

IUZ4-07

Revelations

A One-Round D&D LIVING GREYHAWK[®] Iuz's Border States Meta-Regional Adventure

Version 1.0

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Riggby, Patriarch of Boccob, soul was captured by the forces of Iuz, little over a year ago. Many of Riggby allies have attempted to learn of the whereabouts of the soul stone that contains Riggby essence, but alas with little success. However one man, a cleric of Zagyg claims he knows where an answer can be found and unknown backers are willing to send adventurers towards this destination. This adventure is sequel to Iuz 3-05 Obsession and is recommended for characters of levels 7th – 16th.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your

abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure.

This simulates the

face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in Iuz's Border States. Characters native to the Iuz's Border States pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs

50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In 505 CY Iuz was imprisoned beneath Castle Greyhawk by many of the most important beings of Oerth; the mad Archmage Zagyg, St. Cuthbert, and four hero deities: Heward, Murlynd, Keoghtem, and Kelanen the Prince of Swords. Sixty-five years had passed before the unlikely trio of Lord Robilar, Quij (Robilar's cohort), and Riggby, Patriarch of Boccob, freed Iuz. Upon Iuz's release from imprisonment, Archmage Tenser, Archmage Bigby, and a powerful fighter going by the name of Neb Retnar appeared and begun battling the enraged demi-god. The trio that released Iuz joined the battle also. Iuz was nearly killed in this conflict. From this encounter he desired nothing more than to gain revenge on those that attempted to destroy him as well as those that imprisoned him. Out of those who freed Iuz, Riggby was the only one not hidden by magic, and was the only real chance for Iuz to catch one of his targets of obsession.

Seeking Riggby's capture, Iuz sent out one of his most deadly lesser Boneharts, Maskaleyne, a vampire mage, with a black diamond infused with the *soul bind* spell created by Old Wicked himself specifically to entrap Riggby's soul. Maskaleyne, and servitude vampire minions, with dominated individuals from Furyondy, the Shield Lands, and Veluna set off an elaborate plot in the borders of Furyondy and captured Riggby's soul. There was a drawback to Iuz's plan. When Riggby's soul entered the black diamond infused with the *soul bind* spell, it prevented the gem from magical transportation by any means. This forced Maskaleyne to send two envoys from the ambush site in Furyondy into the Land of Iuz, one group, which held the *soul bind* diamond, traveled north while the other, which held a decoy diamond attuned to the original, traveled east to The Horned Lands.

Allies of Riggby have largely been unsuccessful on gaining the exact location of Riggby's soul through divination spells, beyond Dorakaa. Several forays by the Drinkers of the Cup of Midnight into Dorakaa to gather information or discern the location of the soul stone have met in failure and defeat. One hope however has emerged. A priest of Zagyg, Toothe Vin'Dal has step forth proclaiming the answer to where Riggby's soul lays is found at the Pinnacle of Iuz's Lands.

Adventure Summary

Introduction: A message is delivered to the PCs, asking them to travel under the garb of disguise to the town of Kindell in the Horned Lands on the border of Fellreev

Forest to meet in the Prospect Inn and await further contact.

Encounter 1: The PCs arrive in Kindell and see some of the town sights before entering the Prospect Inn.

Encounter 2: The PCs enter the Prospect Inn, and await contact. A middle-aged Baklunish man signals to the PCs room 3 and head upstairs. Once the PCs enter, Nahar Dahr greets the PCs and explains under secrecy that agents of Iuz have stolen the soul of Riggby, Patriarch of Boccob and lies somewhere in Dorakaa. A priest of Zagyg has prophesied the answer to Riggby's soul lies under the Pinnacle.

Encounter 3: The road to Pinnacle is not a long road from Kindell, however some dispatched fiends sent by Marynnnek before the fall of Molag, has marauded the countryside attack any living creature regardless of allegiance.

Encounter 4: The PCs arrive at Pinnacle. Climbing the Pinnacle attracts the attention of a nest of Manticores and the Air Weird that resides there. The weird hints at magically concealed secret door at the base of Pinnacle leads into dark caverns below, with the directions to find the lady of flames.

Encounter 5 (A – L): The PCs must explore these caverns inhabited with magical beast to find the Fire Weird.

Encounter 6: The PCs have found the pool of Magma off the lake of fire and encounter the Fire Weird that gives a cryptic prophesy to the location of Riggby's soul.

Conclusion: The PCs return to Kindell and report they findings to Nahar Dahr. Nahar Dahr offers his gratitude based on what is reported in the form of a favor that may be called upon in the future.

Introduction

The PCs may begin in their own home region, in an Iuz border state region, or traveling together as many do. A young messenger will approach each PC and hand them a sealed message (Player's Handout 1).

Going about your every daily business, you are approached by a young male courier no more than 15 winters dressed in a traveler's outfit. Brushing his light brown hair away from his face, he greets you with a bow, "Greetings sir/madam might you be

<insert PC name>? If so then I have a sealed missive attuned for you."

Allow the PCs to answer, if the answer is "yes" continue below, otherwise the messenger will move on to find another PC. Should a PC answer "no" give them a second opportunity with the messenger to answer "yes", else the adventure is over for said PC.

Removing a roll of parchment with a golden wax seal imprinted with a chalice cup under a waning moon from a scroll tube the boy holds it before him. "Speak your name with truth and the seal will melt, revealing this missive, do not and the seal will remain and I will move on."

Should a PC, NPC, or animal companion attempt to take or open the scroll before the seal has melted the parchment will crumble to dust and this ends the adventure for that PC unless already teamed up with another PC whom receives the missive. Give PCs Players Handout 1.

After reading the missive PCs may make a Knowledge (Local: Iuz Border States) to know the following information based on the DC listed below:

- ☛ (DC 10) Kindell is a large town in the Horned Lands bordering on the Fellreev Forest and occupied by the forces of Iuz.
- ☛ (DC 15) Before being occupied, Kindell was under the rulership of a Warlord leader by the name of Jhanser. This town and its twin Ixworth was known as Jhanser's Land.
- ☛ (DC 20) Since the fall of Molag (Fur4-04 Fall of Molag) to Furyondy forces, the residents of Kindell have begun an uprising against the forces of Iuz to reclaim their lands.
- ☛ (DC 30) The leader of the rebellion is rumored to be Nezmajen the last Hierarch of the Horned Society.

Encounter One

Journeying to and through the Horned Lands without a disguise (such as merchants or mercenaries) or displaying a holy symbol of any type (except Iuz) will bring down the forces of Iuz on the PC.

ALL APL's (EL 12)

- ☛ Hill Giant (2): hp 102 each; see MM 123.
- ☛ Ogre (4): hp 29 each; see MM 199.
- ☛ Ogre Mage: hp 37; see MM 200.
- ☛ Hobgoblins (20): hp 6 each; see MM 153.
- ☛ Worgs (4): hp 30 each; see MM 256.

Tactics: The ogre mage is the leader of this group and will send some of his forces (hobgoblins and ogres) first to question the PCs. Upon discovering the nature of the deception the ogre mage will send the rest of the squadron above to stomp the life out of the PCs, attempting to capture anyone wearing a holy symbol not to Iuz.

Some PCs may be able to magically travel through teleport spells or overland flight spells to arrive in Kindell quicker. Regardless of the abilities of each PC they all arrive in Kindell around the same time if not traveling as a group; unless delayed or killed by forces of Iuz enroute.

👑 **Kindell (large town);** Nonstandard; AL NE; 3000gp limit; Assets 3,900gp; Population 4,000; Mixed (42% human, 26% orc, 13% half orc, 5% other).

Authority Figure(s): Iuz – Grand Enforcer Solil Moor, human (Oeridian) Ftr 13/Ari 2, AL NE, hp 135; Captain Burgt Stronghands, Orc Ftr 9, AL CE, hp 85; Horned Society – Togil the Tormentor, human (Flan), Cleric of Nerull 11, AL NE, hp 80.

Located at the edge of the Fellreev Forest in the Horned Lands, Kindell is one of two towns (Ixworth being the other) occupied by Iuzian forces but under strong influence of Hierarch Nezmajen of the Horned Society and clergy of Nerull.

Since Iuz conquered the Horned Lands, Kindell citizens have known the truth of the coup against the Horned Society Hierarchs' and their demise. The citizens have always rebelled during the occupation and even more so now, since Furyondy has claimed a foothold by occupying Molag, capital of the Horned Lands. The town thrives on rebellious acts against the occupying forces and welcomes anyone that is foolish enough to draw attention away from these acts or to use as a scapegoat.

Before you lay the town of Kindell. The road leading up to the gates is lined to either side with smashed armor bearing marred heraldry of Iuz, broken weapons, and sun bleached bones of fallen combatants. Behind this display lay several crucified bodies of humanoids (mostly orcs and hobgoblins, some humans), and a few smaller sized giant kin. It is apparent that the city is in unrest and many skirmishes between the residents and occupiers take place outside its gates.

Entering into the gates, corpses of those that defied Iuz's rule hang crucified to the open gate doors with a board listing crimes tacked to their chest written in Common and Orcish. To either side of the gates stand several well-armored and armed human

and half-orcs men bearing the signet of the Iuz on their shields. Behind these men standing at the ready are patrols of what appears to be mindless undead.

As the PCs travel through town to the Prospect Inn, they will take note of many things. First off they will notice that Kindell is a city in unrest waiting to explode in rebellion.

The western and southern sides of the town are run down barely more than ruins apparently the results of much in-town fighting. Graffiti denouncing Iuz's rule are marked on several of the ruined or run down buildings. Fights break out between the downtrodden residence of the city and the militia forces of Iuz or vice versa. Here there are a few taverns that cater to the militia forces of Iuz and the destitute citizens of Kindell. Merchants selling simple items can be found peddling a few wares.

The northern and eastern portion of the city is in better condition and contains merchant marts, taverns, and inns catering to important merchants, envoys of Iuz, and the occasional adventurer. Mostly human patrols of the Iuz militia police this area. Here the Prospect Inn can be found along with a few other rich lifestyle Inns.

Encounter Two

The Prospect Inn is what appears to be a newly restored large brick building standing three stories tall. A large sign with pictures of a bed and mug hangs high above the door swinging in the light wind. The sign reads in common, "The Prospect Inn".

Entering the establishment the main floor opens into a large bar with several gambling tables. Two Ogre bouncers stand to either side of the double doors greet you in broken common, "Greetings sirs and madams, please house your weapons, for your safety. Drinks and gambling this floor, food and beds second/third floor, pit fights cellar."

The Prospect Inn contains several finely dress human men and woman, some half-orcs, and a few other races (the aristocrats of Kindell). The tavern is always busy at all times of the day with at least 30 patrons. There are 3 shifts of 5 ogres that serve as bouncers for a rotating 8-hour period keeping troublemakers in line.

Unless the PCs are paying for rich lifestyle upkeep they will have to pay for the rooms, food, and drink at a rate of following rates or stay at a boarding house in the run down portion of the city:

- Lodging – Room with one bed (fits two PCs) 10gp; Room with two beds (fits four PCs) 18gp; Suite (two rooms, one bed) 30gp; Suite (two

rooms, two beds) 50gp; Grand Suite (three rooms) 100gp.

- Food – Good meal 2gp; Fine meal 5gp; 3-Course meal 10gp; 5-Course meal 25gp; 7-Course meal 40gp.
- Drinks – House Ale (mug 8sp, gallon 5gp), House Wine (bottle) 10gp, Imported Wine (bottle) 30gp, Aged Wine (bottle) 100gp.

Should other activities be sought out while the PCs are awaiting their contact, use the following rules:

- **Gambling (Cards)** – Bets can be made in increments of 10gp up to 100gp per hand. Make Bluff skill checks vs. Sense Motive checks; add a +1.5 to the NPC's Bluff or Sense Motive checks per every 10gp bet increment.
- **Gambling (Dice)** – Bets can be made in increments of 10gp up to 100gp per hand. Make Slight of Hands checks vs. Spot checks; add a +1.5 to the NPC's Slight of Hands checks vs. Spot checks per every 10gp bet increment.
- **Drinking Contest (Dark Ale)** – Participants or onlookers can bet in increments of 10gp up to 100gp per contest between two opponents. The participants must make opposed Fortitude saves starting at DC 10 and progress +1 for each drink until one passes out and loses. The loser will be passed out a number of hour equal to the difference of his failed Fortitude save and the DC. The NPC opponent has the following Fortitude save bonus (APL 8: +9; APL 10: +10; APL 12: +12; APL 14: +13; APL 16: +15).

NPCs will avoid gambling or drinking against PCs that have won more than 100gp x APL. PCs can only use their winning to supplement gold lost below the scenario maximums.

Pit Fight (optional encounter) – The pit fights cater toward the more adventurous visitors of the Inn. 4-6 participants are pitted against the below creatures in the basement of the establishment.

- **Additional Costs:** Participating in this fight cost the PCs one additional time unit. The players that participate must agree to spend the extra time unit in order for this encounter to be run. This optional encounter can take place when the PCs first arrive at the inn, before they leave, or when they return from Pinnacle.
- **Entering the Fight:** Participants must place one magical item worth 250gp x APL on the line to enter or pay twice that amount in gold.
- **Rules:** There must be at least 4 PCs to participate in the fight and anything goes except dismissing the outsiders.

APL 8 (EL 8)

🐾 **Ettins (2):** hp 65, 65; see MM 106.

APL 10 (EL 10)

🐾 **Dire Tigers (2):** hp 120, 120; see MM 65.

APL 12 (EL 14)

🐾 **Abyssal Greater Basilisk (1):** hp 189; see MM 24.

APL 14 (EL 16)

🐾 **Truly Horrid UMBER Hulk (1):** hp 270; see MM 249.

APL 16 (EL 18)

🐾 **Horned Devil (1):** hp 172; see MM 55.

Tactics: The creatures will use tactics based on their intelligence, and will use all of their abilities to the fullest extent.

- 🐾 **Losing the Fight:** Participants entering the pit fight that lose and are not dead will be stabilized by the establishment, and either taken to their rooms or tossed out in alley behind the Inn. Dead will have to be taken care of by living parties or will be feed to the creatures. Additionally the item the participants put on the line are lost, claimed by the establishment.
- 🐾 **Winning the Pit Fight:** Participants that defeat the pit fight challenge will be granted a special purchase of any one ability stat enhancement item to a maximum +6 bonus or a weapon upgrade with the Speed ability.

After the party explores the entertainment value of the Prospect Inn, Nahar Dahr the agent of the Drinkers, begins to signal the PCs with an occasional hidden hand gesture. Allow the PCs to make Spot check DC 25 to notice the man directing the hand gestures their way discreetly

Should the Spot check succeed read the following; should the check fail allow another check every hour until one succeeds:

A middle-aged Baklunish man with a short beard, wearing a courtier' outfit adorn with gold jewelry and a sheathed golden hilt scimitar, looks intently in your direction as if studying you. The man runs his fingers of his right hand through his beard and places his left hand on the hilt of his sword. Moving his hand from his beard he rubs his right temple on his head in an upward motion thrice, and then proceeds to brush

food crumbs from his clothing seven times in succession.

A Sense Motive check DC 20 allows the PCs a general understanding of the meaning of these gestures; Go to the third floor of the inn to room seven. Should none of the PCs succeed the Sense Motive check, after the second check a barmaid will approach and whisper into the ear of the most charismatic, preferably human PC, "3rd, number 7."

Should the PCs approach the Baklunish man, he will be quite rude, make the gesture above at said PC(s) and then stand and go to his room.

Once the PCs go to the third for of the Inn and to the seventh room and knock, the Baklunish man will open the door and let the PCs in, then check the hallway both directions before closing the door.

Entering the ornate suite adorned in colors of red and gold, the Baklunish man asks you to have a seat, as there are a variety of couches, wooden chairs and large pillows to choose from, as he checks the hallway before closing the door.

Turning from the door and taking a seat cross-legged on the floor, the Baklunish man bows and introduces himself, "Greeting, I am Nahar Dahr, it is my pleasure to meet you, I take you got my missive else you would not be here."

Allow the PCs to introduce themselves, even though Nahar Dahr knows who they already are and continue:

"Some of you have work for a sponsoring organization that opposes the Old One know as 'The Drinkers'. As a representative of this organization, I must ask that what I am about to tell you must be kept confidential, which I will trust you to uphold under the eyes of the High Cleric. You may already know that Riggby, Patriarch of Boccob soul has been captured by Old Wicked and taken into Dorakaa. Divinations have not provided an accurate location, nor has any retrieval missions seen success. However, a priest of Zagyg, Vin'Dal Toothe has step forth proclaiming the answer to where Riggby's soul lay can be found at the Pinnacle of Iuz's Lands. After several deliberations on this matter it was charged that the answer must be Pinnacle, a landmark several days journey north of here. We would like for you to travel to Pinnacle and find if this answer lay there. Upon success you would earn my gratitude and that of the High Cleric. What say ye?"

Allow the players to deliberate the decision on undertaking this task; if the answer is no the adventure is

over, Nahar Dahr will give the players enough coin to cover their trip here and a night's stay (rich lifestyle 50gp); if yes continue:

"Very good my friends, your trip from here is several days to the north." Standing Nahar Dahr walks to a small table in the corner of the room and picks up out a scroll from a pile of scrolls and other parchments that lay upon the table. Unrolling the scroll, holding it where all can see, he points out that it is a map of the area and shows you where you are now and where Pinnacle is. "This map is yours to use to guide your path to the Pinnacle of the Old One's Lands. Stay this evening and depart in the morning. Return to me once you have found the answer we seek, and may the High Cleric watch over you on this errant."

Give the PCs a copy of Appendix D: Lands of Iuz Map to use in their travel to navigate to Pinnacle.

Encounter Three

The road to Pinnacle is roughly around 120 miles from Kindell (see PHB 163-164 for overland travel speeds). During the party's travel, some dispatched fiends sent by Marynnnek before the fall of Molag attacks. These fiends have no allegiance and has marauded the countryside attacking any living creature regardless of circumstance.

The following situation based on APL is where the fiend will attack the party.

APL 8 and 10

The Abyssal Eviscerator hides on the edge of the Fellreev Forest usually in the trees, waiting for prey to pass by. The PCs will have to either travel around the edges of the forest or go through roughly 20 miles of it to get to Pinnacle. When the PCs go past or through the forest the creature will attack from concealment, attempting to gain surprise. Allow the PCs a spot check DC 20 to notice the creature; those that succeed will not be surprised.

APL 12

The Jarilith hides in concealment waiting for prey to pass by. Allow the PCs a spot check DC 32 to notice the creature hiding; those that succeed will not be surprised.

APL 14

The Blood Fiend spots the party sometime during the night while they are camped when flying by in the guise of a dire bat. The fiend will change form and teleport without error into the middle of camp and begin its assault.

APL 16

The Half-Fiend Beholder will attack the PCs during the night attempting to sneak up on the party while they camp.

APL 8 (EL 9)

🐉 Abyssal Eviscerator, advanced (1): hp 100; see appendix A.

APL 10 (EL 11)

🐉 Abyssal Eviscerator, advanced (1): hp 148; see appendix A.

APL 12 (EL 13)

🐉 Jarilith: hp 125; see appendix A.

APL14 (EL 15)

🐉 Blood Fiend, advanced (1): hp 89; see appendix A.

APL 16 (EL 17)

🐉 Half-fiend Beholder, advanced (1): hp 134; see appendix A.

Tactics: The PCs are trespassing on the fiends feeding grounds. The fiends will use all of their power to the fullest extent to eliminate and feast on the souls of the PCs. If a fiend is hard pressed and has the abilities to summon other demons it attempt to do so.

Encounter Four

After several days of travel the PCs arrive at Pinnacle.

In the distance still miles away a cylinder-like stone raises high into the overcast sky. This must be Pinnacle. Approaching closer, the sand colored stone clearly is over 150 feet in height and is nearly 80 feet in circumference.

There are several avenues of pursuit that can be explored:

Searching the area: A successful Search check DC 10 will find bone remnants around the base of Pinnacle; DC 40 will find a secret door in the base of Pinnacle (interaction with the stone is required; see below). PCs with the Track feat may make a Survival check DC 20 will find an occasional paw mark around Pinnacle's base (Knowledge (arcana) check DC 16 to recognize the paw print belonging to a mantichore).

🐉 **Looking towards the sky:** A successful Spot check DC 25 will note movement at the top of Pinnacle.

- **Climbing Pinnacle:** Pinnacle is considered rough surface for purposes of climbing requiring a Climb check DC 25 to ascend and descend.

Pinnacle's Secret Door: At the base of Pinnacle lay a well-hidden secret door. A *permanent image* spell cloaks the door making the surrounding area appear as the rest of the sand colored stone. Search checks can be made to find the door (DC 40). *True seeing* will see through the illusion but still will require a Search check DC 30 to find the secret door. The *permanent image* spell is cast at 19th level; if dispelled it does not reveal the secret door and still requires a Search check DC 30. If the Air Weird has giving information of the secret door give a +10 circumstance bonus to the Search check.

Should the party ascend Pinnacle, use flight spell to ascend, or send familiars to scout the top, it will attract the guardians of the stone, a nest of six manticores. Unlike normal evil manticores, these are in the service of the Air Wield, Myalie and will attempt to converse with the PCs. The manticores will wait until the PCs are in a vulnerable position (such as climbing the stone) before engaging in conversation, so if combat breaks out they will have the advantage.

A deep hissing echoing voice bellows down from the top of Pinnacle, "You have come to the spire of doom, state your purpose, for you have mere seconds before your man-flesh becomes our feast for this day."

If the PCs state their purpose, that they seek the answer to the location of Riggby's soul, Myalie will instruct the manticore to allow the PCs to ascend to the top of Pinnacle. Should the PCs attempt to lie, allow the speaker of the party to make a bluff check versus Myalie Sense Motive check (+13); if the bluff check failed, Myalie sends the manticores to attack the party, summons a huge Air elemental, and begins casting defensive spell upon herself.

ALL APL's (EL 13)

➤ **Manticore (6):** hp 57; see MM 179.

➤ **Myalie, Air Weird:** hp 112; see Appendix A.

Should the PCs be granted audience to speak with Myalie read the following:

Ascending to Pinnacle's top, six manticore eye you warily, as a ghostly, translucent woman composed of flowing vapors floats into view from a swirling vortex, keeping ten feet out of your reach. Her eyes are deep blue and hair appears windblown. The lower half of

her body is a tendril of mist that trails off into the vortex behind her.

"Seek divination thou hath. Come to the diviner of direction and travel hath thou seeking guidance to one lost soul, a patriarch – Riggby by name. Cannot I answer thy question, set the path before thou instead. Seek the bottom of peak and unlock the gateway to beneath. Seek Blaze sister of flame, hope her answer is not the same."

Speaking these cryptic verses the ghostly woman waves you away and retreats into the vortex, as a manticore step forth, "Man Flesh, answer have been given, leave NOW, else feast you become!"

Myalie will return to the vortex after prophesying the location of Blaze. The manticore's will become hostile insisting the PCs leave the top of Pinnacle and will attack the PCs if they fail to leave within one minute of Myalie's retreat into the vortex. Myalie nor any of the manticores will aid the PCs in solving the prophecy above.

Encounter Five

The party has found the secret entrance into the deeps of Pinnacle. Refer to Appendix C: Map – Under Pinnacle for encounters and descriptions.

Unless otherwise noted in each encounter text, the ceilings are at least 20ft. high and walls are rough shaped stone.

As the players explore under Pinnacle, they face heat dangers as describe in the DMG on page 303. The temperature starts at severe (110°F) and rises to extreme (140°F) danger as the players get closer and closer to the lava streams noted on the map, of the lake of lava (area H and I). Please take note of this, as it will affect each encounter.

Wandering Monster Encounters

Should the PCs attempt to rest anywhere in the caverns or spend a great deal of time in one area exploring (10 minutes or longer), there is a 1 in 10 chance that a wandering monster, an augmented roper (use stat blocks from area B) (in areas A – F) or a purple worm happens upon them (in areas F – L). If time is short drop one of the wandering monster encounters. Run at least one of these wandering monster encounters before the PCs leave the caverns.

APL 8 (EL 11)

➤ **Roper, Dustdervish (lesser):** hp 73; see appendix A.

APL 10 (EL 13)

🔥 **Roper, Dustdervish (lesser) (2):** hp 73; see appendix A.

APL 12 (EL 15)

🔥 **Roper, Dustdervish (2):** hp 85; see appendix A.

APL14 (EL 17)

🔥 **Roper, Advanced Dustdervish (2):** hp 139, 139; see appendix A.

APL 16 (EL 19)

🔥 **Roper, Advanced Dustdervish:** hp 328; see appendix A.

Tactics: The roper(s) will remain attempt to sneak up on the targets coming within 50 or less to attack with its strands. Once a target is stuck it will use its *obscuring debris* special quality and pull in the target. Should a Roper lose more than 2/3rd it hit points, it will use its *obscuring debris* special quality and flee into are D, the nest.

APL 8 (EL 10)

🔥 **Purple Worm (lesser):** hp 114; resistant to fire 10; see appendix A.

APL 10 (EL 12)

🔥 **Purple Worm:** hp 200; resistant to fire 10; see MM 211.

APL 12 (EL 14)

🔥 **Purple Worm (2):** hp 200, 200; resistant to fire 10; see MM 211.

APL14 (EL 16)

🔥 **Purple Worm, advanced:** hp 368; resistant to fire 10; see appendix A.

APL 16 (EL 18)

🔥 **Purple Worm, advanced (2):** hp 368, 368; resistant to fire 10; see appendix A.

Tactics: The purple worm(s) will surface within 60ft. of a PC after sensing movement. The worm will attempt to feed on several targets and then retreat once its belly is full burrowing to area L and remaining beneath the earth.

Lava Streams

The lava streams are roughly 20 feet wide and 20 feet deep flowing in the direction indicated on the map in Appendix C at a speed of 2.5 (so if a PC falls in and is not consumed by the magma, he moves 5 feet every 2 rounds).

A: Entrance

From the top of Pinnacle, at the secret door, lies a 10-foot wide steep natural spiraling staircase that descends 560 feet at a 50-degree angle before reaching a flat surface. Each player must three Reflex saves (DC 7 for medium-sized players) or (DC 12 for small-sized player) one at 100ft., 300ft., and 500ft. down the stair to avoid falling down the stairs (reduce the DC by 5 if players only make single move actions).

Characters that fall take 1d6 points of damage for every 20 feet they fall (max. 20d6) and may make additional Reflex saves (DC: as above at +1 cumulative for every check) at each 20-foot fall increment until reaching the bottom or a save is made.

If a character falls down the stairs past another player or through that player's square, the player may attempt an attack of opportunity to stop the character's fall. Should the attack of opportunity fail, then the character continues to fall, however if the character passed through the player square, then the player must make a reflex save (DC as above) or begin falling also.

After descending 500 feet down a rough 10-foot wide flight of stairs at a 50-degree angle the stairway widens to 20 feet and descends another 60 feet before ending in a natural corridor 20 foot wide. The corridor continues about 40 feet before opening up into a large chamber. Severe waves of heat gravitate toward the stairway from this chamber.

B: Grand Cavern

A large strangely shaped almost circular natural chamber looms before you. Several stalagmites dominate this chamber, mostly towards the northern, and eastern walls. Tunnels, or natural corridors exit to the north, south, east, and west of this chamber, additional to the southern corridor the stairway lies in. The heat becomes more predominant here then in the stairway.

If examining the area, PCs with the Track feat may make a Survival check DC 20 will find scuffmarks across the rock floor gravitating mainly towards the eastern corridor, but going in all directions.

If the PCs have not encounter any wandering monsters, upon leaving run the roper encounter wandering monster encounter here.

C: Excavation Site

This circular chamber was a mining excavation site some time period ago. Dwarves, more specifically derro dwarves excavated ore and gems from these caverns ages ago. This was before the magical beasts began inhabiting the caverns a brought an end to the miners.

A teardrop shaped cavern with two exits, both on the eastern wall, one northern, the other southern of which you stand in, lay before you. Near the western wall small-sized rusted shovels and pick lay scattered amongst the ground, along with a sundered wheel barrel.

Should a search of the area be made, a successful Search check DC 25 will reveal a upper torso of a derro skeleton buried beneath some lose rubble. A Knowledge (nature) check DC 15 will reveal that the skeletal remains are dwarven (albeit smaller than normal but a fully grown dwarf skeleton) and more then a century old and that the lower half of the body was torn from the torso.

D: Ropers Nest

The Ropers that have set up camp in this caverns use this area as their lair. At any given time there is at least one roper here on guard. The other ropers are roaming the caverns or are in hunting.

APL 8 (EL 9)

🔪 Roper, Dustdervish (lesser, wounded): hp 37; see appendix A.

APL 10 (EL 11)

🔪 Roper, Dustdervish (lesser): hp 73; see appendix A.

APL 12 (EL 13)

🔪 Roper, Dustdervish: hp 85; see appendix A.

APL14 (EL 15)

🔪 Roper, Advanced Dustdervish: hp 139; see appendix A.

APL 16 (EL 17)

🔪 Roper, Advanced Dustdervish (2): hp 139, 139; see appendix A.

Tactics: The roper(s) will move to attack anything entering this chamber with it strand attacks. Once a target is stuck it will use its *obscuring debris* special quality and pull in the target. Ropers in this area will fight to the death.

Treasure: APL 12: Keoghtom's Ointment, Necklace of Adaptation; APL 14: Gem of Brightness, Periapt of Proof against Poison; APL 16: Scarab of Protection.

Development: Should the Roper guardian(s) be defeated in this area, the chance of random encounters in areas A-F increases to 3 in 10 as the ropers become on high alert and begin to search out the threat.

E: Excavation Site

This small chamber was also an excavation site for the derro dwarves. However a purple worm excavated the derro.

Allow the PCs a Spot check DC 11 to notice that earth in this small chamber consist of two different textures. PCs with the Track feat may make a Survival check DC 21 to notice the majority of the ground in this chamber has been churned around 5 day ago by a gargantuan creature.

Searching the area will turn up a few rusted shovels, pickaxes, and bone fragments.

F: Battle Site

This chamber houses several dead ropers and a dead purple worm that had fought several months ago and are now just rotting corpses.

A chamber nearly as large as the first chamber you entered looms before you. This chamber is shaped like a rectangle and houses the smell of rotting flesh. In the western area of this room and the source of the smell, lies a gargantuan worm, unmoving. Several ropers lay nearby also unmoving. Light emanates from a northern exit and the heat here has increased dramatically.

Searching the room will produce little results beyond finding the rotting creatures.

The northern passage exits into a lava stream that flows from the west to the east at a movement speed of 10ft. per round. This stream causes this room to go from severe to extreme heat danger.

If looking out the passage to the west a successful Spot check DC 19 will reveal a passage 40 feet to the west across the lava stream.

G: The Lost City

This grand chamber once housed the derro dwarves. The city now lay in rumble from the damage dealt by the purple worms.

An enormous cavern looms ahead of you split by four colossal pillars that rise 50 feet to the ceiling base.

The closet pillar is surrounded by large rumble and show structural damage.

There are four colossal pillars that hold the ceiling of this chamber from collapsing. These pillars served as the homes of the derro dwarves that mined this cavern. However the purple worms and ropers hunted the derro to extinction here. The worms destroyed most of the entrances into the pillars.

Searching the area a successful Spot check DC 25 will find a partial opening in one of the pillars. The 400 lbs. of debris will need to be removed in order to access the tunnel, which is small-sized. Following the tunnel leads towards the center of the pillar, opening into a partially collapsed room. The room holds a statue of a derro dwarf raising a long spear towards an unseen foe, with a plaque stating in dwarven "Duiz'n, founder of the Derro nation." In the statue hands is a magical stone long spear.

Treasure: Yuz'n'l, Stone Long Spear.

H: Entrance to the Lake of Fire

After traversing a long 15 to 20-foot wide tunnel you come to the source of low light emanating you have viewed from a distance for some time. Closing with the source of illumination extreme heat begins to wash over you. To the west, a 20-foot wide opening displays a lava stream just as wide that pushes into a lake of fire. The tunnel north continues.

This stream causes this area to go from severe to extreme heat danger.

If looking out the passage to the west a successful Spot check DC 13 will reveal a passage 25 feet to the west across the lava stream on the lakes southern border.

I: Lake of Fire

A lake of fire some 180 feet long by 100 feet across illuminates this large cavern. A southern steam feeds this lake and pools out to other streams to the north and west.

In order to get to the fire weird the players will need to traverse the lake of fire. Creativity will be needed in order to cross the lake.

Example: A character can cast *resist energy (fire)* and *waterwalk* to walk on the lava to take minimal damage (2d6 fire damage minus 10).

Spot checks DC 18 reveals to the players that the lake is feed from the south and travel out the west stream. The north stream seems to be stagnating.

The lava ranges from 20ft. (near the walls) to 50ft. (center) deep and the ceiling resides 30ft. above the lava pool.

There are no other encounters beyond the heat dangers on the lake.

J: Storage Site

This large circular chamber was a storage site for the derro dwarves. Several stone boxes hold dust, remains of food stocks. Several large carts line the eastern wall. Rusted mining equipment line the southwestern wall on stone racks. Several skeletal lizard mounts lay about the room that died from malnutrition.

K: Killing Fields

This large cavern houses a large chunk of dweonite, however it also houses a dragonne that claims the dweonite as it hoard.

Before you lay the largest cavern you have yet to entered. The cavern is roughly rectangular with a large blue-white tear-shaped stone dominating the middle of the eastern portion that rises halfway to the ceiling. Skeletal remains of several different species, animal and humanoid, litter the floor of this chamber.

The dragonne is not an evil creature, but it is attracted to this stone as well as other magical beast. The remains on the floor are other magic beasts that had made their way here to attempt to claim the dweonite.

ALL APL's (EL 13)

Dragonne: hp 364; see Appendix A.

The dragonne rests on top of the dweonite stone watching the PCs as they enter with an indifferent attitude. The ceiling of this room is 50 foot tall, and the stone half that size and about 40 feet round (diameter). Allow the PCs Spot checks DC 17 to notice the huge dragonne on the stone peering down at them.

Should any player act hostile towards the dragonne, it will then attack having no mercy on their soul, making them just another corpse in the field. Should they approach diplomatic, the dragonne will listen to what they have to say and then tell them to leave. If the players refuse to leave at this point the dragonne become hostile.

If at some point should any players ask the dragonne about the stone, he will state that the dweonite is his, and nothing will persuade him else wise. If the players show no aggression toward him and make Diplomacy checks DC 12 + APL, he might be willing to barter some dweonite fragments (up to three for each PC) for fresh

food supplies and magic items or gold. In order to get the dweonite fragments the player will have to give the dragonne 2 days of rations or the equivalent (he does not want dead roper or purple worm) each, and a magical item or gold pieces valued at 1000gp for each fragment (cross out the dweonite fragments on the AR for players that do not barter).

Development: Should the players excavate the dweonite fragments, the chance of random encounters in all areas increases by +2 as it attracts magical beasts (see treasure summary).

L: Lair of the Purple Worm

The long tunnel widens from area H after 30 feet and continues to a large chamber. PCs succeeding Spot checks DC 10 will notice the earth in this area recently churned. If a worm from a wandering encounter has filled it belly with PCs it will retreat to this area and lay beneath the earth. If the PCs have not encountered any worms this is a good area for a wandering monster encounter.

Encounter Six

The PCs have found the chamber where Blaze the fire weird resides.

Traveling down a long corridor of stagnating lava, you come to a large chamber filled with magma. In the center of the chamber flames spout smoke and dance wildly.

Should the PCs explore the room, Blaze will appear with several summoned huge fire elemental (roll 2d4).

Several huge man-shape beings composed of magma rise from the beneath the surface of the lava. A beautiful female of humanoid form composed of flickering flames, wreathed with smoke with the lower half of her body that snakes away in a fiery trail into the dancing flames surfaces mere seconds later. The fiery lady speaks, "Thou hath strayed from the path in seek of hope or destruction. Speak thy peace, else be cleansed by the purifying flames!"

ALL APL's (EL 12)

🔥 **Blaze, Fire Weird:** hp 112; see Appendix A.

🔥 **Huge Fire Elementals (2-8):** hp 136 each; see MM 99.

If the PCs state their purpose, that they seek the answer to the location of Riggby's soul, Blaze will instruct the fire elements to stand down but remain alert in Ignan.

Should the PCs attempt to lie, allow the speaker of the party to make a bluff check versus Blaze Sense Motive check (+13); if the bluff check failed, Blaze sends the huge fire elementals to attack the party and begins casting defensive spell upon herself.

"The unseen place of power that detests the light, the boundary of worlds unknown, the world of where the soil is black and flames are white, seek thou light from night."

With this cryptic verse, Blaze slowly sinks beneath the lava surface, leaving the huge men of magma along in the room with you.

PCs with Knowledge (the Planes) may make a check DC 20 to realize that Blaze is referring to the Plane of Shadows.

The elementals silently staring will wait for the PCs to exit before returning to the fire pool.

Conclusion

Returning to the surface and leaving Pinnacle behind, your trip back to Kindell is relatively uneventful. Arriving at the city's gate, some sort of skirmish had transpired mere hours before your return. Bodies of humans, orcs, and undead are scattered among the roadside. The poor and distraught citizens of Kindell tend to or loot the bodies, paying no heed to you.

A distraught woman can tell the PCs that the rebels attempted to overthrow Old Wicked's rule here, but once again failed.

Entering through the gates to either side stand several battle-worn armed human and half-orcs men bearing the signet of the Iuz on their shields. Behind these lay the bodies of fallen men from this fight. Several priests adorned in Iuzian garments chants unholy words over their fallen.

Should the PCs stop and attempt to converse with the guards or interfere with the priest animating dead, the guards and priest will pay them no heed, and threaten them with bodily injury if they don't move along. Should PCs persist, they will be warned a second time to move along else face the wrath of Iuz. If the PCs attack the guards, priests, or undead, allow the PCs a chance to flee before becoming overwhelmed by the Iuzian troops (100 troops at gate with patrols of 6-12 arriving every other round) and are killed striped naked and displayed as an example on the gates of the city.

Returning to the Prospect Inn and seeking out Nahar Dahr in his room, he is happy that you have returned. "Ah my friends you have returned, I hope with good news?"

Success:

After explaining your journey and the sites viewed, Nahar Dahr congratulates your success and sends an order to the Inn to bring up a feast and plenty of drink to the suite. "My friends, it is time to celebrate as we are one step closer to the location of Riggby's soul. Eat, drink, be merry, for a time shall come that we may ask you to travel to a dark place to aid us, should the need arise. You have earned a name in our book this day, and should we ever hear that you are lost, my brothers will attempt to find you."

The PCs earn the Favor of the High Cleric (see treasure summary)

Failure:

After explaining your journey and the sites viewed, Nahar Dahr frowns upon your failure. "My friends, you have tried your best and have fail. We are not one step closer to the location of Riggby's soul as we had hoped. Hope may be lost." Nahar sends an order to the Inn to bring up a bottle of red wine. "Come, have a farewell drink with me, my friends."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

(Experience below exceeds the XP cap, as not all encounters are necessary to complete this adventure)

Encounter Two (optional encounter):

Defeating the Pit Fight challenge

APL8 300 xp; APL10 360 xp; APL12 420 xp; APL14 480 xp; APL16 540 xp

Encounter Three

Defeating the Fiend

APL8 270 xp; APL10 330 xp; APL12 390 xp; APL14 450 xp; APL16 510 xp

Encounter Five – Wandering Monsters

PCs may gain XP only once for each monster type below regardless of how many times encountered.

Defeating the Roper(s)

APL8 270 xp; APL10 330 xp; APL12 390 xp; APL14 450 xp; APL16 510 xp

Defeating the Purple Worm(s) APL8 300 xp; APL10 360 xp; APL12 420 xp; APL14 480 xp; APL16 540 xp

Encounter Five - B

Defeat the Roper(s)

APL8 330 xp; APL10 330 xp; APL12 420 xp; APL14 510 xp; APL16 600 xp

Encounter Five - L

Story Award

Returning to Nahar Dahr with the cryptic verse of the Fire Weird

APL8 125 xp; APL10 150 xp; APL12 165 xp; APL14 190 xp; APL16 210xp

Discretionary roleplaying award

APL8 100 xp; APL10 120 xp; APL12 150 xp; APL14 170 xp; APL 16 195xp

Total possible experience (numbers in parentheses can be earned with extended play):

APL8 1125xp (1425xp); APL10 1350xp (1710xp); APL12 1575xp (1995xp); APL14 1800xp (2280xp); APL16 2025xp (2565xp)

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

(Award winnings to characters gambling, not to exceed below values or treasure cap)

APL 8: L: 0 gp; C: up to 800 gp; M: 0 gp

APL 10: L: 0 gp; C: up to 1000 gp; M: 0 gp

APL 12: L: 0 gp; C: up to 1200 gp; M: 0 gp

APL 14: L: 0 gp; C: up to 1400 gp; M: 0 gp

APL 16: L: 0 gp; C: up to 1600 gp; M: 0 gp

Encounter Five D:

APL 8: L: 0 gp; C: 0 gp; M: 0 gp

APL 10: L: 0 gp; C: 0 gp; M: 0 gp

APL 12: L: 0 gp; C: 0 gp; M: 1083.3 gp

APL 14: L: 0 gp; C: 0 gp; M: 4416.6 gp

APL 16: L: 0 gp; C: 0 gp; M: 7583.3 gp

Encounter Five G:

APL 8 - 16: L: 0 gp; C: 0 gp; M: 1725.4 gp

Total Possible Treasure

APL 8: L: 0 gp; C: 0 gp; M: 1725.4 gp - Total: 1300 gp

APL 10: L: 0 gp; C: 0 gp; M: 1725.4 gp - Total: 2300 gp

APL 12: L: 0 gp; C: 0 gp; M: 2808.7 gp - Total: 3300 gp

APL 14: L: 0 gp; C: 0 gp; M: 6142 gp - Total: 6600 gp

APL 16: L: 0 gp; C: 0 gp; M: 9308.7 gp - Total: 9900 gp

Items for the Adventure Record

Dweonite Fragment: If this blue-white tear-shaped stone fragment is crushed or smashed, it allows the user to recall one 1st to 3rd level arcane or divine spell that the user had memorized up to 24 hours prior. The fragment is destroyed when used, making this a one use item.

Cannot be crafted; *Market Price:* 1000gp. (Limit 3 total per character)

Favor of Nahar Dahr: For gathering information on the location of Riggby's soul, you have been rewarded with a favor from Nahar Dahr. Nahar has arranged a *discern location* spell to be cast on your behalf should your character die and your body become unrecoverable (providing that your body exists mostly intact), in any Iuz Border State meta-regional or regional scenario. The Drinkers will recover your body and return it to your homeland costing 8 Time Units and you are still responsible for your own costs such as *raise dead* or *resurrection* spells. Cross out this favor when used.

Prospect Fight Winner: Defeating the pit fight challenge you have been granted a special purchase of one ability (any) stat enhancement item at +6 or a weapon upgrade with the Speed ability. Cross out this purchase when used. Frequency: Meta-Region (Iuz Border States).

Yuz'nl, Stone Long Spear: This stone long spear has runes scrolling along the shaft in Ignan stating "*Yuz'nl the keeper and deliverer of the flame.*" This weapon is a +1 flaming burst stone long spear and allows the wielder to cast resist energy (fire only) once per day (effect lasts for 30 minutes)

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *flame blade*, *flamestrike*, or *fireball* and *resist energy*; *Market Price:* 20,705 gp.

Item Access

APL 8-10:

Dweonite Fragment (Adventure, see above; limit 3)

Yuz'nl (Adventure, see above).

APL 12:

Keoghtom's Ointment (Adventure)

Necklace of Adaptation (Adventure)

APL 14:

Gem of Brightness (Adventure)

Periapt of Proof against Poison (Adventure)

APL 16:

Scarab of Protection (Adventure)

All APLs

Encounter 4

Myalie, Air Weird: CR 12; large elemental (air); HD 15d8+45; hp 112; Init +6; Spd 30 ft., fly 60ft. (perfect); AC 15 (touch 11, flat-footed 13); BA/G +8/+17; Atk Slam +15 melee (2d6+7); Full Atk 2 Slam +15 melee (2d6+7); Space/Reach 10ft./10ft.; SA Elemental command, spells; SQ Air mastery, air pool, breathsense, DR 10/—, elemental traits, prescience, regeneration 10; SR 25; AL N; SV Fort +10, Ref +13, Will +11; Str 21, Dex 14, Con 17, Int 20, Wis 23, Cha 22.

Skills and Feats: Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (arcana) +23, Knowledge (nature) +23, Knowledge (the planes) +23, Listen +8, Sense Motive +24, Spot +8; Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell.

Spells Known (9/5/5/4/4/4/3/3/2/1); **Spells/day** (6/8/8/7/7/7/6/5/3); base DC = 16 + spell level; caster level 18th: 0 — *daze, detect magic, detect poison, mage hand, message, open/close, prestidigitation, read magic, resistance*; 1st — *magic missile, obscuring mist, protection from chaos/evil/good/law, ray of enfeeblement, shield*; 2nd — *glitterdust, gust of wind, protection from arrows, resist energy, see invisibility*; 3rd — *dispel magic, lightning bolt, protection from energy, wind wall*; 4th — *confusion, otiluke's resilient sphere, shout, solid fog*; 5th — *cloudkill, control winds, hold monster, mind fog*; 6th — *chain lightning, greater dispel magic, mass suggestion*; 7th — *control weather, mass hold person, prismatic spray*; 8th — *greater shout, whirlwind*; 9th — *wail of the banshee*.

Air Mastery (Ex): An air weird gains a +1 bonus on attack and damage rolls if its foe is airborne.

Breathsense (Ex): An air weird can automatically sense the location of any breathing creature within 60 feet.

Elemental Command (Su): A weird can attempt to gain control over any elemental within 100 feet regardless of the latter's elemental type. The elemental must succeed a Will save (DC 23) or succumb to the weird's control. An elemental that saves is immune to this attack for 24 hours.

Once under the weird's control, an elemental serves the weird until it or the weird dies, until the weird dismisses it, or the duration of its summoning expires. The weird does not need to concentrate to maintain control over the elementals it commands. The elemental obeys the weird explicitly.

Elemental Pool, Air (Su): Each weird dwells within a large pool (at least 20 feet across and 40 feet

Appendix A: NPCs & Creatures

deep) filled with the purest form of its element. An air weird's pool is often found outside, in an open-air place, such as a windy plain or on a mountaintop and is filled with billowing gusting vapors of breathable air and mist. Creatures without the ability of flight cannot move through the pool, except by falling. An air weird's pool may be affixed to any vertical or horizontal surface and be right side up or upside down.

The base of the pool contains a *portal* to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge air elementals, 1d2 greater air elementals, or 1 elder air elemental through the portal. Any non-elemental creature entering the pool without the weird's permission must succeed a Fortitude save (DC 20) each round or be irrevocably transformed into the elemental material of the pool. Creatures granted access are not affected by the transformation, but still must provide their own protection, means of breathing, and movement.

A weird is physically tied to its pool and cannot leave except to return to its native plane except through the *portal*. A weird may rise up to 10 feet height above the pool surface, but its body must maintain contact with the elemental material. One a weird exits the pool for its native plane, the *portal* closes and the pool loses its special effect.

Prescience (Su): At will and as a free action a weird can duplicate the effect of any of the following divination spells: *analyze, dweomer, clairaudience/clairvoyance, contact other plane, detect thoughts, discern location, find the path, foresight, greater scrying, legend lore, locate creature, locate object, tongues, true seeing, vision*.

Spells: An air weird can cast arcane spells and divine spells from the Air and Travel domains as an 18th level sorcerer.

Physical Description: An air weird appears as a ghostly, translucent woman composed of flowing vapors. Its eyes are deep blue, and its hair appears windblown. The lower half of the creature's body is a tendril of mist that trails back into its pool.

Source: Monster Manual 2

Encounter 5-K

Dragonne, Advanced: CR 13; Huge magical beast; HD 27d10+50; hp 364; Init +6; Spd 40ft., fly 30ft. (poor); AC 19 (touch 9, flat-footed 18); BA/G +27/+45; Atk Bite +25 melee (3d6+10); Full Atk Bite +25 melee (3d6+10) and 2 claws +20 melee (2d6+5); Space/Reach 15ft./10ft.; SA Pounce, roar; SQ Darkvision 60ft., low-light vision, scent; AL N; SV Fort +21, Ref +16, Will +11; Str 30, Dex 13, Con 22, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +17, Spot +20; Ability Focus (roar), Blind-Fight, Combat Reflexes, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Natural Attack (bite), Track.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes with 120 feet must succeed on a DC 25 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Encounter 6

Blaze, Fire Weird: CR 12; large elemental (fire); HD 15d8+45; hp 112; Init +6; Spd 30 ft., fly 60ft. (perfect); AC 15 (touch 11, flat-footed 13); BA/G +8/+17; Atk Slam +15 melee (2d6+7 plus 2d6 fire); Full Atk 2 Slams +15 melee (2d6+7 plus 2d6 fire); Space/Reach 10ft./10ft.; SA Burn, elemental command, spells; SQ DR 10/—, elemental traits, elemental pool (fire), fire mastery, fire subtype, prescience, regeneration 10; SR 25; AL N; SV Fort +10, Ref +13, Will +11; Str 21, Dex 14, Con 17, Int 20, Wis 23, Cha 22.

Skills and Feats: Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (arcana) +23, Knowledge (nature) +23, Knowledge (the planes) +23, Listen +8, Sense Motive +24, Spot +10; Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell.

Spells Known (9/5/5/4/4/4/3/3/2/1); *Spells/day* (6/8/8/7/7/7/6/5/3); base DC = 16 + spell level; caster level 18th: 0 — *daze, detect magic, detect poison, mage hand, message, open/close, prestidigitation, read magic, resistance*; 1st — *magic missile, obscuring mist, protection from chaos/evil/good/law, ray of enfeeblement, shield*; 2nd — *glitterdust, protection from arrows, resist energy, scorching ray, see invisibility*; 3rd — *dispel magic, fireball, flame arrow, protection from energy*; 4th — *fire shield (cold), globe of invulnerability (lesser), shout, wall of fire*; 5th — *feeblemind, flame strike, hold monster, wall of force*; 6th — *disintegrate, greater dispel magic, mass suggestion*; 7th — *sunbeam, prismatic spray, waves of exhaustion*; 8th — *incendiary cloud, sunburst, power word stun*; 9th — *power word kill*.

Burn (Ex): Any creature that is hit by the fire weird's slam attack (or hits the fire weird with a natural weapon or unarmed attack) must succeed a Reflex save (DC 20) or catch fire for 1d4 rounds.

Elemental Command (Su): A weird can attempt to gain control over any elemental within 100 feet regardless of the latter's elemental type. The elemental must succeed a Will save (DC 23) or succumb to the

weird's control. An elemental that saves is immune to this attack for 24 hours.

Once under the weird's control, an elemental serves the weird until it or the weird dies, until the weird dismisses it, or the duration of its summoning expires. The weird does not need to concentrate to maintain control over the elementals it commands. The elemental obeys the weird explicitly.

Elemental Pool, Fire (Su): Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. A fire weird's pool contains a torrent of dancing flames that burn and smoke continually. Unprotected flammable materials within a fire pool catch on fire immediately, and any creature within the pool takes 3d10 points of fire damage per round. Creatures without the ability of flight cannot move through the pool, except by falling. A fire weird's pool may be affixed to any vertical or horizontal surface and may only appear right side up.

The base of the pool contains a *portal* to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge fire elementals, 1d2 greater fire elementals, or 1 elder fire elemental through the portal. Any non-elemental creature entering the pool without the weird's permission must succeed a Fortitude save (DC 20) each round or be irrevocably transformed into the elemental material of the pool. Creatures granted access are not affected by the transformation, but still must provide their own protection from the element, means of breathing, and movement.

A weird is physically tied to its pool and cannot leave except to return to its native plane except through the *portal*. A weird may rise up to 10 feet height above the pool surface, but its body must maintain contact with the elemental material. Once a weird exits the pool for its native plane, the *portal* closes and the pool loses its special effect.

Prescience (Su): At will and as a free action a weird can duplicate the effect of any of the following divination spells: *analyze, dweomer, clairaudience/clairvoyance, contact other plane, detect thoughts, discern location, find the path, foresight, greater scrying, legend lore, locate creature, locate object, tongues, true seeing, vision*.

Spells: An air weird can cast arcane spells and divine spells from the Air and Travel domains as an 18th level sorcerer.

Physical Description: A fire weird appears as a beautiful female of humanoid form composed of flickering flames, wreathed with smoke. The lower half of the body snakes away in a fiery trail into a hazy, flame-filled pool.

Source: Monster Manual 2

APL 8

Encounter 3

Abyssal Eviscerator, advanced: CR 9; large outsider (chaotic, extraplanar, evil); HD 8d8+56; hp 100; Init -1; Spd 30 ft.; AC 21 (touch 8, flat-footed 21); BA/G +8/+17; Atk Claw +17 melee (1d8+9); Full Atk 2 claws +17 melee (1d8+9); Space/Reach 10ft./10ft.; SA Rake (1d8+9); SQ Darkvision 60ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, scent; AL CE; SV Fort +13, Ref +5, Will +7; Str 28, Dex 9, Con 24, Int 9, Wis 12, Cha 11.

Skills and Feats: Balance +11, Climb +18, Intimidate +11, Jump +18, Listen +11, Spot +11, Swim +18; Blind-fight, Power Attack, Weapon Focus (claw).

Rake (Ex): Attack bonus +17 melee, damage 1d8+9.

Physical Description: This creature is a seven-foot tall, purplish mass of limbs and armor-plated muscle. It stands on a pair of wiry legs, hunched from the sheer weight of a pair of massive arms and a gigantic head split by a huge, tooth-encrusted mouth. Sprouting from its belly is a second pair of taloned arms, which are as spindly as its main arms are muscular.

Source: Miniature Handbook

Encounter 5 D & (wandering monster)

Roper, augmented (lesser): CR 11; Large magical beast; HD 7d10+27; hp 73; Init +5; Spd 20ft.; AC 24 (touch 10, flat-footed 23); BA/G +7/+15; Atk Strand +9 ranged touch (drag); Full Atk 6 strand +9 ranged touch (drag) and bite +10 (2d6+6); Space/Reach 10ft./10ft. (50ft. with strand); SA Drag, obscuring dust, strands, weakness; SQ Darkvision 60ft., fast movement, immunity to electricity, low-light vision, resistance to fire 10, vulnerability to cold; AL CE; SV Fort +8, Ref +6, Will +7; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +9, Hide +18, Listen +10, Spot +10; Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deal no damage but drags the opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the creature breaks free, which requires a DC 21 Escape Artist check or a DC 17 Strength check. The check DCs are Strength based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a

target the roper takes a -4 penalty on its attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Fast Movement (Ex): Do to the magical nature of where these ropers exist; they gain +10 movement much like the Barbarian ability.

Obscuring Dust (Su): As a standard action, an augmented roper can kick up dirt and debris to create a dust cloud that functions the same as the spell *obscuring mist* for a duration of 3 rounds. This ability is generally used after a target is stuck to one of its strands or as a defense mechanism to use as cover from ranged attacks or to flee.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed a DC 16 Fortitude save or take 2d8 points of Strength damage. The DC is Constitution based.

Physical Description: As Roper in the MM.

Encounter 5 (wandering monster)

Purple Worm (lesser): CR 10; Huge magical beast; HD 10d10+50; hp 114; Init -2; Spd 20ft., burrow 20ft., swim 10ft.; AC 15 (touch 4, flat-footed 19); BA/G +10/+26; Atk Bite +17 melee (1d10+8); Full Atk Bite +17 melee (1d10+8) and sting +11 melee (1d10+4 plus poison); Space/Reach 15ft./10ft.; SA Improved grab, swallow whole, poison; SQ Resistance to fire 10, tremorsense 60ft.; AL N; SV Fort +12, Ref +5, Will +2; Str 26, Dex 6, Con 20, Int 1, Wis 8, Cha 8.

Skills and Feats: Listen +8, Swim +10; Awesome Blow, Improved Bullrush, Power Attack, Weapon Focus (bite).

Improved Grab (Ex): To use this ability a purple worm 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 a grapple check, it establishes a hold and can attempt to swallow the foe the following round.

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

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d10+8 points of crushing damage plus 8 points of acid damage per round in the worm's gizzard. A swallowed creature can cut its way out by using a light-slashing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole, another swallowed

opponent must cut its own way out. A Huge worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

APL 10

Encounter 3

Abyssal Eviscerator, advanced: CR 11; large outsider (chaotic, extraplanar, evil); HD 12d8+84; hp 148; Init -1; Spd 30 ft.; AC 21 (touch 8, flat-footed 21); BA/G +8/+17; Atk Claw +17 melee (1d8+9); Full Atk 2 claws +17 melee (1d8+9); Space/Reach 10ft./10ft.; SA Rake (1d8+9); SQ Darkvision 60ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, scent; AL CE; SV Fort +13, Ref +5, Will +7; Str 28, Dex 9, Con 24, Int 9, Wis 12, Cha 11.

Skills and Feats: Balance +15, Climb +22, Intimidate +15, Jump +22, Listen +15, Spot +15, Swim +22; Blind-fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claw).

Rake (Ex): Attack bonus +17 melee, damage 1d8+9.

Physical Description: This creature is a seven-foot tall, purplish mass of limbs and armor-plated muscle. It stands on a pair of wiry legs, hunched from the sheer weight of a pair of massive arms and a gigantic head split by a huge, tooth-encrusted mouth. Sprouting from its belly is a second pair of taloned arms, which are as spindly as its main arms are muscular.

Source: Miniature Handbook

Encounter 5 D & (wandering monster)

Roper, augmented (lesser): CR 11; Large magical beast; HD 7d10+27; hp 73; Init +5; Spd 20ft.; AC 24 (touch 10, flat-footed 23); BA/G +7/+15; Atk Strand +9 ranged touch (drag); Full Atk 6 strand +9 ranged touch (drag) and bite +10 (2d6+6); Space/Reach 10ft./10ft. (5ft. with strand); SA Drag, obscuring dust, strands, weakness; SQ Darkvision 60ft., fast movement, immunity to electricity, low-light vision, resistance to fire 10, vulnerability to cold; AL CE; SV Fort +8, Ref +6, Will +7; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +9, Hide +18, Listen +10, Spot +10; Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deal no damage but drags the opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the creature breaks free, which requires a DC 21 Escape Artist check or a DC 17 Strength check. The check DCs are Strength based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of

opportunity. If the strand is currently attached to a target the roper takes a -4 penalty on its attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Fast Movement (Ex): Do to the magical nature of where these ropers exist; they gain +10 movement much like the Barbarian ability.

Obscuring Dust (Su): As a standard action, an augmented roper can kick up dirt and debris to create a dust cloud that functions the same as the spell *obscuring mist* for a duration of 3 rounds. This ability is generally used after a target is stuck to one of its strands or as a defense mechanism to use as cover from ranged attacks or to flee.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed a DC 16 Fortitude save or take 2d8 points of Strength damage. The DC is Constitution based.

Physical Description: As Roper in the MM.

APL 12

Encounter 3

APL 12 (EL 14)

Jarilith: CR 13; Large outsider (chaotic, evil); HD 10d8+80; hp 125; Init +9; Spd 60 ft.; AC 32 (touch 18, flat-footed 23); Base Atk +10; Grp +26; Atk Claw +22 melee (2d6+12, 18-20/x3); Full Atk 2 Claws +22 melee (2d6+12, 18-20/x3) and bite +19 (2d8+6, 18-20/x3); Space/Reach 10 ft./5 ft.; SA Frightful presence, improved grab, pounce, rake (2d6+6 18-20/x3), spell-like abilities; SQ Augmented critical, damage reduction 15/good, spell resistance 25, outsider traits, *summon tanar'ri*, tanar'ri traits; AL CE; SV Fort +15, Ref +16, Will +8; Str 35, Dex 29, Con 27, Int 8, Wis 12, Cha 14.

Skills and Feats: Balance +19, Climb +19, Concentration +21, Hide +22, Jump +31, Listen +14, Move Silently +26, Search +5, Spot +14; Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (claw).

Frightful Presence (Ex): With a jarilith charges or attacks, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save DC 17 or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that jarilith's frightful presence for 24 hours.

Improved Grab (Ex): If a jarilith hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can attempt to rake in the same round. Thereafter, the jarilith has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the jarilith is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage and allows another rake attempt.

Pounce (Ex): If a jarilith charges, it can make a full attack (including a rake attempt) even though it has moved.

Rake (Ex): On any round that a jarilith has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+21 melee) with its hind legs for 2d6+6 points of damage each. The jarilith can also attempt to rake when it pounces on an opponent.

Spell-Like Abilities: At will – *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect thoughts*, *doom*. Caster level 12th; save DC 12 + spell level.

Augmented Critical (Ex): A jarilith threatens a critical hit on a natural attack roll of 18-20. On a successful critical hit with a bite, claw, or rake attack, it deals triple damage.

Scent (Ex): A jarilith can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Summon Tanar'ri (Sp): Once per day, a jarilith can attempt to summon another jarilith with a 35% chance of success.

Physical Description: A jarilith resembles a slightly larger than average male lion, complete with a glorious mane. Long teeth extend from its jaws, and its claws are longer still. The creature's blood-red coat and slight reek of brimstone reveals its origin.

Source: Monster Manual 2 (adapted to 3.5 rules)

Encounter 5 D & (wandering monster)

Roper, augmented: CR 13; Large magical beast; HD 10d10+30; hp 85; Init +5; Spd 20 ft.; AC 24 (touch 10, flat-footed 23); BA/G +10/+18; Atk Strand +11 ranged touch (drag); Full Atk 6 strand +11 ranged touch (drag) and bite +13 (2d6+6); Space/Reach 10 ft./10 ft. (50 ft. with strand); SA Drag, obscuring dust, strands, weakness; SQ Darkvision 60 ft., fast movement, immunity to electricity, low-light vision, resistance to fire 10, vulnerability to cold; AL CE; SV Fort +10, Ref +8, Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +12, Hide +18, Listen +13, Spot +13; Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deal no damage but drags the opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target the roper takes a -4 penalty on its attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Fast Movement (Ex): Do to the magical nature of where these ropers exist; they gain +10 movement much like the Barbarian ability.

Obscuring Dust (Su): As a standard action, an augmented roper can kick up dirt and debris to create a

dust cloud that functions the same as the spell *obscuring mist* for a duration of 3 rounds. This ability is generally used after a target is stuck to one of its strands or as a defense mechanism to use as cover from ranged attacks or to flee.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed a DC 18 Fortitude save or take 2d8 points of Strength damage. The DC is Constitution based.

Physical Description: As Roper in the MM.

APL 14

Encounter 3

Blood Fiend, advanced: CR 15; large outsider (extraplanar); HD 14d12; hp 89; Init +6; Spd 40 ft., fly 80ft. (perfect); AC 31 (touch 10, flat-footed 29); BA/G +6/+18; Atk Claw +13 melee (1d6+8 + energy drain); Full Atk 4 claws +13 melee (1d6+8 + energy drain) and bite +8 melee (1d8+4 + blood drain); Space/Reach 10ft./10ft.; SA Blood drain, domination, energy drain, spell-like abilities; SQ Alternate form, DR 15/good, fast healing 5, gaseous form, immunity to electricity, resistance to acid 20, cold 20, and fire 20, turn resistance +6, undead traits; SR 24; AL CE; SV Fort +4, Ref +8, Will +14; Str 26, Dex 15, Con –, Int 17, Wis 20, Cha 21.

Skills and Feats: Concentration +20, Diplomacy +7, Hide +19, Listen +22, Move Silently +19, Search +21, Sense Motive +22, Spot +22, Survival +7 (+9 following tracks); Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Blood Drain (Su): A blood fiend sucks blood from living victims when it hits with its bite attack. Each successful bite attack deals 1d4 points of Constitution damage.

Domination (Su): Like a vampire, a blood fiend can crush an opponent's will by looking into its eyes. This attack functions like a gaze attack, except that it is a standard action, and creatures merely looking at the blood fiend are not affected. Any creature within 30 feet that the blood fiend targets for the attack fails instantly under its influence as though by a *dominate monsters* spell (caster level 18th; Will save DC 21).

Energy Drain (Su): Any living creature hit by a blood fiend's claw attack must succeed a Fortitude save (DC 21) or gain one negative level. For each negative level bestowed, the blood fiend heals 5 points of damage; gaining excess hit points as temporary hit points. If the negative level has not been removed within 24 hours, the afflicted must for each negative level succeed a Fortitude save (DC 21) or lose a permanent level.

Spell-Like Abilities (Su): At will – *detect good, detect magic, teleport without error* (self only); 3/day – *chaos hammer, darkness, unholy blight, 1/day blasphemy, desecrate*. Caster level 18th; save DC 15 + spell level.

Alternate Form (Su): A blood fiend can assume the shape of a regular or fiendish dire bat, a dire wolf, howler, or a nightmare as a standard action. This ability functions like a *polymorph self* spell (caster level 12th) except that the demon also gains the exceptional abilities of the form assumed. The creature can remain in the assumed form indefinitely.

Create Spawn (Su): An outsider of the evil subtype slain by a blood fiend's energy drain attack rises as a blood fiend 1d4 days after death. The new blood fiend does not have any of the abilities it had in life.

Fast Healing (Ex): A blood fiend heals 5 points of damage per round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a blood fiend automatically assumes gaseous form and attempts to escape. Its fast healing begins as soon as it has rested anywhere for 1 hour. A dismissal, dispel evil, dictum, or holy word spell cast on it while its current hit points are below 1 destroys it utterly.

Gaseous Form (Su): At will, a blood fiend can assume gaseous form as a standard action. This ability functions like the gaseous form spell (caster level 5th), except the blood fiend can remain gaseous indefinitely and has a speed of 20 feet (perfect).

Physical Description: A blood fiend is an ogre-sized demonic creature that stands about 9 foot tall. Its thick scaly hide is deep purple color, almost black. Each of its four strong arms ends in a humanoid hand, each finger of which is tipped with a claw. It has glowing red eyes and a wolflike muzzle lined with sharp teeth that seem too large to fit in its mouth.

Source: Fiend Folio (adapted to 3.5 rules)

Encounter 5 D & (wandering monster)

Roper, advanced augmented: CR 15; Large magical beast; HD 15d10+45; hp 139; Init +5; Spd 20ft.; AC 24 (touch 10, flat-footed 23); BA/G +15/+24; Atk Strand +16 ranged touch (drag); Full Atk 6 strand +16 ranged touch (drag) and bite +19 (2d6+7); Space/Reach 10ft./10ft. (50ft. with strand); SA Drag, obscuring dust, strands, weakness; SQ Darkvision 60ft., fast movement, immunity to electricity, low-light vision, resistance to fire 10, vulnerability to cold; AL CE; SV Fort +12, Ref +10, Will +10; Str 20, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +16, Hide +21, Listen +17, Spot +17; Alertness, Blind-Fight, Improved Initiative, Iron Will, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the creature breaks free, which requires a DC 26 Escape Artist check or a DC 22 Strength check. The check DCs are Strength based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However,

attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target the roper takes a -4 penalty on its attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Fast Movement (Ex): Do to the magical nature of where these ropers exist; they gain +10 movement much like the Barbarian ability.

Obscuring Dust (Su): As a standard action, an augmented roper can kick up dirt and debris to create a dust cloud that functions the same as the spell *obscuring mist* for a duration of 3 rounds. This ability is generally used after a target is stuck to one of its strands or as a defense mechanism to use as cover from ranged attacks or to flee.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed a DC 20 Fortitude save or take 2d8 points of Strength damage. The DC is Constitution based.

Physical Description: As Roper in the MM.

Encounter 5 (wandering monster)

Purple Worm, Advanced: CR 16; Gargantuan magical beast; HD 28d10+196; hp 368; Init -2; Spd 20ft., burrow 20ft., swim 10ft.; AC 19 (touch 4, flat-footed 19); BA/G +28/+52; Atk Bite +39 melee (3d8+14, 19-20/x2); Full Atk Bite +39 melee (3d8+14, 19-20/x2) and sting +34 melee (2d6+7 plus poison, 19-20/x2); Space/Reach 20ft./15ft.; SA Improved grab, swallow whole, poison; SQ Resistance to fire 10, tremorsense 60ft.; AL N; SV Fort +28, Ref +14, Will +7; Str 38, Dex 6, Con 25, Int 1, Wis 8, Cha 8.

Skills and Feats: Listen +21, Swim +20; Awesome Blow, Cleave, Great Cleave, Improved Critical (bite), Improved Critical (sting), Improved Bullrush, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite), Weapon Focus (sting).

Improved Grab (Ex): To use this ability a purple worm 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 a grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 31, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+14 points of crushing damage

plus 8 points of acid damage per round in the worm's gizzard. A swallowed creature can cut its way out by using a light-slashing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole, another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

APL 16

Encounter 3

Half-fiend Beholder, advanced: CR 17; large outsider; HD 13d8+65; hp 134; Init +6; Spd 5 ft., fly 20ft. (good); AC 29 (touch 13, flat-footed 27); BA/G +9/+15; Atk Eye rays +13 ranged touch and bite +11 melee (2d4) or claw + 11 melee; Full Atk Eye rays +13 ranged touch, bite +11 melee (2d4) and 2 claws +11 melee (1d6); Space/Reach 10ft./5ft.; SA Eye rays, smite good, spell-like abilities; SQ All-around vision, antimagic cone, darkvision 60 ft., DR 10/magic, flight, immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10; SR 23; AL CE; SV Fort +9, Ref +5, Will +11; Str 14, Dex 18, Con 20, Int 21, Wis 15, Cha 17.

Skills and Feats: Concentration +13, Hide +20, Knowledge (arcana) +21, Knowledge (geography: Iuz Borderstates) +13, Knowledge (local: Iuz Borderstates) +13, Knowledge (religion) +13, Knowledge (the planes) +13, Listen +20, Move Silently +12, Search +25, Sense Motive +10, Spellcraft +13, Spot +24, Survival +18 (+20 following tracks); Ability Focus (eye rays), Alertness, Flyby Attack, Improved Initiative, Iron Will.

All-Around Vision (Ex): Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus to Spot and Search checks, and they can't be flanked.

Antimagic Cone (Su): A beholder's center eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 13). All magical and supernatural powers within the cone are suppressed – even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

Eye Rays (Su): Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, the creature can aim three eye rays at targets in any one 90-degree arc. The remaining eyes must aim at targets in other arcs, or not at all. Ten eye rays resembles a spell cast by a 13th level caster. Each eye ray has a range of 150 feet and save DC of 20. The save DC are Charisma based.

The ten eye rays include: *Charm Monster* (Will save negates), *Charm Person* (Will save negates), *Disintegrate* (Fortitude save negates), *Fear* (Will save negates), *Finger of Death* (3d6+13, Fortitude save or die), *Flesh to Stone* (Fortitude save negates), *Inflict Moderate Wound* (2d8+10, Will save for half), *Sleep* (Will save negates), *Slow* (Will save negates), and *Telekinesis* (Will save negates).

Flight (Su): A beholder's body is naturally buoyant. The buoyancy allows it to fly at a speed of 20

feet and grants it a permanent feather fall effect (as per spell) with a personal range.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage against a good foe (bite 2d4+13).

Spell-Like Abilities (Su): 3/day – *darkness*, *poison*, *unholy aura*, 1/day *blasphemy*, *contagion*, *desecrate*, *unholy blight*, *unhallow*. Caster level 13th; save DC 13 + spell level. The save DC are Charisma based.

Encounter 5 D & (wandering monster)

Roper, advanced augmented: CR 19; Huge magical beast; HD 27d10+162; hp 328; Init +5; Spd 20ft.; AC 27 (touch 8, flat-footed 26); BA/G +27/+45; Atk Strand +26 ranged touch (drag); Full Atk 6 strand +26 ranged touch (drag) and bite +35 (3d6+10, 19-20/x2); Space/Reach 10ft./10ft. (50ft. with strand); SA Drag, obscuring dust, strands, weakness; SQ Darkvision 60ft., fast movement, immunity to electricity, low-light vision, resistance to fire 10, vulnerability to cold; AL CE; SV Fort +23, Ref +18, Will +13; Str 30, Dex 11, Con 22, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +25, Hide +29, Listen +28, Spot +28; Ability Focus (weakness), Alertness, Blind-Fight, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the creature breaks free, which requires a DC 37 Escape Artist check or a DC 33 Strength check. The check DCs are Strength based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target the roper takes a –4 penalty on its attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Fast Movement (Ex): Do to the magical nature of where these ropers exist; they gain +10 movement much like the Barbarian ability.

Obscuring Dust (Su): As a standard action, an augmented roper can kick up dirt and debris to create a dust cloud that functions the same as the spell *obscuring mist* for a duration of 3 rounds. This ability is generally used after a target is stuck to one of its

strands or as a defense mechanism to use as cover from ranged attacks or to flee.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed a DC 29 Fortitude save or take 2d8 points of Strength damage. The DC is Constitution based.

Physical Description: As Roper in the MM.

Encounter 5 (wandering monster)

Purple Worm, Advanced: CR 16; Gargantuan magical beast; HD 28d10+196; hp 368; Init -2; Spd 20ft., burrow 20ft., swim 10ft.; AC 19 (touch 4, flat-footed 19); BA/G +28/+52; Atk Bite +39 melee (3d8+14, 19-20/x2); Full Atk Bite +39 melee (3d8+14, 19-20/x2) and sting +34 melee (2d6+7 plus poison, 19-20/x2); Space/Reach 20ft./15ft.; SA Improved grab, swallow whole, poison; SQ Resistance to fire 10, tremorsense 60ft.; AL N; SV Fort +28, Ref +14, Will +7; Str 38, Dex 6, Con 25, Int 1, Wis 8, Cha 8.

Skills and Feats: Listen +21, Swim +20; Awesome Blow, Cleave, Great Cleave, Improved Critical (bite), Improved Critical (sting), Improved Bullrush, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite), Weapon Focus (sting).

Improved Grab (Ex): To use this ability a purple worm 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 a grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 31, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+14 points of crushing damage plus 8 points of acid damage per round in the worm's gizzard. A swallowed creature can cut its way out by using a light-slashing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole, another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Appendix B: New Rules – Creatures

Abyssal Eviscerator

Medium Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 4d8+20 (hp 38)

Initiative: +0

Speed: 30ft. (6 squares)

Armor Class: 20 (+10 natural) touch 10, flat-footed 20

Base Attack/Grapple: +4/+9

Attack: Claw +10 melee (1d6+5)

Full Attack: 2 claws +10 melee (1d6+5)

Space/Reach: 5ft./5ft.

Special Attack: Rake (1d6+5)

Special Qualities: Darkvision 60ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, scent

Saves: Fort +9, Ref +4, Will +5

Abilities: Str 20, Dex 11, Con 20, Int 9, Wis 12, Cha 11

Skills: Balance +7, Climb +12, Intimidate +7, Jump +12, Listen +8, Spot +8, Swim +12

Feats: Blind-fight, Weapon Focus (claw)

Environment: Infinite Layers of the Abyss

Organization: Solitary, pack (2-9 plus 50% chance for 1 leader with 6HD)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5–6HD (Medium); 7–12HD (Large)

Level Adjustment: —

This creature is a seven-foot tall, purplish mass of limbs and armor-plated muscle. It stands on a pair of wiry legs, hunched from the sheer weight of a pair of massive arms and a gigantic head split by a huge, tooth-encrusted mouth. Sprouting from its belly is a second pair of taloned arms, which are as spindly as its main arms are muscular.

Adventurers often mistake the abyssal eviscerator for a mindless, bloodthirsty brute bent on wanton destruction.

Though originally from the 432nd layer of the Abyss, the abyssal eviscerator has found a place in the warbands, armies, and guard contingents of creatures throughout the Abyss, as well as the Material Plane. With its keen senses, the creature can hunt down enemies or detect intruders, making it valuable to those who employ it.

Abyssal eviscerators speak Abyssal, though they prefer to get their message across through bloodshed.

COMBAT

Eviscerators prefer to fight alone or with groups, against tough odds or against foes that are easy to overwhelm, by ambush or in fair contests. The fact is eviscerators simply prefer to fight. Eviscerators have a habit of playing with the creature they catch rather than killing them outright. They enjoy pinning victims with their massive upper arms and tearing them into them with the razor-sharp claws of their lower arms.

Rake (Ex): Attack bonus +17 melee, damage 1d8+9.

Source: Miniatures Handbook

Blood Fiend

Large Undead (Extraplanar)

Hit Dice: 12d12 (hp 78)

Initiative: +6

Speed: 40 ft. (6 squares), fly 80ft. (perfect)

Armor Class: 31 (-1 size, +2 Dex, +20 natural) touch 10, flat-footed 29

Base Attack/Grapple: +6/+18

Attack: Claw +13 melee (1d6+8 + energy drain)

Full Attack: 4 claws +13 melee (1d6+8 + energy drain) and bite +8 melee (1d8+4 + blood drain)

Space/Reach: 10ft./10ft.

Special Attack: Blood drain, domination, energy drain, spell-like abilities

Special Qualities: Alternate form, DR 15/good, fast healing 5, gaseous form, immunity to electricity, resistance to acid 20, cold 20, and fire 20, SR 24, turn resistance +6, undead traits

Saves: Fort +4, Ref +8, Will +14

Abilities: Str 26, Dex 15, Con —, Int 17, Wis 20, Cha 21

Skills: Concentration +20, Diplomacy +7, Hide +19, Listen +22, Move Silently +19, Search +21, Sense Motive +22, Spot +22, Survival +7 (+9 following tracks)

Feats: Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Environment: Any land and underground (Abyss)

Organization: Solitary, pair, or gang (3-5)

Challenge Rating: 14

Treasure: Standard

Alignment: Always chaotic evil

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

Level Adjustment: —

Blood fiends create more blood fiends from other demons in a manner similar to the ways vampires create more vampires from humanoids. Their gaze can sap the will of mortals.

The blood fiend is an ogre-sized demonic creature that stands about 9 feet tall. Its thick, scaly hide is a deep purple color, almost black. Each of its four strong arms end in humanlike hand, each finger of which is tipped with a claw. A blood fiend has glowing red eyes and a wolflike muzzle lined with sharp teeth that seem too large to fit in its mouth.

COMBAT

A blood fiend lacks the subtlety of an ordinary vampire. It does not hesitate to wade into mele with its four claws and vicious bite.

Blood Drain (Su): A blood fiend sucks blood from living victims when it hits with its bite attack. Each successful bite attack deals 1d4 points of Constitution damage.

Domination (Su): Like a vampire, a blood fiend can crush an opponent's will by looking into its eyes. This attack functions like a gaze attack, except that it is a standard action, and creatures merely looking at the blood fiend are not affected. Any creature within 30 feet that the blood fiend targets for the attack falls instantly under its influence as though by a *dominate monster* spell (caster level 18th; Will save DC 21).

Energy Drain (Su): Any living creature hit by a blood fiend's claw attack must succeed a Fortitude save (DC 21) or gain one negative level. For each negative level bestowed, the blood fiend heals 5 points of damage; gaining excess hit points as temporary hit points. If the negative level has not been removed within 24 hours, the afflicted must for each negative level succeed a Fortitude save (DC 21) or lose a permanent level.

Spell-Like Abilities (Su): At will – *detect good*, *detect magic*, *teleport without error* (self only); 3/day – *chaos hammer*, *darkness*, *unholy blight*; 1/day *blasphemy*, *desecrate*. Caster level 18th; save DC 15 + spell level.

Alternate Form (Su): A blood fiend can assume the shape of a regular or fiendish dire bat, a dire wolf, howler, or a nightmare as a standard action. This ability functions like a *polymorph self* spell (caster level 12th) except that the demon also gains the exceptional abilities of the form assumed. The creature can remain in the assumed form indefinitely.

Create Spawn (Su): An outsider of the evil subtype slain by a blood fiend's energy drain attack rises as a blood fiend 1d4 days after death. The new blood fiend does not have any of the abilities it had in life.

Fast Healing (Ex): A blood fiend heals 5 points of damage per round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a blood fiend automatically assumes gaseous form and attempts to escape. Its fast healing begins as soon as it has rested anywhere for 1 hour. A dismissal, dispel evil, dictum, or holy word spell cast on it while its current hit points are below 1 destroys it utterly.

Gaseous Form (Su): At will, a blood fiend can assume gaseous form as a standard action. This ability functions like the gaseous form spell (caster level 5th), except the blood fiend can remain gaseous indefinitely and has a speed of 20 feet (perfect).

Source: Fiend Folio (adapted to 3.5 rules)

Jarilith

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 10d8+80 (hp 125)

Initiative: +9

Speed: 60ft. (12 squares)

Armor Class: 32 (-1 size, +9 Dex, +14 natural) touch 18, flat-footed 23

Base Attack/Grapple: +10/+26

Attack: Claw +22 melee (2d6+12, 18-20/x3)

Full Attack: Atk 2 Claws +22 melee (2d6+12, 18-20/x3) and bite +19 (2d8+6, 18-20/x3)

Space/Reach: 10ft./5ft.

Special Attack: Frightful presence, improved grab, pounce, rake (2d6+6 18-20/x3), spell-like abilities

Special Qualities: Augmented critical, damage reduction 15/good, spell resistance 25, *summon tanar'ri*

Saves: Fort +15, Ref +16, Will +8

Abilities: Str 35, Dex 29, Con 27, Int 8, Wis 12, Cha 14

Skills: Balance +19, Climb +19, Concentration +21, Hide +22, Jump +31, Listen +14, Move Silently +26, Search +5, Spot +14

Feats: Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (claw)

Environment: Any land or underground (Abyss)

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

Challenge Rating: 13

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 11–23HD (Large); 24–30HD (Huge)

Level Adjustment: —

Jariliths, the elite hunting beasts of the Abyss, are terrifying feline creatures conjured up from the nightmares of a thousand generations of mortals. They prefer demonic flesh and are comfortable hunting their favorite prey in desert, jungle, waste, or forest. Jariliths are notoriously difficult to control, so even the most powerful balor must tread carefully around them. They sense weakness, and to them nearly any other creature seems weak.

A jarilith resembles a slightly larger than average male lion, complete with a glorious mane. Long teeth extend from its jaws, and its claws are longer still. The creature's blood-red coat and reveals its origin, but it strikes so fast that the only clue most victims get to its presence is a slight reek of brimstone.

Jariliths do not speak, but they understand Abyssal. They communicate silently with one another through telepathy.

COMBAT

A jarilith is a direct, uncompromising foe in battle. Normally, it relies on its Power Attack feat and its augmented critical ability to deal horrendous amounts of damage to its foes. Though they often do not need the advantage, jariliths prefer to ambush their opponents.

Frightful Presence (Ex): With a jarilith charges or attacks, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save DC 17 or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that jarilith's frightful presence for 24 hours.

Improved Grab (Ex): If a jarilith hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can attempt to rake in the same round. Thereafter, the jarilith has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the jarilith is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage and allows another rake attempt.

Pounce (Ex): If a jarilith charges, it can make a full attack (including a rake attempt) even though it has moved.

Rake (Ex): On any round that a jarilith has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+21 melee) with its hind legs for 2d6+6 points of damage each. The jarilith can also attempt to rake when it pounces on an opponent.

Spell-Like Abilities: At will – *clairaudience/clairvoyance, darkness, detect good, detect thoughts, doom*. Caster level 12th; save DC 12 + spell level.

Augmented Critical (Ex): A jarilith threatens a critical hit on a natural attack roll of 18-20. On a successful critical hit with a bite, claw, or rake attack, it deals triple damage.

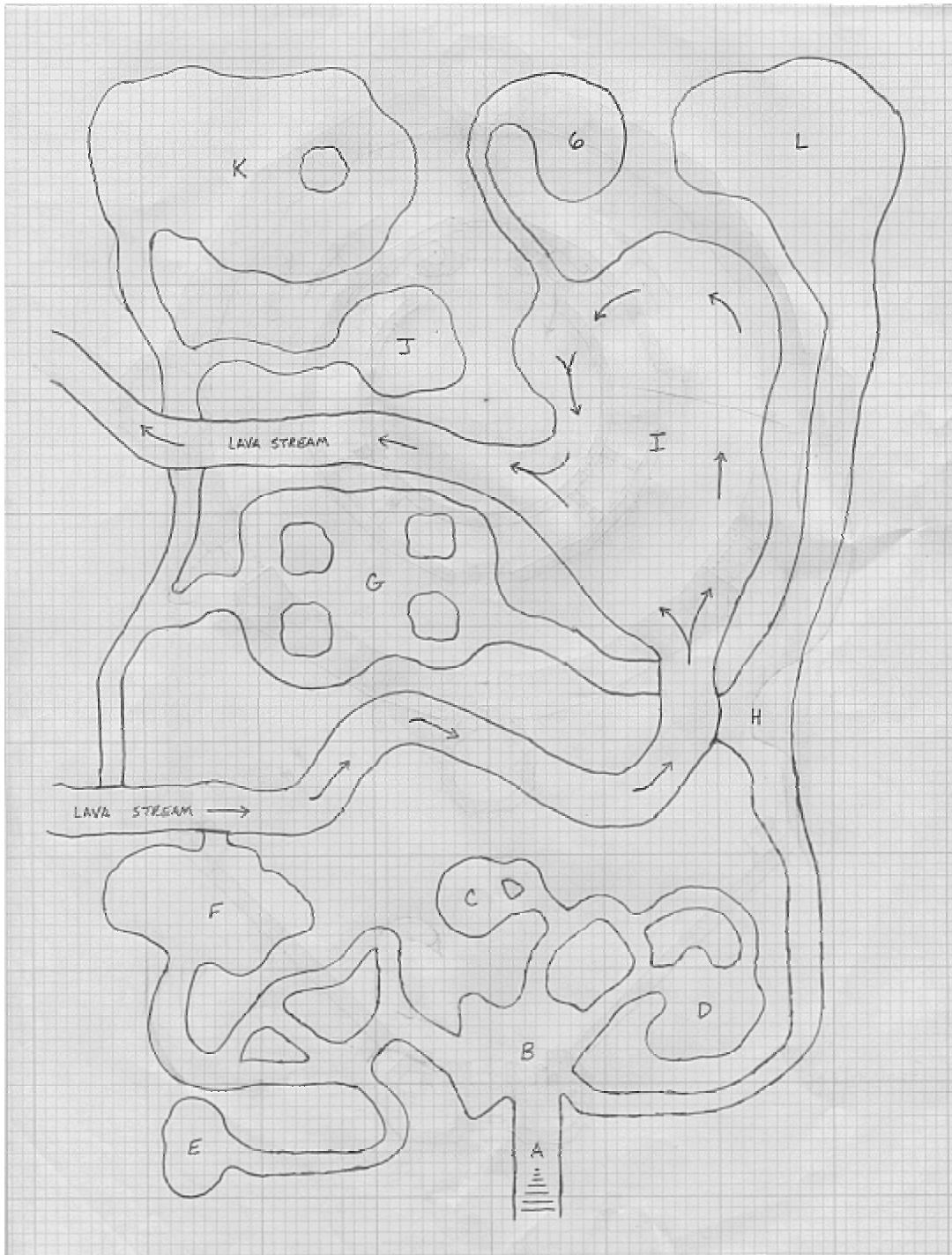
Scent (Ex): A jarilith can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Summon *Tanar'ri* (Sp): Once per day, a jarilith can attempt to summon another jarilith with a 35% chance of success.

Skills: A jarilith receives a +4 racial bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, its Hide bonus improves to a +12.

Source: Monster Manual 2 (adapted to 3.5 rules)

Appendix C: Map – Under Pinnacle



Appendix C: Map – Lands of Iuz



Player's Handout 1

Greetings friend, those that seek to right evil wrongdoings have passed on your name to me in hope that your services will find an answer to a mystery. Riggby is the mystery I speak of. If you are interested my friend travel to the Horned Lands and seek out the town Kindell. I will be waiting at the Prospect Inn, a new establishment catering to the wealthy in the eastern portion of the town. Look for my signal.

Travel discreetly avoiding attention and in disguise if possible as these lands are unsafe with evil of the Old One and the Reaper.

*May the High Cleric protect you,
N. D.*