

ANIMATED ARMOR

CREATURE 2

Construct Perception +2; darkvision
Medium Languages —
Mindless Skills +1; Athletics +6

Str +3, **Dex** -3, **Con** +4, **Int** -5, **Wis** -5, **Cha** -5

AC 18 (14 when broken), **TAC** 12 (10 when broken); **construct armor**; **Fort** +6, **Ref** +2, **Will** +2

HP 20; **Hardness** 9; **Immunities** asleep, bleed disease, death effects, enervated, enfeebled, healing, mental, necromancy, nonlethal attacks, paralysis, poison, stun

Construct Armor As animated broom.

Speed 20 feet

◆ **Melee** glaive +8 (deadly 1d8, orceful">forceful, reach 10 feet), **Damage** 1d8+3 slashing

◆ **Melee** gauntlet +8 (agile, free hand), **Damage** 1d4+3 bludgeoning

LEMURE

CREATURE 2

Devil Perception +2; greater darkvision
Evil Languages —
Fiend Skills +0
Lawful **Str** +0, **Dex** +0, **Con** +1, **Int** -5, **Wis** +0, **Cha** -3
Medium
Mindless

AC 17, **TAC** 14; **Fort** +6, **Ref** +4, **Will** +2

HP 18; **Immunities** fire, mental; **Resistances** physical 3 (except silver), poison 5; **Weaknesses** good 3

Speed 20 feet

◆ **Melee** claw +8, **Damage** 2d8 slashing

Subservience Lemures have little drive of their own, but other devils can take command of them. A non-lemure devil can issue a command to all lemures within 60 feet of it with an action (this action has the auditory and concentrate traits). The devil picks one of the following orders lemures can understand, causing all lemures who hear it to do as instructed. The command and its effects end once the commander is out of sight of the lemure, a new command is issued by the same or another devil, or the lemure dies.

Kill The lemure attacks one target the commander chooses and gains a +1 circumstance bonus to attack rolls against the target.

Defend The lemure circles nears the commander and attacks anyone who approaches. The lemure gains a +1 circumstance bonus to AC and saves.

Fetch The lemure is accelerated 10 and attempts to retrieve an object or creature the commander chooses. The lemure attacks anyone or anything that gets in the way.

Work The lemure performs tasks dictated by the commander.

SLOTH DEMON

CREATURE 2

Chaotic Perception +4; darkvision
Demon Languages Abyssal (can't speak); telepathy 100 feet
Evil Skills +0; Stealth +5
Fiend **Str** +2, **Dex** +0, **Con** +2, **Int** -3, **Wis** +0, **Cha** +0
Small

AC 15, **TAC** 12; **Fort** +7, **Ref** +3, **Will** +3

HP 45; **Weaknesses** cold iron 3, electricity 3, good 3

Sloth At the start of each of the sloth demon's turns, roll 1d4. The sloth demon has that many actions that turn (maximum 3). Effects like the slowed condition can reduce its number of actions further.

Speed 20 feet

◆ **Melee** jaws +8, **Damage** 2d8+4 piercing

◆ **Melee** claw +8 (agile), **Damage** 2d6+4 slashing

Divine Innate Spells DC 15; 3rd slow; 1st fear