

CULTISTS OF HAVRA ZHOUL: COMPILED STAT BLOCKS

A companion document to *Cultists of Havra Zhoul*



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Design: Pierre van Rooden

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HALF-ELF

CR 6

DEANNE HUYN-VENEER

CR 6 (XP 2,400)

This young and beautiful woman has long, dark red hair and hazel eyes. She projects a look of curiosity and uncertainty.

Female half-elf Dictum adept witch (chaspah) 6

NE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +4, Sense Motive +8

Speed 30 ft.; **ACP** 0

AC 17, touch 12, flat-footed 15; **CMD** 14

(+4 armour, +2 Dex, +1 natural)

Fort +2 (+6 vs. poison), **Ref** +4, **Will** +9; **SR** 11

hp 30 (6 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee sharpened fingernails +2 (1d4-1 plus [blue whinnis poison [DC 14 {1 save}; *freq.* 2 rds.; *effect* 1 Con/unconscious for 1d3 hours]])

Ranged dart (range 10 ft.) +5 (1d4-1 plus giant wasp poison [DC 18 {1 save}; *freq.* 6 rds.; *effect* 1d2 Dex])

Atk Options poison use, swift poisoner

Witch Spells Prepared (CL 6th; concentration +9 [+13 casting defensively or grappled])

3rd—*contagion* (DC 18), *pain strike* (DC 17), *rain of frogs*, *spit venom* (DC 17)

2nd—*accelerate poison* (DC 16), *hold person* (DC 16), *scare* (DC 17), *spectral hand*, *vomit swarm*

1st—*beguiling gift* (DC 15), *charm person* (DC 15), *mage armour*, *transmute potion to poison*, *ray of sickening* (DC 16)

0—*bleed* (DC 15), *daze* (DC 14), *detect poison*, *putrefy food and drink* (DC 14)

Adept Spells Prepared (CL 7th; concentration +9 [+13 casting defensively or grappled])

2nd—*invisibility*, *mirror image*

1st—*burning hands* (DC 13), *command* (DC 14), *obscuring mist*

0—*detect magic*, *light*, *read magic*

Combat Gear poisoned darts (3; giant wasp venom) blue whinnies (2) *necklace of venom (type III)*

Abilities Str 8, Dex 14, Con 10, Int 16, Wis 15, Cha 12

SQ hexes (cauldron, charm, cook people, poison steep)

Feats Brew Potion, Combat Casting, Improved Initiative, Iron Will, Spell Focus (necromancy)

Skills as above plus Bluff +7, Craft (alchemy) +16, Diplomacy +6, Knowledge (arcana) +8, Knowledge (nobility) +4, Spellcraft +8

Languages Common, Draconic, Elven, Infernal, Sylvan

Gear as above plus spell components

Spellbook (cauldron) as above plus 3rd—*bestow curse*, *suggestion*; 2nd—*burning gaze*, *enthral*, *false life*, *pernicious poison*, *pox pustules*; 1st—*chill touch*, *command*, *diagnose disease*, *hypnotism*, *remove sickness*, *youthful appearance*; 0—all

HUMAN

CR 3

DICTUM ACOLYTE

CR 3 (XP 800)

In darkened leather and a black cloak, these men and women are unnoticed until they step out of the alleyways in the town's slums – drawn steel in both hands and their faces grim.

Human Dictum cultist rogue 4

LE Medium humanoid (human)

Init +8; **Senses** Perception +8 (trapfinding), Sense Motive +8

Speed 30 ft.; **ACP** 0; Acrobatics +11, Climb +8, Escape Artist +11, Stealth +11

AC 18, touch 15, flat-footed 13; **CMD** 19; Dodge, uncanny dodge, +1 vs. traps

(+3 armour [mwk studded leather], +4 Dex, +1 dodge)

Fort +3, **Ref** +8 (+9 vs. traps; evasion), **Will** +2; **SR** 8

hp 33 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee mwk short sword +9 (1d6+1/19-20) or

Melee 2 mwk short swords +7 (1d6+1/19-20)

Ranged hand crossbow (range 30 ft.) +7 (1d4/19-20)

Atk Options Combat Reflexes, *smite chaos* (1/day; +1 attack, +4 damage), sneak attack +2d6

Spell-like abilities (CL 4th; concentration +5)

1/day—*detect chaos*, *doom* (DC 11)

Combat Gear bolts (10), +1 *sleep bolts* (2), tanglefoot bag, thunderstone

Abilities Str 12, Dex 18, Con 14, Int 8, Wis 13, Cha 10

SQ trap sense (+1), rogue talent (combat trick, finesse rogue)

Feats Combat Reflexes, Dodge, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Finesse

Skills as above plus Disable Device +6, Intimidate +7, Knowledge (local) +6

Languages Common

Gear as above plus manacles, 50 gp in coin and gems

CR 4

BEREVOS SOULBRIGHT

CR 4 (XP 1,200)

While well dressed, this muscled man bears the aura of a brawler more than that of a noble. His dark hair is carelessly ruffled.

Male human Dictum cultist barbarian 5

CE Medium humanoid (human)

Init +1; **Senses** Perception +7, Sense Motive +0

Speed 40 ft.; **ACP** -3; Acrobatics +5 (+9 jumping), Climb +6, Ride +3

AC 18, touch 11, flat-footed 18; **CMD** 20; uncanny dodge, improved uncanny dodge, +1 vs. traps
(+7 armour [+1 *breastplate*], +1 Dex)

Fort +6, **Ref** +2 (+3 vs. traps), **Will** +1; **SR** 9

hp 53 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee mwk cold iron elven curve blade (Power Attack [-2/+6])
+10 (1d10+6/18-20)

Ranged dagger (range 10 ft.) +6 (1d4+4/19-20)

Atk Options Cleave, Great Cleave, rage (14 rounds/day), *smite chaos* (1/day; +1 attack, +5 damage, +1 AC)

Spell-like abilities (CL 5th; concentration +5)

1/day—*cause fear* (DC 11), *detect chaos*

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 13

SQ rage powers (superstition, swift foot), trap sense (+1)

Feats Cleave, Great Cleave, Power Attack, Exotic Weapon Proficiency (elven curve blade)

Skills as above plus Intimidate +8

Languages Common

Gear as above plus *cloak of resistance* +1, 125 gp in coin and gems

While raging, Berevos has the following statistics:

Speed 45 ft.; **ACP** -3; Acrobatics +5 (+9 jumping), Climb +8, Ride +3

AC 16, touch 9, flat-footed 16; **CMD** 22

(+7 armour [+1 *breastplate*], -2 class, +1 Dex,)

Fort +9 (+12 vs. spells), **Ref** +3 (+4 vs. traps, +6 vs. spells), **Will** +4 (+7 vs. spells)

hp 63 (5 HD)

CMB +11

Melee mwk cold iron elven curve blade (Power Attack [-2/+6])
+12 (1d10+9/18-20)

Ranged dagger (range 10 ft.) +6 (1d4+6/19-20)

Atk Options rage (14 rounds; superstition, swift foot)

Abilities Str 22, Con 18

DELCIUM “THE DARK”

CR 4 (XP 1,200)

This man has long black hair and an impressive – if drooping – moustache. He wears a black hooded mantle over stained grey workman’s clothes.

Male human wizard (diviner) 3/expert 4

N Medium humanoid (human)

Init +7 (forewarned); **Senses** Perception +10, Sense Motive +10

Speed 30 ft.; Run; **ACP** 0; Escape Artist +4, Stealth +15

AC 13, touch 13, flat-footed 10; **CMD** 15; Dodge (+1 dodge, +2 Dex)

Fort +3, **Ref** +4, **Will** +8

hp 36 (7 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +4

Melee dagger +4 (1d4/19-20)

Ranged dagger (range 10 ft.) +6 (1d4/19-20)

Special Actions diviner’s fortune

Diviner’s Fortune (Sp [standard; 5/day]) Delcium can give a touched creature a +1 insight bonus to attack rolls, skill checks, ability checks and saving throws for a round.

Wizard Spells Prepared (CL 3rd; concentration +5)

2nd—*cat’s grace*, *detect thoughts* (DC 14), *invisibility*

1st—*detect secret doors*, *expeditious retreat*, *jump*, *obscuring mist*

0—*detect magic*, *detect poison*, *mage hand*, *prestidigitation*

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

Feats Alertness, Deft Hands, Dodge, Improved Initiative, Run, Stealthy

SQ arcane bond (cat familiar, Rupus)

Skills as above plus Bluff +7, Diplomacy +7, Disable Device +14, Disguise +7 (+17 with *hat of disguise*), Knowledge (arcana) +8, Knowledge (local) +12, Sleight of Hand +12, Spellcraft +9, Use Magic Device +8

Languages Abyssal, Common, Draconic

Gear as above plus caltrops, everburning torch, *hat of disguise*, masterwork thieves’ tools, silk rope (50 ft.), sunrod

Spellbook (opposition: evocation, necromancy) as above plus 2nd—*knock*, *spider climb* and as GM determined

CR 7**VEDERIAN SOULBRIGHT**

CR 7 (XP 3,200)

Vederian is a heavy set man in his middle years. An ornate rapier, with tiny green gems set in its guard, hangs at his side.

Male human Dictum adept aristocrat 8

LN Medium humanoid (human)

Init -1; **Senses** Perception +1, Sense Motive +7

Speed 30 ft.; **ACP** -1

AC 13, touch 9, flat-footed 13; **CMD** 15

(+4 armour [mwk chain shirt], -1 Dex)

Fort +4, **Ref** +1, **Will** +7; **SR** 12

hp 48 (8 HD)

Space 5 ft.; **Base Atk** +6/+1; **CMB** +6

Melee +1 rapier +8/+3 (1d6+1/18-20)

Adept Spells Prepared (CL 5th; concentration +6 [+10 casting defensively or grappled])

2nd—*hold person* (DC 13), *spiritual weapon* (attack +7/+2, 1d8+1)

1st—*bane* (DC 12), *command* (DC 12), *protection from chaos*

0—*ghost sound*, *light*, *read magic*

Abilities Str 10, Dex 8, Con 10, Int 13, Wis 12, Cha 14

Feats Combat Casting, Great Fortitude, Persuasive, Toughness, Weapon Focus (rapier)

Skills as above plus Bluff +9, Diplomacy +15, Intimidate +8, Knowledge (arcana) +6, Knowledge (history) +5, Knowledge (local) +8, Knowledge (nobility) +8, Knowledge (religion) +5, Linguistics +5, Spellcraft +7 Use Magic Device +3

Languages Common, Infernal

Gear as above plus signet ring, Dictum (in sanctuary), 50 gp in gems and coin

OUTSIDER

CR 5

DEVIL, ENFORCER

CR 5 (XP 1,600)

This wiry individual is gaunt and pale. It has blood-shot eyes, as if it hasn't slept for ages.

LE Medium humanoid (devil, evil, human, lawful)

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +1, Sense Motive +1

See in Darkness (Su) An enforcer devil can see perfectly in darkness of any kind.

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -2 (-6 jumping)

AC 20, touch 12, flat-footed 18; **CMD** 22 (24 vs. bull rush) (+6 armour [mwk scale mail], +2 Dex, +2 natural)

Immune compulsion, fire, poison; **Resist** acid 10, cold 10

Fort +7, **Ref** +3, **Will** +7 (indomitable)

Indomitable (Su [free]) An enforcer devil is immune to compulsion effects. In addition, each round at the start of its turn, it may make a saving throw to end any mind-affecting effect affecting it, including those that do not grant saves. This does not provoke attacks of opportunity.

hp 42 (5 HD); battle frenzy

Battle Frenzy (Ex [free]) When an enforcer devil is hit in combat, it flies into a frenzy. It gains fast healing 2, cannot stop fighting or use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate and Ride) or any ability that requires patience or concentration. It can shake off the frenzy by making a DC 15 Will save at the end of its turn.

Space 5 ft.; **Base Atk** +5; **CMB** +10 (+12 bull rush)

Melee mwk greatsword (Power Attack -2/+6) +11 (2d6+7/19-20 plus pushback)

Melee 2 claws (Power Attack -2/+4) +10 (1d4+5 plus pushback)

Ranged longbow (range 100 ft.) +7 (1d8/x3)

Atk Options Improved Bull Rush, pushback

Pushback When an enforcer devil hits a target with a melee attack, it can then initiate a bull rush manoeuvre as a free action, without provoking attacks of opportunity.

Combat Gear arrows (20)

Abilities Str 20, Dex 14, Con 16, Int 6, Wis 13, Cha 8

SQ possessed

Possessed (Su) While an enforcer devil possesses its host, it controls it utterly, driving the victim insane. Since it is not a summoned creature, *protection from evil* or *protection from law* does not stop it. A *dismissal* spell drives the devil from its host, freeing the victim from the its control.

Feats Improved Bull Rush, Iron Will, Power Attack

Skills as above plus Intimidate +7

Languages Celestial, Common, Infernal; telepathy (100 ft.)

CR 6

DEVIL, DICTUM

CR 6 (XP 2,400)

This twisted creature has bony plates all over its body, leathery wings, and a long spiked tail. It wears the now ill-fitting uniform and armour, but also wields a blood encrusted spiked chain.

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

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +13, Sense Motive +13

See in Darkness (Su) A dictum devil can see perfectly in darkness of any kind.

Speed 20 ft.; base speed 30 ft., fly 40 ft. (average); **ACP** -3; Acrobatics -1 (-5 jumping), Fly +8

AC 20, touch 12, flat-footed 18; **CMD** 21 (23 vs. disarm and trip) (+6 armour [mwk breastplate], +2 Dex, +2 natural)

Immune fire, poison; **Resist** acid 10, cold 10; **Weakness** *dismissal*
Dismissal Vulnerability (Su) If a *dismissal* succeeds against a dictum devil, it is torn in half and slain instantly, leaving behind a skinless, broken corpse barely identifiable as human.

Fort +10, **Ref** +4, **Will** +9 (dual mind); **SR** 17

Dual Mind (Su) A dictum devil has two minds, that of the devil and that of its host. When making a Will save, the devil rolls two dice and uses the highest roll.

hp 62 (6 HD); **DR** good/5

Space 5 ft.; **Base Atk** +6/+1; **CMB** +9 (+11 vs. trip or disarm)

Melee +1 *spiked chain* +10/+5 (2d4+4 plus drop the target) or

Melee tail (reach 10 ft.) +12 (2d6+3 plus hell's corruption)

Atk Options Combat Expertise, Improved Disarm, Improved Trip, drop the target, hell's corruption

Drop the Target (Ex) A dictum devil that hits with a spiked chain attack can attempt to trip or disarm its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

Hell's Corruption (Su) Creatures touched by a dictum devil take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for 1 minute.

Spell-like abilities (CL 6th; concentration +8)

Constant—*true seeing*

At will—*command* (DC 13)

3/day—*order's wrath* (DC 16)

1/day—*summon* (level 3, 1 bearded devil or 4 imps, 50%)

Abilities Str 16, Dex 14, Con 21, Int 13, Wis 19, Cha 14

Feats Combat Expertise, Improved Disarm, Improved Trip

Skills as above plus Bluff +11, Intimidate +11, Knowledge (planes) +10, Spellcraft +10

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

UNDEAD

CR 11

HAVRA ZHOUL

CR 11 (XP 12,800)

The ghostly form of a broken woman rises from the book.

Female human ghost inquisitor 10

LE Medium undead (augmented humanoid, incorporeal)

Init +2 (Lookout); **Senses** darkvision 60 ft.; Perception +24, Sense Motive +21 (*discern lies*)

Discern Lies (Sp [immediate; 10 rounds/day]) Havra Zhour can *discern lies*. These rounds do not need to be consecutive.

Lookout (Ex) When adjacent to an ally that has this feat, Havra Zhour may act in the surprise round as long as the ally can act in the surprise round. If she is denied the ability to act in the surprise round, her initiative is equal to her roll or her ally's -1, whichever is lower. If both Havra Zhour and her ally can act in the surprise round, she may take a standard and a move action (or a full-round action).

Speed fly 30 ft. (perfect); **ACP** 0; Fly +20, Stealth +20 (incorporeal)

AC 13, touch 13, flat-footed 13; **CMD** 20; Duck and Cover (+4 deflection, -1 Dex)

Duck and Cover (Ex) Havra Zhour gains a +2 shield bonus to AC if adjacent to an ally that has this feat which is wielding a shield.

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +11, **Ref** +4 (Duck and Cover), **Will** +12 (+16 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting Havra Zhour

Duck and Cover (Ex) When adjacent to an ally with this feat (and when both must make a Reflex save), Havra Zhour can take her die roll or that of her ally and apply all modifiers normally. If she takes the ally's die roll, she is knocked prone (or staggered on her next turn if she is already prone).

hp 108 (11 HD); half damage from corporeal spells or weapons

Space 5 ft.; **Base Atk** +7; **CMB** +7

Melee Touch corrupting touch +6 (11d6 [DC 19 Fortitude halves]) or

Melee Touch draining touch +6/+1 (1d4 ability drain [chosen by Havra Zhour] plus Havra Zhour heals 5 hp on a hit)

Atk Options Vital Strike, bane, judgement, solo tactics, staff of order

Bane (Su [swift; 10 rounds/day]) Havra Zhour imbues a wielded weapon with the *bane* (one creature type) weapon quality; these rounds need not be consecutive.

Judgement (Su [swift; 4/day]) Havra Zhour pronounces judgements to gain bonuses in battle, gaining the benefits of two of the below judgments. These bonuses last until the end of combat.

- **Destruction** Havra Zhour gains a +4 sacred bonus on weapon damage rolls.
- **Healing** Havra Zhour gains fast healing 4.

- **Justice** Havra Zhour gains a +3 sacred bonus on attack rolls and a +6 bonus to confirm critical hits.
- **Piercing** Havra Zhour gains a +4 sacred bonus on concentration and spell penetration checks.
- **Protection** Havra Zhour gains a +3 sacred bonus to AC and a +6 sacred bonus to AC against attacks made to confirm critical hits.
- **Purity** Havra Zhour gains a +3 sacred bonus on saving throws and a +6 sacred bonus against curses, diseases and poisons.
- **Resiliency** Havra Zhour gains DR chaotic/3.
- **Resistance** Havra Zhour gains energy resistance 8 against one type of energy.
- **Smiting** Havra Zhour's weapon counts as adamantine, lawful and magic when bypassing damage reduction.
- **Solo Tactics (Ex)** All Havra Zhour's allies are treated as if they had the Allied Spellcaster, Duck and Cover and Lookout teamwork feats for determining if she gains bonuses from those feats. The allies gain no bonus for these feats.

Staff of Order (Su [standard; 1/day]) Havra Zhour can grant a touched weapon the *axiomatic* weapon quality for 5 rounds.

Special Actions corrupting gaze, malevolence, touch of law

Corrupting Gaze (Su [standard; at will]) 30 ft. range, 1d4 Charisma damage (DC 19 Fortitude negates) plus 2d10 damage).

Malevolence (Su [standard; at will]) Havra Zhour can merge her body with that of an adjacent creature on the Material Plane. This is similar to *magic jar* (CL 10, DC 19 Will resists) except it does not require a receptacle. A creature resisting this attack is immune to subsequent attempts for 24 hours.

Touch of Law (Sp [standard; 6/day]) When Havra Zhour touches a willing creature, it treats all d20 rolls for attack rolls, skill checks, ability checks and saving throws as if it had rolled 11 on the die for one round.

Inquisitor Spells Known (CL 10th; concentration +13 (+17 casting defensively or grappling); Law; Allied Spellcaster)

4th (1/day)—*lesser geas* (DC 17), *order's wrath* (DC 17)

3rd (4/day)—*heroism*, *inflict serious wounds* (DC 16), *prayer*, *protection from energy*

2nd (5/day)—*aid*, *desecrate*, *detect thoughts* (DC 15), *enthral* (DC 15), *hold person* (DC 15)

1st (6/day)—*alarm*, *bless*, *detect chaos/evil/good/law*, *divine favour*, *inflict light wounds* (DC 14)

0—*bleed* (DC 13), *brand* (DC 13), *detect magic*, *light*, *read magic*, *resistance*

Allied Spellcaster (Ex) When adjacent to an ally with this feat, Havra Zhour gains a +2 competence bonus made to overcome spell resistance. If the ally has the same spell prepared, this bonus increases to +4 and she receives a +1 bonus to the spell's caster level.

Spell-Like Abilities (CL 10th; concentration +14)

At will—*detect chaos*, *detect evil*, *detect good*, *detect law*

Abilities Str —, Dex 8, Con —, Int 10, Wis 16, Cha 19

SQ cunning initiative, monster law, rejuvenation, stern gaze, track

Feats Allied Spellcaster^B, Combat Casting, Duck and Cover^B, Iron Will, Lightning Reflexes, Lookout^B, Persuasive, Toughness^B, Vital Strike

Skills as above plus Diplomacy +6, Intimidate +24, Knowledge (nobility) +5, Knowledge (planes) +7 (+10 vs. creatures),

Knowledge (religion) +13 (+16 vs. creatures), Linguistics +1, Survival +3 (+8 tracking)

Languages Common, Infernal

READING STAT BLOCKS

These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

STAT BLOCKS BY CR

CR

3	Dictum Adept LE male human Dictum cultist rogue 4
4	Bervos Soulbright CE male human Dictum cultist barbarian 5
4	Delcium "The Dark" N male human wizard (diviner) 3/expert 4
6	Deanne Huyn-Veneer NE female half-elf Dictum adept witch (chaspah) 6
7	Vederian Soulbright LN male human Dictum adept aristocrat 8
11	Havra Zhoul LE female human ghost inquisitor 10

NEW MONSTERS

Devil, Dictum A insidious infusion of willing host and the very essence of hell itself.

Devil, Enforcer The essence of hell infused with an unwilling sacrifice.