

## Hell (Prison Room)

***Ming the Dakkon King*** (*male large dakkon*) – *Al: NE*

HD: 14d8+31; hps: 104; Dies: -60

Init +7 (+3 dex, +4 improved init); Speed 30 ft (6 boxes); Climb 30 ft

AC 18 (–1 size, +2 Dex, +3 natural, +4 BDB), touch 15, flat-footed 12;

Attack: BAB: +9/+4; +14/+9 (melee), +11/+6 (ranged), +14 (grapple), +12/+12/+7 (claws) and +7 (bite); Dmg: 1d6+5 (claw), 1d6+2 (bite)

SV: Fort: +11, Ref: +11, Will: +7

Stats: Str 21 (+5), Dex 15 (+2), Con 14 (+2), Int 18 (+4), Wis 12 (+1), Cha 7 (-2)

Skills: 86

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

Special Abilities: *Mind Blast* (30' cone, Will DC (1d20+1)), *Id Insinuation* (Range 50' – Will DC (1d20+5) 1d2 Int damage), *Forced Mindlink* (Will DC 1d20-2), *Freedom of Movement*, *Suggestion* (DC 1d20+1), *Detect Thoughts* (DC 1d20), *Inflict Pain* (3d6 damage DC 1d20), *Expand Vision*, *Domination* (DC 1d20+2), *Retrieve* (opposed Int vs. str)

**Ora-Amira-El** (greater succubus; rogue 3; bard 7) – Al: CE

Init: +1; Spd: 30 ft. (6 squares), fly 50 ft. (average)  
HD: 6d8 + 9d6 + 30; hps: 132

AC: 37 (+5 Dex, +16 natural, +6 BDB), touch 21, flat-footed 26  
Atk: BAB: +12/+7; Melee: +18 / +13; Ranged: +17 / +12; +14 (4 claws); Damage: 1d6+6 (claw)

SA: Energy drain, spell-like abilities, ~~summon demon~~, Sneak Attack +2d6, At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only)

SQ: SR: 18 Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft., tongues, Evasion, Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage, Inspire competence, *Suggestion* (DC 22)

Saves: Fort +9, Ref +14, Will +13

Stats: Str 22, Dex 21, Con 15, Int 18, Wis 16, Cha 28

Skills: Bluff +19, Concentration +15, Diplomacy +12, Disguise +25, Escape Artist +10, Hide +10, Intimidate +19, Knowledge (arcana) +12, Knowledge (planar) +10, Listen +19, Move Silently +10, Perform +21, Search +12, Sense Motive +13, Spellcraft +10, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Feats: Dodge, Mobility, Persuasive, Eschew Materials, Improved Grapple, Improved Feint, Dirty-Fighting

Bard Spells Known: 6 / 4 / 3; per Day: 3 / 6 / 4

0<sup>th</sup> – Dancing Lights, Detect Magic, Ghost Sound, Lullaby, Summon Instrument, Read Magic

1<sup>st</sup> – Corrupt Weapon, Sleep, Comprehend Languages, Ventriloquism

2<sup>nd</sup> – Dance of Ruin, Wave of Grief, Misdirection

Equipment: *Tongue Studs of Hell Breath* (50 ft line, 3d6 damage)

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**Gilbart** (human expert 6 / wizard 3) – Al: N

Init: -1; Spd: 30 ft. (6 squares)  
HD: 6d6 + 3d4 + 21; hps: 51; currently: 30

AC: 11 (-1 Dex, +2 BDB), touch 11, flat-footed 9  
Atk: BAB: +5; Melee: +6; Ranged: +4; Damage: 1d4+2 (*merciful dagger* +1)

Saves: Fort +5 Reflex: +2 Will: +9

Stats: Str 12, Dex 9, Con 14, Int 18, Wis 12, Cha 10

Skills: 115 skill points

Feats: Skill Focus (Knowledge: Planar), Toughness, Brew Potion, Skill Affinity (diplomacy, intimidate), Craft Wondrous Item

Spell Progression: 4/ 3

Prepared Spells: Detect Magic, ~~Light~~, Read Magic, Prestidigitation, Endure Elements, ~~Obscuring Mist~~, ~~Mage Armor~~

Equipment: *Merciful Dagger* +1 (Will, DC 16), Potion of Cat's Grace, Potion of Invisibility

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**Aitan Absalom**

Male Black Dwarf – Fighter 2; Expert 8; medium sized humanoid (dwarf); AL: NG

Init +0; Speed 20 ft;

HD: 2d10 + 8d6+30; hps: 24;

AC 25/23/22 (+11/+9/+8 full plate mail, + 4 BDB );

Atk: BAB: +8/+3; +11/+6 (melee), + 8/+3 (ranged), +9/+4 (warhammer; weapon focus); Dmg: 1d8+6 (masterwork war hammer (+2 dmg))

SV Fort +8, Ref +2, Will +7;

Stats: Str 16, Dex 10, Con 16, Int 14, Wis 12, Cha 8

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone

Skills: 90 points

Feats: Weapon Focus (warhammer), Skill Focus (profession: engineer), Power Attack, Combat Expertise, Skill Affinity (mechanical, profession: engineer + disable device).

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**Sergio Fontane** (human bard 11 / fighter 5) – AL: NE

Init: +8 (dex + improved init); Speed: 30 ft.

HD: 11d6 + 5d10 + 32; hps: 110

AC: 28/26/24 (+4 Dex, +9/+7/+5 *chain mail* +2, +5 BDB)

Atk: BAB: +13 / +8; Melee: +14/+9; Ranged: +17/+13; +18/+18/+14 *Throwing Knives of Speed*; Dmg: 1d4+6

SV Fort +8, Ref +2, Will +7;

Stats: Str 13, Dex 18, Con 14, Int 16, Wis 11, Cha 18

Special Abilities: Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage, Inspire competence, suggestion (DC 19)

Skills: Perform (Singing) +20 - 156 points

Feats: Weapon Focus (throwing dagger), specialization (throwing dagger), improved initiative, Quickdraw, Combat Expertise, Alertness, Spell Focus (enchantment), Dodge, Mobility, Point Blank Shot

Spells Known: 6/4/4/4/3

Spells / Day: 3 / 4 / 4 / 2

0<sup>th</sup> – Daze, Dancing Lights, Light, Mending, Ghost Sound, Summon Instrument

1<sup>st</sup> – Charm Person, Cure Light Wounds, Sleep, Feather Fall

2<sup>nd</sup> – Suggestion, Eagle's Splendor, Invisibility, Enthrall

3<sup>rd</sup> – Charm Monster, Dispel Magic

Equipment: *Chainmail* +2, Set of *Throwing Knives of Speed* +2

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**Oh-One - aka Owen** (Free-thinking Modron Expert 3 / Rogue 1)

HD: 4d8 + 4d6 +8; hps: 56

Initiative: +7; Speed: 30 ft.; winged quadrone: 30 ft., fly 30 ft. (poor)

AC: 22 (+2 Dex, +4 natural, +5 BDB); Face/Reach: 5 ft.

Atks: BAB: +6/+1; 4 claws +9 melee; or 2 short swords +9 melee; or  
2 heavy crossbows +9 ranged

Damage: Claw 1d4+3; or short sword 1d6+3, or heavy crossbow 1d10;

SA: Sneak Atk +1d6,

SQ: All-around vision, modron traits (Immune to mind-influencing effects; subdual damage, ability damage, ability drain, or energy drain; immune most critical hits), outsider traits (darkvision 60'), Acid, cold, and fire resistance (20), superior multiweapon fighting

Saves: Fort +6, Ref +9, Will +8

Stats: Str 16, Dex 16, Con 13, Int 12, Wis 12, Cha 11

Skills: Diplomacy +5, Intuit Direction +6, Knowledge (planes) +5, Listen +10, Search +10, Sense Motive +6, Spot +14 +32 skill points

Feats: Alertness, Rapid Re-Load, Point Blank Shot, Improved Initiative