4 (*Pathfinder RPG Advanced Class Guide*) LE Medium outsider (devil, evil, extraplanar, lawful) **Init** +6; **Senses** darkvision 60 ft., see in darkness; Perception +15

DEFENSE

AC 26, touch 12, flat-footed 24 (+7 armor, +2 Dex, +7 natural) hp 99 (10 HD; 4d8+6d10+44)

Fort +13, Ref +8, Will +8; +4 vs. bardic performance, language-dependent, and sonic

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

OFFENSE

Speed 40 ft. (30 ft. in armor) **Melee** +*1* flaming glaive +17/+12 (1d10+10/19-20/x3 plus 1d6 fire) or 2 claws +10 (1d6+3) **Special Attacks** beard, infernal wound, rage power (elemental blood, lesser 1d6 fire^{ACG}), raging song 11 rounds/ day (inspired rage, song of marching)

Spell-Like Abilities (CL 12th; concentration +14)

At will—greater teleport (self plus 50 lbs. of objects only), scorching ray (2 rays only)

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

Skald Spells Known (CL 4th; concentration +6)

2nd (2/day)—alter self, blindness/deafness (DC 14)
1st (4/day)—alarm, compel hostility^{UC}, expeditious retreat,

remove fear

o (at will)—dancing lights, ghost sound (DC 12), mage hand, prestidigitation, read magic, summon instrument

TACTICS

During Combat Bruish closes to melee as quickly as possible, using his *scorching rays* to soften opponents up as he nears them. If he does not have other allies, he uses his summon ability to attempt to conjure a squad of lemures to fight by his side.

Morale Bruish Fire-Eye fights to the death.

STATISTICS

Str 23, Dex 14, Con 19, Int 8, Wis 14, Cha 14 Base Atk +9; CMB +15; CMD 27

Feats Improved Critical (glaive), Improved Initiative, Power Attack, Reckless Rage^{ACG}, Scribe Scroll, Weapon Focus (glaive)

Skills Climb +12, Intimidate +15, Perception +15, Sense Motive +15, Stealth +8

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

SQ bardic knowledge +2, rage powers, versatile performance (percussion)

Combat Gear potion of cure moderate wounds; **Other Gear** +1 breastplate, +1 flaming glaive, 92 gp

Urngolt the Conqueror

A tall, silver-skinned bearded devil with massive bunched muscles, Urngolt is a sort of general in training in Hell's armies. Given command of squads of lemures, imps, and other low-ranking devils, Urngolt leads her minions on the field of battle, largely for the twisted amusement of more powerful devils. Although she was initially promoted outside his means to by superiors who wanted only to watch her flounder and fail, Urngolt has proven herself an effective commander who has enjoyed some minor successes against demonic, angelic, and mortal forces, due in no small part to her constant barking of commands, awe-inspiring presence, and willingness to get her hands dirty. Unlike many devils, Urngolt relishes the opportunity to be summoned by mortals, looking for any chance to escape a less than glamorous life in Hell. Urngolt is very open to mortals about the horrors of the underworld, a fact that his fiendish supervisors don't much appreciate.

Mechanics: Urngolt the Conqueror can spend a standard action in order to grant all allies within 30 feet who can clearly see and hear her a +2 morale bonus on attack rolls

and saving throws. Urngolt favors mortals who give him easy tasks, and often reveals her name and some of his story to such characters in the hopes they will summon her again.

Bone Devil

Hell's secret police, bone devils are a discerning and cunning lot, with much to offer a conjurer in need of information. There is a 3% chance of summoning the following bone devil with a summoning or calling spell.

Oshuti

An especially frail-looking bone devil, Oshuti has small thin bones which appear easily breakable, despite being harder than steel. An anomaly for bone devils, Oshuti has an exceptional talent for illusion magic which makes her among Hell's greatest spies, able to go where she pleases unseen in order to uncover the secrets of her enemies. Very few among Hell's elite know the secret to observing Oshuti, and she has devoted what time she can to learning ways to undermine these potential threats, lest she become marginalized and relegated to the ordinary work of torture and intimidation. Though Oshuti doesn't object to torture, per se, she is loathe to use it, believing it to be beneath her and best left to less extraordinary bone devils. When summoned, Oshuti is surpassingly civil—assuming that she is properly bound or otherwise restrained by magic from killing her summoner. Even so, she is reluctant to admit anything she knows, and will only trade information to the worthiest of mortals, and even then, often leaving out key details that could lead to her summoner's downfall.

Mechanics: While invisible, Oshuti cannot be detected by *see invisibility* or *true seeing*, though an *invisibility purge* spell still reveals her presence, as do other methods of detection. Additionally, her *invisibility* spells have a weakness, allowing her to be seen plainly by characters looking through a ruby. Finally, she has class levels. Her full stat-block is included below.

CR 12

OSHUTI

XP 19,200

Bone devil bard 7

LE Large outsider (devil, evil, extraplanar, lawful) Init +12; Senses darkvision 60 ft., see in darkness; Perception +26

Aura frightful presence (5 ft., DC 21)

DEFENSE

AC 28, touch 17, flat-footed 20 (+8 Dex, +11 natural, -1 size) hp 202 (17 HD; 7d8+10d10+109)

Fort +18, **Ref** +23, **Will** +15; +4 vs. bardic performance, language-dependent, and sonic

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

OFFENSE

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

Melee bite +18 (1d8+4), 2 claws +18 (1d6+4), sting +18 (3d4+4

plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks bardic performance 22 rounds/day (move action; countersong, distraction, fascinate [DC 19], inspire competence +3, inspire courage +2, suggestion [DC 19]), poison

Spell-Like Abilities (CL 12th; concentration +18)

Constant—fly

At will—*dimensional anchor, greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 20), *wall of ice* (DC 20)

3/day—quickened invisibility

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

Bard Spells Known (CL 7th; concentration +13)

3rd (2/day)—clairaudience/clairvoyance, dispel magic 2nd (5/day)—alter self, blur, detect desires (DC 18), silence (DC 19)

1st (6/day)—alarm, charm person (DC 17), obscure object (DC 17), silent image (DC 18), ventriloquism (DC 18)

o (at will)—dancing lights, ghost sound (DC 17), mage

hand, message, open/close (DC 16), prestidigitation

TACTICS

Before Combat Oshuti casts *blur* and *invisibility* before combat.

During Combat Oshuti makes the most of her ability to fly to outmaneuver her opponents.

Morale Oshuti flees if reduced to less than 100 hit points.

STATISTICS

Str 19, Dex 26, Con 22, Int 18, Wis 15, Cha 22

Base Atk +15; CMB +20; CMD 38

Feats Alertness, Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will, Lunge, Power Attack, Quicken Spell-Like Ability (invisibility), Spell Focus (illusion) **Skills** Acrobatics +8 (+12 to jump), Bluff +26, Diplomacy +26, Disguise +26, Fly +36, Intimidate +26, Knowledge (planes) +27, Perception +26, Sense Motive +26, Spellcraft +24, Stealth

+29; Racial Modifiers +6 Fly

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

SQ bardic knowledge +3, lore master 1/day, versatile performances (dance, sing)

Other Gear cloak of resistance +3, ring of mind shielding, stalker's mask^{UE}, 500 gp

Erinyes

Beautiful only by infernal standards, erinyes do not share the popularity amongst summoners enjoyed by their demonic counterpart, the succubus. For those who can see past their looks, however, erinyes are excellent bodyguards and can serve as powerful agents. There is a 3% chance of summoning the following erinyes with a summoning or calling spell.

Breskia, the Enemy of Beauty

Once known far and wide as one of Heaven's most beautiful angels, Breskia chose to leave Heaven's service, believing (correctly) that her celestial brethren and mortal followers valued her more for her beauty than for her skill and achievement. Hell embraced Breskia's longing for appreciation and fed her frustrations, turning them to hatred. As her anger grew, Breskia lost her grace and became a fallen angel. Now Breskia has grown to hate not only those who care more for beauty than for the tangible contributions of others, but also the beautiful themselves, for wasting their efforts on playing to the desires of the shallow. Embracing this hatred, Breskia has inflicted numerous dire and grave wounds upon herself, converting her once beautiful body with twisted scars, hateful brands, and dread tattoos. She dresses in an armor soaked with filth and blood. Given the opportunity, Breskia prefers to focus her attention on attractive targets or their obvious admirers over more dangerous and lethal combatants, serving her own selfish agenda. She is also known to violently champion her philosophy, vehemently explaining why she is right to others and showing those that disagree the sharp side of her sword.

Mechanics: Breskia gains a +2 bonus on damage rolls against characters with 16 or more Charisma and has the stench special quality.

Horned Devil

One of the most iconic and powerful devils, and amongst Hell's mightiest warriors, only fools and the most powerful of conjurers attempt to summon horned devils. There is a 1% chance of summoning the following horned devil with a summoning or calling spell.

White Raven

None but the most powerful of fiends knows this devil's real name; instead, he has long been called by his nickname, White Raven. Earning this name for his ghost-white coloration and habit of devouring the bodies and souls of those he slays, this terrible warrior is employed by Hell's mightiest devils as their personal assassin. White Raven takes his duties very seriously and never wavers in fulfillment of his duties. While this would be good news for most summoners, White Raven has a standing order to kill any mortal that would dare summon him. Those that do manage to secure his services, however, find him a great asset. For such a wellrespected and high-ranking devil, White Raven has very little personality, seeming more like a vessel for Hell's will than an entity unto himself.

Mechanics: White Raven is immune to mind-affecting effects. He also has class levels. His full stat-block is included below.

WHITE RAVEN

XP 307,200

Horned devil rogue 8

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

Init +15; **Senses** darkvision 60 ft., see in darkness; Perception +33

Aura frightful presence (5 ft., DC 22)

DEFENSE

AC 38, touch 20, flat-footed 27 (+11 Dex, +18 natural, -1 size) hp 333 (23 HD; 8d8+15d10+215); regeneration 5 (good weapons, good spells)

Fort +25, Ref +31, Will +21

Defensive Abilities evasion, improved uncanny dodge, trap sense +2; **DR** 10/good and silver; **Immune** fire, mindaffecting effects, poison; **Resist** acid 10, cold 10; **SR** 31

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +2 flaming unholy vicious cold iron spiked chain +35/+30/+25/+20 (2d6+20/19–20 plus 1d6 fire plus 2d6 vs. good plus 2d6) or bite +30 (2d8+6 plus 2d6), 2 claws +30 (2d6+6 plus 2d6), tail slap +30 (2d6+6 plus 2d6)

Space 10 ft.; Reach 10 ft.

Special Attacks sneak attack +4d6 plus 4 bleed **Spell-Like Abilities** (CL 16th; concentration +21)

At will—dispel chaos, dispel good, greater teleport (self plus 50 lbs. of objects only), magic circle against good, persistent image (DC 20)

3/day—fireball (DC 18), lightning bolt (DC 18)

1/day—summon (level 6, 3 barbed devils, 35%)

TACTICS

During Combat Against foes who pose a conceivable threat against him, White Raven favors hit-and-run tactics, using *greater teleport* to retreat to safety and heal any wounds inflicted by his vicious weapons before using his *ring of invisibility* and then teleporting back to hunt down his foes and resume the fight.

Morale If reduced to less than 100 hit points, White Raven flees until his hit point total exceeds 300 before resuming the fight.

STATISTICS

Str 34, Dex 32, Con 28, Int 18, Wis 24, Cha 21

Base Atk +21; **CMB** +34 (+36 bull rush, +36 sunder); **CMD** 55 (57 vs. bull rush, 57 vs. sunder)

Feats Devastating Strike^{UC}, Greater Vital Strike, Improved Bull Rush, Improved Critical (spiked chain), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)

Skills Acrobatics +37, Bluff +31, Diplomacy +31, Fly +35, Intimidate +31, Knowledge (planes) +23, Knowledge (religion) +27, Perception +33, Sense Motive +33, Spellcraft +30, Stealth +33

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

SQ infernal wound, rogue talents (befuddling strike^{APG}, bleeding attack +4, fast stealth, shades of gray), stun, trapfinding +4

Combat Gear ring of invisibility, unfettered shirt^{UE}; Other

Gear +2 flaming unholy vicious cold iron spiked chain, cloak of resistance +5, ring of x-ray vision, vicious amulet of mighty fists, 600 gp

Ice Devil

Among the most powerful devils, there are few who are capable of summoning an ice devil, and even fewer who are capable of controlling one. For those that can, however, they make excellent advisors and tacticians, in addition to powerful combatants. There is a 1% chance of summoning the following ice devil with a summoning or calling spell.

Klex the Cruel

A towering fiend, Klex the cruel is immediately distinguished from other ice devils by his jet black coloring and blazing eyes. Klex dwells deep in Hell's remotest icy pits, presiding over thousands of enslaved souls and seeing to their horrendous torments. He uses his unfeeling logic to devise the most effective ways to hurt others, and is regarded as one of Hell's finest torturers; true to form, however, Klex takes no special pride in this fact. Though normally not one to answer summons, Klex will come to the call of would-be summoners who engage in an act of cruel sacrifice on Hell's behalf. Like all ice devils, Klex is essentially cold and unfeeling, but has a great academic passion for pain and suffering, seeming to enjoy causing the greatest suffering of other creatures. This apparent passion has caused some devils to joke that Klex's heart is less frozen than others, though they are careful to keep this a secret from Klex to avoid ending up in his torture chambers. Legends also persist that Klex's unique appearance is due to an oddity with his heart, and that should another devil devour the heart, they would transform to become like him.

Mechanics: Klex can cast *symbol of pain* once per day as a spell-like ability. Additionally, Klex's attacks inflict terrible pain upon those who are affected by them, causing a creature that is slowed by Klex's sting or spear attack to also become nauseated for 1 round.

Imps

Among the most commonly-summoned devils, imps make excellent spies, fearsome combatants at low levels, and are iconic familiars.. The following table summarizes the chances of encountering the following unique imps with summoning or calling spells.

Table: Imp Summoning

| d% | Result | | |
|-----------|-----------------|--|--|
| 01 - 95 | Standard imp | | |
| 96 - 99 | Herbaz the Vile | | |
| 100 | Pepper | | |

CR 20

Herbaz the Vile

Even for a creature of pure evil, Herbaz is particularly devious, delighting in inflicting harm on the world in whatever way his tiny form can manage. In addition to the obvious—poisoning of small creatures, making horribly violent and hateful comments and suggestions—Herbaz also has a penchant for betraying his masters without technically defying them. He has developed a habit of being conveniently missing whenever he is needed at a critical moment. He also enjoys tormenting people in their sleep in the hopes of giving people nightmares. He relishes the chance to be a familiar, but despises being called or summoned, considering it beneath him.

Mechanics: Herbaz has statistics identical to a normal imp, but provides his masters with additional power. When serving as a familiar, if he is within 10 feet of his master, his master gains a +1 profane bonus on all saving throws. Herbaz can attempt a Will save (with a DC equal to the DC of the spell that summoned or called him, or, if he is serving as a familiar or otherwise not summoned via a spell, with a DC equal to 10 + 1/2 his master's Hit Dice + the highest of his master's Intelligence, Wisdom, or Charisma modifiers) each time he is issued orders in order to ignore those orders.

Pepper

Once a familiar, always a familiar, is this jaded and overworked imp's favorite saying, generally delivered with a sigh and a shrug. Pepper picked up his name on his first term of duty in the mortal world. This black and white imp is more lazy than he is mischievous. Typically considered to be one of Hell's finest familiars, Pepper is always sent to the aids of witches and wizards who his infernal bosses think have high potential for dark deeds. Though Pepper has a lot of advice, he doesn't often feel like sharing it, and it can be difficult to convince him to part with any information, usually requiring a contract in order to pry anything useful from him. Pepper also lost his fear of mortals long ago and is thoroughly unimpressed even by the mighty; after all, he has seen far mightier in his time, a fact he is quick to remind his masters about. Even so, Pepper generally considers himself to be his master's greatest servant, and is quick to grow jealous of his master's other minions and plan their downfall.

Mechanics: Pepper can cast *daze monster* once per day instead of *augury*, and he can cast *hold monster* once per week instead of *commune*. He also has rogue levels. His full stat-block is presented below.

| PEPPER | CR 6 |
|--|------|
| XP 2,400 | |
| Imp rogue 4 | |
| LE Tiny outsider (devil, evil, extraplanar, lawful) | |
| Init +5; Senses darkvision 60 ft.; Perception +12 | |
| DEFENSE | |
| AC 19, touch 18, flat-footed 13 (+5 Dex, +1 dodge, +1 natura | al, |
| +2 size) | |
| hp 56 (7 HD; 4d8+3d10+18); fast healing 2 | |

Fort +4, **Ref** +12, **Will** +6

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

| 0 | F | F | E | N | S | E | |
|---|---|---|---|---|---|---|--|

Speed 20 ft., fly 50 ft. (perfect)

Melee mwk rapier +14/+9 (1d3+2/18–20), sting +4 (1d4+1 plus poison)

Space 2-1/2 ft.; Reach o ft.

Special Attacks poison, sneak attack +2d6

Spell-Like Abilities (CL 6th; concentration +7)

Constant—detect good, detect magic

At will—invisibility (self only)

1/day—daze monster (DC 13), suggestion (DC 14)

1/week—hold monster (DC 16)

TACTICS

During Combat Pepper makes full use of his *invisibility* to disappear, make a sneak attack, and then disappear again, waiting a few rounds to heal between attacks, if necessary. In general, he is a slow combatant, happy to let his poison do most of the work for him, and only rushes in combat when he decides to flee.

Morale Pepper flees if reduced to less than 20 hit points.

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 13, **Wis** 14, **Cha** 12 **Base Atk** +6; **CMB** +9; **CMD** 22

Feats Ability Focus (poison), Dodge, Power Attack, Weapon Finesse

Skills Acrobatics +15 (+11 to jump), Bluff +11, Fly +27, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +12, Sense Motive +9, Spellcraft +11, Stealth +20

Languages Common, Infernal

SQ change shape (boar, giant spider, rat or raven, *beast shape I*), rogue talents (fast fingers^{APG}, finesse rogue), trapfinding +2 **Combat Gear** *potion of protection from arrows 10/magic*; **Other Gear** mwk rapier, *amulet of mighty fists +1*, 40 gp

Lemures

The lowliest of devils, only the most extraordinary of the pathetic lemures can even be said to possess a personality or identity. The following table summarizes the chances of encountering the following unique lemures with summoning or calling spells.

Table: Lemure Summoning

| d% | Result | |
|-----------|-----------------|--|
| 01 - 94 | Standard lemure | |
| 95 - 99 | Berum's Boys | |
| 100 | Graltz | |

Berum's Boys

These lemures are bigger and nastier than others of their kind, and are the handpicked shock troops of Berum, a minor devil who favors strong minions over clever ones. Though lacking intelligence, Berum's boys know who they are and gleefully shout "Berum's boys are here!" at the tops of their voices in crude Infernal every 30 seconds or so. Stronger than the average lemure, Berum's boys are also good at taking direction and obey commands spoken in Common.

Mechanics: Berum's boys have a Strengh score of 14 instead of 11, resulting in a +2 bonus on attack and damage rolls.

Graltz

Graltz is a particularly clever and intelligent lemure, on the verge of promotion to a greater form of devil. Graltz is self-aware and an unusually helpful devil, cleverer than his appearance would suggest and far more loyal than an imp servitor. Graltz actually has a bit of good heart, a fact that plagues him greatly and leads him to make outlandishly evil suggestions whenever asked for advice, as his desire to become a greater devil dominates his existence, and he is eager to prove he is evil enough to surpass his current status. Knowing that promotion is close, he is terrified of jeopardizing his position and being stripped of his intelligence and personality. Graltz became a wizard after claiming the gear of a fallen adventuring party, including a spellbook. His memories of that time (milennia ago, now) are hazy, and he is uncertain whether his unusual intelligence allowed him to recognize the value of the book, or whether the book somehow awakened him to his current state.

Mechanics: Unlike most lemures, Graltz has an Intelligence score. He also has class levels. His full stat-block is presented below.

GRALTZ

XP 1,600

Lemure enchanter 5

LE Medium outsider (devil, evil, extraplanar, lawful) Init +6; Senses darkvision 60 ft., see in darkness; Perception +11

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 47 (7 HD; 5d6+2d10+19) Fort +6, Ref +7, Will +6 DR 5/good or silver; Immune fire, mind-affecting effects,

poison; Resist acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee +1 greatsword +5 (2d6/19–20) or 2 claws –2 (1d4–1) **Arcane School Spell-Like Abilities** (CL 5th; concentration +6)

3/day—dazing touch

Enchanter Spells Prepared (CL 5th; concentration +6) 3rd—suggestion (DC 15), vampiric touch 2nd—blindness/deafness (DC 13), bull's strength, touch of idiocy 1st—charm person (DC 13), expeditious retreat, hypnotism (DC 13), ray of enfeeblement (DC 12), silent image (DC 12)

o (at will)—(4)acid splash, detect magic, ghost sound (DC 11), mage hand

Opposition Schools abjuration, evocation

TACTICS

Before Combat Graltz casts *bull's strength* and *expeditious retreat* if he anticipates combat.

During Combat Despite his magical abilities, Graltz prefers to fight with his +*i* greatsword in combat. If injured, he will cast vampiric touch, and he may use ray of enfeeblement against strong opponents, but otherwise, he lacks the creativity to use spells during combat.

Morale Graltz flees if reduced to less than 25 hit points.

STATISTICS

Str 9, Dex 14, Con 12, Int 13, Wis 13, Cha 9 Base Atk +4; CMB +3; CMD 15

Feats Improved Initiative, Piercing Spell^{UM}, Scribe Scroll, Spell Focus (enchantment), Toughness, Weapon Focus (greatsword)

Skills Acrobatics +4 (+o to jump), Bluff +7, Diplomacy +4, Intimidate +4, Perception +11, Sense Motive +11, Stealth +12 SQ arcane bond (+1 greatsword), enchanting smile Other Gear +1 greatsword, cloak of resistance +1, 100 gp

Pit Fiend

The mightiest of devils and the rulers of Hell, any mortal that summons one displays a lethal hubris. It is inadvisable to summon a pit fiend under any conditions, but for those that insist upon doing so, there is a 1% chance of summoning the following pit fiend with a summoning or calling spell.

The Shaper

CR 5

Once a promising and rising member of the infernal elite, the Shaper made enemies of the wrong duke of Hell, and found himself tasked with eons of the abhorrent duty of reshaping lemures into more useful and powerful devils. Though the Shaper originally found the work demeaning, the specialty has in its own way become satisfying. Luckily for the multiverse at large, the Shaper generally lacks creativity, and the majority of his creations die shortly after being formed. Even so, his successes have earned him great praise from many of the same infernal overlords who first participated in his punishment. While he doesn't enjoy spending time with mortals, he longs for their creativity and values their input in designing new and more terrible devils, and enjoys engaging in free exchange of ideas with summoners on the subject. Though the benefits to summoning the Shaper over another pit fiend are minimal (unless one needs lemures reshaped), his curiosity makes the Shaper somewhat easier to bargain with than other pit fiends.

Mechanics: The shaper can reshape lemures into a number of Hit Dice's worth of lesser devils equal to twice the number of lemurs affected with his devil shaping special ability.

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