

BDK8-04

# For Country, Friends, Kings and Neighbors

## A One-Round Dungeons & Dragons® Living Greyhawk™ Bandit Kingdoms Regional Adventure

Version 0.99

by Casey Brown

**Special Thanks To:** Konrad Brandemuhl and Susan Threadgill

**Circle Reviewer:** Britt F. Frey (I should thank him also)

**Playtesters:** Bill Oppenlander, Derrick Mayfield, John Filipek, David "Keyoke" Polanski.  
(everyone else was too scared)

Finally, the plans have been made, morningstars sharpened, and armor made ready. The Johrase march to war on Riftcrag and Boneheart Cranzer! During the final days before the assault, can you help the Johrase accomplish a variety of missions that will give them the tactical edge in the conflict to come? A one-round Bandit Kingdoms Regional adventure set in the Tangles, the Rift Barrens, and the Rift Canyon for APLs 2-16. The results of the premiere of this event will directly influence the BK finale interactive, BDKi8-04 All Evil Things. **WARNING!** This event features VERY difficult fights at all APLs and should only be played by balanced tables consisting of at least five characters. **Printing Warning:** This event contains color maps.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Heroes of Battle* [David Noona, Will McDermott, Stephen Schubert], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual IV* [Gwendolyn F. M. Kestrel, et. al], *Monster Manual V* [Creighton Broadhurst, et. al.], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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### PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the GM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

### PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character

is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Living Greyhawk adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

## **TIME UNITS AND UPKEEP**

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay 1 Time Units per round; all other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## **ADVENTURE BACKGROUND**

Boneheart Cranzer, master alchemist and archmage, rules Riftcrag in the name of luz and has done so ever since the formerly Reyhu city fell during the Greyhawk Wars. While not possessing large amounts of personal courage, Cranzer is supremely arrogant and confident in his own abilities as a mage. There are only three mortals that he fears, those being the Greater Bonehearts Null, Jumper, and Kermin Mindbender (although he has a healthy respect for Morginstaler). After all, Cranzer has gone toe-to-toe with some of the Abyss' most powerful demons; what can a mere mortal try that they haven't?

Despite being the local governor of the Bandit Kingdoms for luz, Cranzer actually spent much of his time during the past few years helping luz's planar war effort. During those years, Cranzer's magical power increased greatly and he became a master at portal manipulations. For several years, Riftcrag was ruled by flunkies whose main job was to see to it that the abundant silver from the Rift Canyon mines continued to flow into Dorakaa's coffers. This silver was not only necessary for the Empire of luz's economy, but for future wars against the Horned Society and other devil-worshipping societies.

With Cranzer often absent, the silver mines were plagued with problems. Finally, late in 595 CY, luz himself told Cranzer to return to Riftcrag and quell the dissension in the Bandit Kingdoms. He gave Cranzer, for the first time, free reign from the control of Jumper and Null, his nominal superiors. Cranzer began to envision success leading to the title of "Greater Boneheart".

Using his planar contacts, Cranzer made a pact with a powerful verdant prince in the Unseelie Realm: Cranzer would give the verdant prince the ability to open a few portals from the Unseelie Realm into the Tangles Forest, in exchange the verdant prince would order his redcap minions to assist on a future attack on Guardian General Hok. The deal struck, Cranzer retired to his lab to finish a concoction he had been working on for almost a decade, the *defoliator*. Cranzer knew some magic was protecting the Tangles forest and the renegades who hid within it, thus he knew that he needed a poison more powerful than any every made before if he was to denude the forest.

During his time on the Abyss, Cranzer had been able to examine a few of the layers and their effects on plant growth, soil, etc. Being a master alchemist, he often returned samples to his lab in Riftcrag for later study. Those samples proved enormously useful as he concocted the brew that

would later denude the entire Tangles. With a pinch of dirt from one layer of the Abyss and a drop of water from another, his potion became very effective and was finally ready for mass production. Every kettle in Riftcrag not already devoted to producing food for the Silver Mine slaves and guards was set to brewing the *defoliator*.

As the vast amount of the vile liquid was being bottled, word came to Cranzer that Guardian General Hok, ruler of Hallorn and the Western Reaches, was hosting another Great Hunt in the northwestern Tangles forest. Cranzer immediately decided to kill two birds with one stone, so to speak, and decided that the *defoliator* was finally ready to be used against the Tangles.

Cranzer soon contacted the verdant prince to let him know to muster his troops to prepare for the attack. In addition, he used powerful magicks to summon Morginstaler, Red Dragon of the Rift, to his side. While Morginstaler initially resented the magical summons, which he had been unable to resist, he respected the mage's power, cunning, and vicious ruthlessness so much that he agreed to assist on the attack (after all, Morginstaler loves to fight).

With his allies in place, Cranzer transported the *defoliator* potions to Splinter Keep, the westernmost of the Leering Keeps. When all was in place, he opened a *gate* directly to the abyss through which luz sent dozens of vrocks. Each vrock grabbed two buckets of the vile concoction and began fanning out over the Tangles forest, spilling the liquid as they flew. Immediately, the forest's plant life began to die.

At the same time, dozens of redcaps, using fey rings previously turned into portals by Cranzer, emerged into the Tangles and moved towards Borjed's (now Thunk's) Hunting Lodge, intent on killing everyone and everything they found. Morginstaler soon arrived over the lodge, and all hope seemed lost as fey, dragon, and demons converged on Hok's position.

Fortunately for those defending the Guardian General, Morginstaler became enraged when he saw the vrocks attacking a female green dragon, whom he had not known lived in the area. As Maurgoroothyx fled, Morginstaler chased her, protecting her from the vrocks.

Despite the setback, Cranzer's redcap allies slew many of the adventurers defending Hok. Finally, the time came for Cranzer to reveal himself. With four ogre magi minions, Cranzer surprised Hok and slew him. While Hok's adventurer allies attempted to battle Cranzer, they were no match for the archmage who had

spent months planning the attack. With Hok dead and the Tangles dying, Cranzer retreated back to Riftcrag, his victory complete.

Cranzer's proud return to power was not his only victory that year. During the Johrase Tournament of Crowning, Cranzer rigged the new Johrase crown to act as a trigger for the *trap the soul* spell. When Ramiki Klowentz III, a Johrase cavalier of great reknown, was awarded the crown after Sir Derf abdicated (Sir Derf had defeated Ramiki in the final contest, but Sir Derf felt that Ramiki would make a better king for the Johrase so he honorably stepped aside), the spell activated and Ramiki disappeared, his soul and body disappearing before the assembled lords, knights, and peasants. Cranzer, who had been *invisibly* observing nearby, let himself be seen and laughed as he held Ramiki's *soul gem* before *teleporting* back to Riftcrag. Immediately the Johrase declared war on Cranzer and Riftcrag and began planning how to recover their king and remove Cranzer from power.

What has become of the soul gem has been the sole focus for some of the Johrase since that day. Through divinations and exploration missions, the Johrase have finally come to accept what they dreaded most: that Cranzer still possesses the soul gem and that he has not hidden it away in any of the places they tried to raid. The only way to recover it will be to physically remove it from Cranzer on the field of battle.

To make matters worse, Cranzer discovered a portal to Limbo hidden under the town of Zelosus. Though the portal was thought closed by the Johrase of Stonehill Fortress, Cranzer was able to re-open it, sending forth a powerful half-red dragon blue slaad (one of Morginstaler's brood) to make contact with the unpredictable slaad. Eventually a pact was made with a powerful death slaad and slaadi poured through the remade gate and overwhelmed Stonehill Fortress, sending the Johrase there fleeing. Although the Johrase have since reclaimed the ruined fortress, to this day slaadi appear with alarming frequency in the northern Johrase kingdom, keeping soldiers diverted from the preparations to the south.

The Johrase have finally made their last preparations and secured their flanks through various allegiances; now is the time for war. The Johrase march on Riftcrag at dawn in two days' time. Of course, Cranzer knows that they are coming, and he has made his own plans, secured his own allies, and cast his own divinations. Now is the quiet before the storm when heroes will attempt various missions for the Johrase to help give them an edge in the coming conflict. The

results of the missions will help determine whether the Johrase win their battle or die trying (to be concluded during the Bandit Kingdoms Finale Interactive, June 21, 2008, in College Station, TX).

## **ADVENTURE SUMMARY**

This adventure does not flow from Encounter to Encounter as a normal adventure does. Instead, it is really four scenarios wrapped into one event. Each encounter is itself an adventure, with its own mission goals, monsters, and enemies.

During the Introduction, the heroes, based on their APL, will be offered several missions. Whichever mission they choose to make, as a group, will determine which path they take during this event.

### **Introduction**

The PCs are in the Tangles Forest at the Johrase army's main staging area just two days prior to the beginning of the Johrase march on Riftcrag. Lord Hind, leader of the Johrase, is asking for volunteers for dangerous missions that he hopes, if accomplished, will turn the tide of the upcoming battle in the Johrase favor.

### **1: The Road Less Traveled (APLs 2-8)**

For months now, both the Johrase and Cranzer have been fortifying their defenses along the road that runs north from Riftcrag to Kinemeet. Cranzer's orc patrols range as far as the eastern edge of the Tangles forest, but the serious defensive works begin further south.

The Johrase need a catapult emplacement destroyed before they march their army out of the Tangles and south along the road. Doing so will enable them to bring more men to the fight at Riftcrag. There are many such emplacements. While other Johrase units and mercenary companies will be targeting them, this emplacement is the heroes' responsibility. A young Johrase soldier will lead the heroes towards their target.

### **2: Through The Woods (APLs 6-12)**

The Johrase will be marching their army through the eastern Tangles forest, guided by Bellamoh as Gerland scouts ahead on the back of Maurgoroothyx. While Gerland and Bellamoh have found most of the fey rings along the route, they worry that they might have missed one or two. In addition, Bellamoh tells the PCs that if they find a fey ring, they are to use it to go to the Unseelie Realm to attempt to kill the red cap's ruler, whom she suspects is a more powerful type of fey. Doing

so will keep the red caps from attacking the Johrase during their march through the Tangles and, more importantly, from attacking their rear as they lay siege to Riftcrag's gates.

### **3: Barren Reinforcements (APLs 10-16)**

Several weeks ago, County of Urnst forces, seeking to aid Duke Gellor, laid siege for the second time to Wraithkeep. While the County forces enjoyed a small victory, quickly they were forced to flee as Cranzer sent demonic reinforcements in startling numbers. Luckily, these demons are still chasing the County forces back across the Artonsamay.

However, the garrison commander, an luzian cleric of some power, is leading his remaining forces to Riftcrag along the road from Wraithkeep as Cranzer does not command many undead legions. Should the heroes be able to take out the Wraithkeep Garrison Commander, Cranzer will lose control of the undead and they will scatter before his grasp. With the help of the Rift Barrens nomads, the heroes will be able to set up an ambush that will distract the undead army long enough for the PCs to attempt to kill the commander.

### **4: Dragon's Daughter**

Perhaps Cranzer's most fearsome ally is Morginstaler, Red Dragon of the Rift. That the two have come to some sort of understanding has become evident over the past few months. Alone each is a power to be reckoned with, together they could conquer small nations.

Menfri, Sage of the Rift Canyon, has finally decided to choose a side. He knows just how dangerous Morginstaler is, having been forced to make many of the dragon's magical items over the past decade. Menfri has located one of the dragon's lairs and leads brave adventurers there, hoping that if they can't slay the dragon itself, at least they might be able to kill some of its children. Should they be successful, the Johrase army will have less to fear during the assault.

### **Conclusion**

The results of the PCs actions are taken into account before the start of the Bandit Kingdoms Finale Interactive.

## **PREPARATION FOR PLAY**

A quick note about nighttime visibility: many of the encounters of this event take place at night. For all such outdoor encounters, assume that the moons' light, when combined with nearly cloudless night

skies, is bright enough to provide normal illumination for 10 feet and shadowy illumination for another 50 feet beyond that (thus, an elf can see 20 feet normally and another 100 feet beyond that as shadowy). This represents the fact that the moons' light comes not from the PCs, but from the sky. Creatures with darkvision can still use their darkvision as normal in the moons' light.

## **REGIONAL WARNING**

*It is important to realize at all times that the Bandit Kingdoms are under the control of luz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at luz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.*

## **INTRODUCTION**

*Finally! The time has come for the Johrase to march on Riftcrag. Over the past two years, the Johrase have made new allies, secured Kinemeet, and searched for their missing king's soul gem.*

*Of the allies, the Johrase have made an uneasy pact with Guardian General Hok, once again a general of the Horned Society. Hok's forces hold Hallorn and the Warfields secure on the Johrase western flank and rumor has it that Heirarch Xavendra herself will be at the battle, along with her vampire cohort, Veth!*

*To the south, the Rift Barrens nomads, who trust Bellamoh, Arch Druid of the Druids of the North, hold the barrens against Cranzer's forces. Only along the road from Riftcrag to Kinemeet does the Boneheart's soldiers hold sway.*

*Far to the southeast, Duke Gellor, who recently re-emerged from years of hiding, has made deals with nobles from the County of Urnst. While the County army was not able to destroy Wraithkeep, which had previously been Duke Gellor's Castle Artonsamay until Cranzer destroyed it during the Greyhawk Wars, they were able to destroy many of the undead at the vile keep. With Cranzer's eastern flank weakened, the County forces have*

*secured much of the former Duchy of Artonsamay.*

*To the north, Plar Rhaedrick of Rookroost's rise has secured the north for the Johrase, having driven the luzians and demons from Rookroost and Artonsbrueck. Rhaedrick, a sharp businessman, has already increased trade south with the Johrase. The extra gold has helped the Johrase to finish their preparations and pay off debts.*

*And so you find yourselves at the main Johrase encampment in the Tangles Forest, the late afternoon sun reaching through the sparse canopy above. Located in the eastern part of the forest near the northern boundary, the camp provides the Johrase army with some cover and a place from which to march on Riftcrag. In addition, Horsehead River, which runs from the forest, north to Kinemeet, and then east to the Artonsamay, provides fresh water for the troops, which is odd considering that this time last year the water was undrinkable.*

*Perhaps the Johrase's most unusual allies, the elven druid Gerland and the green dragon, patrol the skies above the slowly regrowing forest. Hundreds of Johrase soldiers, augmented by dozens of mercenaries, adventurers, and spellcasters from Dimre, bustle about the camp, making their final preparations for the assault that is to begin in a few days' time.*

*Volunteers were asked to participate in a variety of missions before the battle itself, and so you await your meeting with Lady Taleetha Hind, niece of Lord Hind, Chancellor Marischal of the Johrase.*

Allow the heroes a few minutes to introduce themselves to each other.

*After several minutes, a coldly beautiful woman in heavy armor approaches you, clearly fit as a warrior. She has chiseled features that give her Oeridian features a sharp aspect, and the sign of the cudgel is prominent on her shield and armor.*

A DC 20 Knowledge (religion) reveals that she is a member of the Billet order of the clergy of St. Cuthbert. The Billets serve to defend the faithful.

*"Well met. I am Lady Hind. Thank thee for volunteering. Some of thee I recognize, some I*

**do not. Please, I would know thy names before we begin.”**

Lady Taleetha is the only daughter of Lord Hind’s (current regent of the Johrase while the king is missing) deceased older brother (he died during the Wars). Taleetha discovered her devotion to the Cudgel at a young age, and her powers have grown over the years to where she is now the most powerful divine spellcaster amongst the Johrase. In her mid-late twenties, she is stunningly beautiful, but as chaste as the driven snow. She does not suffer fools, and flirting only irritates her.

Taleetha speaks with a lot of “thee,” “thine,” and other archaic pronunciations. She will be unfailingly polite to any Johrase nobles or knights, and only slightly less so with all others.

She speaks with each PC briefly, a bit longer if she knows them from previous events (such as luz7-04 *Blue With Envy*). While not prone to long conversations, she is not as terse as she normally is as she is grateful that the heroes have volunteered for an unnamed mission.

Once the introductions are complete, continue:

**“In just two days’ time,” she begins, “we will march our army out of the forest and begin the assault on Riftcrag. Before that, we need several things accomplished to ensure the safety of the army’s passage. Cranzer has fortified his defenses and he knows that we are coming. Thus, it is vital that we nullify as much of his preparations as possible if we are to lay siege to Riftcrag and recover our missing king’s soul. I have already assigned a variety of tasks to other strike teams, now we need to determine what your capabilities are so that we can discuss which mission you should attempt.”**

Briefly spend a few moments having each PC give an example of their powers or specialties to her. She is using the Sense Motive skill to assess the PCs’ power (*Complete Adventurer* 102). Once the PCs have finished, proceed with the applicable sections from below, based on the table’s APL.

### **APLS 2—8**

**“It might be best if thine group attempts to take out one of Cranzer’s catapult emplacements. The road south to Riftcrag is littered with them. From them, Cranzer’s orcs patrol the road all from Riftcrag to where the road approaches the forest. Situated just off**

**the road at various locations, the emplacements are guarded by orcs and giant-kin. Marching our armies past these emplacements would severely endanger the lives of our soldiers. Should thee choose this mission, I will assign a Johrase soldier who will guide thee to the emplacement which thee are to destroy tomorrow night. Doing so any earlier will allow them time to repair the catapults, unfortunately.”**

Should the PCs accept this mission, proceed to Encounter 1 when ready.

### **APLS 6—12**

**“As some of thee know, a variety of evil fey have established some sort of link from the Unseelie Realm to the Tangles. Bellamoh believes that the fey are using the ‘fey rings’, as she calls them, to travel to and fro their realm and ours. We do not know how Cranzer managed an alliance with these unpredictable beings, but we do know that they pose a danger as we move our army through the forest.”**

**While Bellamoh and Gerland have been able to destroy many of the fey rings, she believes that a few more yet exist. We need a group to scout our planned route, starting today, through the forest one last time. Instead of destroying any fey rings thee encounter, Bellamoh will provide thou with a method of using the power of one to transport thineself to the Unseelie Realm. There, thou are to attempt to kill the fey leader. Her hope is that with the leader dead, the red caps will no longer feel bound to help Cranzer.”**

Should the PCs accept this mission, proceed to Encounter 2 when ready.

### **APLS 10—16**

**“As a result of the County of Urnst’s attack on Wraithkeep, a large force of undead has left the keep and is making for Riftcrag. While many of the undead are incorporeal, a large number are mere skeletons and zombies which must be marched along the road to Riftcrag. Our nomadic allies have been pacing the undead’s march from afar, and they tell us that unless disrupted, they will arrive in time to support Cranzer during the upcoming battle.”**

**The former garrison commander of Wraithkeep, a powerful cleric of the Old One, marches with his troops. We need thee to get**

**past the undead forces and kill him. Without him, most of the mindless undead will scatter, uncontrollable by the lesser clerics.”**

**To assist with this, the nomads will stage a diversionary attack upon the column tomorrow night. While attacking the undead at night might seem foolish, it is necessary as that is when the undead forces are on the move and scattered about. To attack the commander during the day would prove impossible, as he would be surrounded by his minions.**

**Should thee choose this mission, a nomad will guide you to the area they have chosen for the attack.”**

Should the PCs accept this mission, proceed to Encounter 3 when ready.

## **APLS 2—16**

**“A strange man, named Menfri Rauveen of the Rift Canyon and vouched for by several in this camp, recently arrived bearing news that he has located one of Morginstaler’s lairs near Riftcrag. While Menfri is fearful of entering the actual lair, he can take a strike team to it tomorrow afternoon.”**

**We are positive that at least some of the dragon’s misbegotten offspring will be at the battle. If some are in this lair, then taking them out before the battle could save many Johrase lives. However, Menfri is unsure as to whether or not the dragon itself will be in the lair, thus this mission could be suicide for those of thee unprepared for facing an enraged Morginstaler.”**

Should the PCs accept this mission, proceed to Encounter 4 when ready.

## **LADY HIND’S SPELLS**

She cannot offer any material assistance, but she does have spells that they may talk her into casting for them (remember, she has several groups she needs to help, so the PCs need to convince her to help them by spending Influence Points and Favors). For each favor or Influence Point with either the Johrase or the clergy of St. Cuthbert spent, she will cast one free spell of up to a level equal to the number of favors or IPs spent.

Ex. If the PCs spend 5 IPs, she will cast one free 5th-level spell. Spells with xp costs are charged an extra 5 gp per xp. Spells with costly material components must have the components provided by the PCs.

**Note:** PCs cannot use over-the-cap treasure to pay for spellcasting until they have earned treasure during the event.

During the event, PCs that can teleport can teleport back to the Johrase encampment, find Lady Hind (this takes 1d10 rounds), get a spell cast for them as above, and then return to their allies.

### **LADY TALEETHA HIND**

**CR 14**

Female human (Oeridian) Favored Soul 3/Church Inquisitor 6/ Combat Medic 5

LN Medium humanoid (human); **Cha 22**

**Favored Soul Spells Known** (CL 14th [18th with *bead of karma*], base DC = 14 + spell level):

7th (3/day)—*mass cure serious wounds, dictum, regenerate*

6th (6/day)—*banishment, geas/quest, heal, mass bear’s endurance, heroes’ feast*

5th (7/day)—*mass cure light wounds, dispel chaos, flame strike, raise dead, true seeing*

4th (7/day)—*cure critical wounds, death ward, discern lies, dismissal, greater magic weapon, restoration*

3rd (7/day)—*cure serious wounds, detect thoughts, invisibility purge, magic circle against chaos, magic vestment, prayer*

2nd (8/day)—*aid, align weapon, cure moderate wounds, gentle repose, resist energy, zone of truth*

1st (8/day)—*bless, cure light wounds, detect chaos, endure elements, protection from evil, protection from chaos*

0 (6/day)—*create water, cure minor wounds, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic*

‡ Already cast

**Deity:** St. Cuthbert.

**Spell-Like Abilities** (CL 14th):

At Will—*detect evil*

## **Troubleshooting**

Should the PCs wish to buy something, such as a *scroll of warp wood*, they will be unable to do so in the camp. If the PCs can *teleport*, they may travel to make such a purchase.

# **1: THE ROAD MOST TRAVELED (APLS 2-8)**

**Lady Hind summons a young Johrase soldier to her side.**

**“This is Kalmek,” she says. “He will guide thee to thine targeted emplacement but he will not participate in the attack. His job is to remain alive to report back to me in case thou die or are captured.”**

**Leave today. Travel due east until you reach the very edge of the forest, for we know**



*that way to be clear of the fey rings, then travel south along the forest's perimeter. Spend the night and tomorrow just inside the forest. Tomorrow evening, as dusk falls, Kalmek will lead thee out of the forest and down the road to your target. Once thou reach the emplacement, destroy the catapults and get out of there. Cranzer can replace his soldiers, but the loss of the catapults will cost him dearly. Good luck to thee, and may the Cudgel smite thine enemies."*

## ENCOUNTER 1A: SNEAK PAST THE PATROLS

The travel through the forest and along its edge goes uneventfully. Allow the PCs time to prepare tactics and spells as they see fit.

As dusk falls, Kalmek leads them out of the forest and along the edge of the road, heading south.

*After several miles' travel through the still night air, you catch the far-away glint of moonlight off metal. Kalmek, apparently having seen it as well, stops and dismounts from his horse.*

*"We have reached the edge of their patrol range. From here, your target lies two miles in that direction," he says as he points to the south. "You will have to sneak past the outlying patrols to reach it. Try not to engage them if you can help it for that might cost us the element of surprise."*

*Even as you attack, so will others. In the confusion, you should not encounter any reinforcements but as you flee you might run into more patrols. Meet me back here and we will ride hard for the forest. Leave your mounts with me or not as you wish. Gods' speed."*

Allow the PCs a few minutes to prepare and discuss strategy. Spellcasting in a loud clear voice is HIGHLY discouraged by Kalmek as that will reveal his location. He asks that the heroes move off some distance if they insist on casting spells.

Once the PCs are ready to avoid the patrols, ask each PC if they wish to attempt to sneak by the patrols or if they wish to fool the patrols into thinking that they are part of Cranzer's army. The PCs will then meet up near the emplacement to prepare for their attack on it.

## SNEAKING PAST THE PATROLS

Sneaking past the patrols requires a series of successful Charisma and/or Dexterity checks over

the course of **three** rounds. The Dexterity check emulates sneaking past the patrols while the Charisma check represents talking one's way past them. This section of the encounter uses points that reflect how close the party is to finding a way past the patrols without drawing attention to themselves.

The party starts with 10 points and gains more points with successful checks and loses points with failures; each member of the party needs to decide whether or not to participate (failure to participate means that the PC has been left behind with Kalmek and may not continue with the encounter), and if so, whether to attempt a Charisma or Dexterity check (only one), and what difficulty to attempt: easy, medium, or hard (**DO NOT** tell them the DCs, but you may explain in general terms that while easier, the Easy path has a great cost for failure than the Hard path. This system rewards the brave for trying the *Hard* path by awarding it more points for success and less for failure). "Assisting" is not allowed; it is emulated by attempting an easy check. **Taking 10** is **NOT** allowed as the PCs are in a stressful situation (unless the PC has a class feature that allows him to do this, such as a thief-acrobat).

Difficulty	DC	Success	Failure
<i>Easy</i>	10	+1	-3
<i>Medium</i>	15	+2	-2
<i>Hard</i>	20	+3	-1

**Bonus and Penalty Summary:** PCs can gain bonuses, up to +5, for any combination of the following. Use your discretion for similar skills or abilities. These are active bonuses, not passive; the player must ask if particular skills or abilities help.

- For each armor check penalty point: -1 to Dexterity checks.
- 5+ ranks in Bluff, Diplomacy, Disguise, Intimidate, Knowledge (nature), Profession (soldier), Sense Motive, Speak Language (Orc): +1 to Charisma checks.
- 5+ ranks in Handle Animal (only if bringing along a mount or animal), Hide, Knowledge (local-luz Border States), Knowledge (geography), Listen, Move Silently, Profession (soldier), Ride (only if bringing along a mount), Spot: +1 to Dexterity checks.
- PC has low-light vision or darkvision 30 ft.: +1 to Dexterity checks.
- PC has darkvision 60 ft. or better: +2 to Dexterity checks.

- Speak Language (Abyssal): +2 to Charisma checks.
- Favored enemy (orc): +2 to Charisma or Dexterity checks.
- PC is a half-orc: +3 to Charisma checks.
- PC says, "Hail, luz!" in a loud voice without prompting from the guards, DM, friends, or pizza-delivery driver: +2 to Charisma checks.
- Alertness, Lightning Reflexes, Run, Stealthy, or Track feat: +1 to Dexterity checks.
- Negotiator or Persuasive feat: +1 to Charisma checks.
- 0 or 1st level non-combat spell cast that could assist the PC (i.e., a **silent dancing lights** used to distract a nearby patrol would give a bonus to a Dexterity check while a **silent charm person** would give a +1 to a Charisma check): +1 to Charisma or Dexterity check.
- 2nd or 3rd level non-combat spell cast that could assist the PC (i.e. *invisibility* or *nondetection*): +2 to Charisma or Dexterity check.
- 4th+ level non-combat spell cast that could assist the PC (i.e. *dimension door* or *dominate person*): +3 to Charisma or Dexterity check.
- For each spell not cast silently: -5 to Charisma and Dexterity checks.
- Is Wanted by the Church of luz: -2 to Charisma checks for each level (i.e. -10 for Enemies of the State).
- Has a Good or Lawful alignment: -2 to Charisma checks.
- Accompanied by a Small animal: -1 to Dexterity checks.
- Accompanied by a Medium animal: -2 to Dexterity checks.
- Accompanied by a Large animal: -3 to Dexterity checks.
- For any other effect that you deem could alter the outcome (i.e., a PC that glows in the dark or smells funny would have a penalty to Dexterity checks while a PC that had a full-blooded orc cohort [certed] would gain a bonus to Charisma checks) : +/- 1 or 2 to the appropriate check.

The total number of points earned determines success or failure, and to what degree (see below).

Score	Result	Fight?	Difficulty
9 or Less	Total Failure	YES	APL = APL +4

10 to 19	Partial Failure	YES	APL = APL +2
20 to 29	Partial Success	YES	APL = APL
30 to 39	Total Success	NO	No fight in 1A
40 to 49	Massive Success	NO	1B APL = APL -2
50+	Epic Success	NO	1B APL = APL -4

### Example

Upon first entering the patrol area, the PCs make a few quiet preparations (perhaps by casting a **silent invisibility** spell) and begin making checks. One of the PCs decides that by going he will endanger the mission (a Dex 10, Cha 6 fighter who won't take off his heavy armor), so he volunteers to stay behind and keep an eye on the horses. The remaining four PCs (cleric, wizard, rogue, ranger) proceed with the mission.

*Round 1:* The rogue and the ranger both attempt a medium Dexterity check and succeed. The cleric attempts an easy Charisma check and succeeds. The wizard attempts an easy Dexterity check and fails. The party has earned 2 points, bringing their total to 12.

*Round 2:* The rogue and the ranger both attempt a hard Dexterity check and succeed. The cleric attempts another easy Charisma check and succeeds. The wizard attempts an easy Dexterity check and succeeds. The party has earned 8 points, for a total of 20.

*Round 3:* The rogue and the ranger both attempt a hard Dexterity check, with the ranger failing. The cleric attempts a medium Charisma check and fails. The wizard attempts a medium Dexterity check and succeeds. The party has earned 2 points, for a total of 22.

*Results:* A 22 earns them a Partial Success. Just as the party is regrouping (the cleric rejoining the other three after having talked his way past a few guards), a weak patrol (EL = APL) spots the heroes and realizes they are intruders. Roll initiative.

### Development

A total failure means that the PCs have alerted a nearby alert patrol who immediately moves to attack. A partial failure means that the heroes made it into the camp, only to stumble onto a moderately strong patrol. A partial success means that the heroes have made it almost all the way to the objective before having to engage a weak patrol in combat. A total success indicates that the

PCs have made it all the way to the mission objective undetected by the enemies (skip to Encounter 1B). A massive success indicates that not only did they sneak right up to the objective, but they find more of the guards than normal to be asleep or away. An epic success indicates that the heroes timed everything perfectly and they have located the mission objective when it is barely being defended.

If the PCs have encountered a patrol, use the appropriate EL from the list below (for instance, an APL 2 table that suffered a total failure would face the EL 6 encounter. Such is the consequences of failing).

## CREATURES

Have the PCs give you a regrouping formation as they meet up after making the checks. The encounter start distance is sixty feet (or 120 feet if any of the PCs have low-light vision). The PCs may not use Diplomacy or Intimidate to avoid this fight (that is what the first half of this sub-encounter was for).

The terrain is grassland plains (DMG 91). Randomly determine from which direction the enemies are approaching. They immediately move to attack, trying to capture or kill the heroes.

During the battle, the PCs no longer have to worry about being quiet. Throughout the area, Johrase strike teams are encountering patrols as they move towards their objectives. Far off in the distance, the PCs can hear the yells of dying orcs and soldiers, and occasionally the flash and boom as a *fireball* lights up the night sky far away.

### APL 2 (EL 2)

**Orcs (2):** male orc warrior 1; hp 7 each; MM 203.  
**Varag:** hp 16; Appendix 1.

### APL 4 (EL 4)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203.  
**Varag:** hp 16; Appendix 1.

### APL 6 (EL 6)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203.  
**Varag:** hp 16; Appendix 1.  
**luzian Novice:** male human wiz 3; hp 16; Appendix 1.  
**Dragoon Private:** male human ftr 1; hp 10; Appendix 1.

### APL 8 (EL 8)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203.

**Varag Pack Leader:** male varag scout 4; hp 45; Appendix 1.

**luzian Apprentice:** male human wiz 5; hp 24; Appendix 1.

**Dragoon Sergeant:** male human ftr 3; hp 26; Appendix 1.

### APL 10 (EL 10)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203.

**Varag Pack Leader:** male varag scout 4; hp 45; Appendix 1.

**luzian Skull-Tosser:** male human wiz 7; hp 32; Appendix 1.

**Dragoon Lieutenant:** male human ftr 5; hp 42; Appendix 1.

**Babau:** hp 77; see *invisibility* in effect; MM 40.

### APL 12 (EL 12)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203

**Varag Pack Leader:** male varag scout 4; hp 45; Appendix 1.

**luzian Mage:** male human wiz 9; hp 49; Appendix 1.

**Dragoon Captain:** male human ftr 7; hp 58; Appendix 1.

**Babau:** hp 77; see *invisibility* in effect; MM 40.

**Vrock:** hp 130; *mirror image* in effect; MM 48.

## Development

Once past the patrol, the heroes can make their way toward the emplacement. From roughly 100 yards away, they can barely make out the light of the campfires, seeing the glow rising from above the ramparts. Allow the PCs to plan and prepare as necessary. Once ready, go to Encounter 1B.

As the PCs approach, give the sentries appropriate Spot and Listen checks. Should the PCs approach from the rear of the camp, from the side that does not have a rampart, they should be able to sneak into the camp. However, the PCs should not know this unless they somehow have a way to scout the emplacement before moving to attack.

## ENCOUNTER 1B: DESTROY THE CATAPULT S

Word has not yet reached the emplacement of the ongoing attack, thus most of the camp's inhabitants are out either on patrol or asleep. See Encounter 1B Map. The following text was taken in large part from page 48 of *Heroes of Battle*.

Each emplacement is surrounded on three sides by a rampart (10-foot wide, 10-foot tall, steep slope on the approach side, then a 10-foot

wide flat top, then a 5-foot wide very steep slope into the encampment), atop which is a wooden parapet (low wall, provides cover, six inches thick, Break DC 20, hardness 5, each 10-foot section has 30 hp). Characters moving uphill on a steep slope must spend 2 squares of movement to enter each square of a steep slope. Characters running or charging downhill must succeed on a DC 10 Balance check upon first entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2X5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

There are fifteen tents in the main part of the camp. Four of the tents are set aside each for the athach, ogre, ettin, and fire giant, with a fifth set aside for the dragoon sergeant and private. **Note that unique creatures from higher APLs are presumed to be out on patrol when the PCs attack.** Creatures from lower APLs are in their tents, unarmored and asleep.

The remaining 10 tents each contain 2 unarmored sleeping orc warriors (all level 1; each tent can hold up to four medium creatures, the remainder of the troops are out on patrols or are on guard duty near the siege engine). The tent nearest the catapults belongs to the luzian spellcasters.

**Heavy Catapults (4):** 6 in. thick wood; hardness 5; hp 60; AC 8; Break DC 30, Disable Device 20 (requires 2d4 rounds).

## CREATURES

The awake orcs are patrolling the emplacement rampart's flattop. The giant-kin and luzians are lounging against the catapults, weapons out, but quietly talking amongst themselves and keeping an eye on the orcs.

### APL -2 (EL 1)

**Orcs (2):** male orc warrior 1; hp 7 each; MM 203.

### APL 0 (EL 3)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203.

### APL 2 (EL 5)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203.  
**Ogre:** hp 35; MM 198.

### APL 4 (EL 7)

**Orcs (8):** male orc warrior 1; hp 7 each; MM 203.  
**Ettin:** hp 80; MM 106.

### APL 6 (EL 9)

**Orcs (8):** male orc warrior 1; hp 7 each; MM 203.

**Athach:** hp 154; MM 21.

**luzian Novice:** male human wiz 3; hp 16; Appendix 1.

**Dragoon Private:** male human ftr 1; hp 10; Appendix 1.

### APL 8 (EL 11)

**Orcs (6):** male orc warrior 1; hp 7 each; MM 203.

**Ogre:** hp 35; MM 198.

**Fire Giant:** hp 165; MM 121.

**Hell Hound:** hp 28; MM 151.

**luzian Apprentice:** male human wiz 5; hp 24; Appendix 1.

**Dragoon Sergeant:** male human ftr 3; hp 26; Appendix 1.

## TACTICS

The guards will call out a challenge as soon as they see anyone approaching whom they don't recognize, asking for the password (a PC disguised as an orc should be able to get fairly close to the camp before the orc will realize that he does not recognize the approaching orc. At that point, he will call out for a superior to come check out the newcomer). Unless the PCs interrogated a soldier from Encounter 1A, they won't know the password.

This challenge will NOT rouse the camp (soldiers are used to sleeping through the occasional noises of the camp). However, as soon as any of the guards are attacked, they will scream for help. If in an area of *silence*, they will run around, screaming, until they can hear themselves while opening tents and waking up comrades.

The monsters, except for the luzian spellcaster and soldier, fight to the death, scared of Cranzer's demons and magic.

## Troubleshooting

If the PCs are stealthy and take out the awake enemies silently, the sleeping camp will not be roused. Any creature that is attacked and not killed with a single blow will scream out. This allows the camp of creatures sleeping in the tents a DC 10 Listen check (initial DC -10 to hear combat; includes a -10 Listen check penalty for being sleep, a -1 penalty per 10 ft. of distance, averaged

to 60 feet for this camp, a -2 penalty for the wind noise and tent canvas blocking sound, and a -2 penalty because everyone got drunk the night before) to wake up per scream made.

If a creature awakens, it spends 1 round waking up, getting its bearings, and waking up its tent-mate. On round two they use a move action to crawl out of the tent while drawing their weapons and another move action to stand up. On round 3, they move to join the fight. Once roused, the PCs will have to fight past them or flee. The bad guys will **NOT** pursue fleeing foes further than 150 feet from the emplacement.

## SLEEPING CREATURES

### APL 2 (EL 5)

**Orcs (20):** unarmored male orc warrior 1; hp 7 each; MM 203

### APL 4 (EL 6)

**Orcs (20):** unarmored male orc warrior 1; hp 7 each; MM 203

**Ogre:** unarmored male ogre; hp 35; MM 198

### APL 6 (EL 9)

**Orcs (20):** unarmored male orc warrior 1; hp 7 each; MM 203

**Ogre:** unarmored male ogre; hp 35; MM 198

**Ettin:** unarmored male ettin; hp 80; MM 106

### APL 8 (EL 11)

**Orcs (20):** male orc warrior 1; hp 7 each; MM 203

**Ogre:** hp 35; MM 198

**Ettin:** unarmored male ettin; hp 80; MM 106

**Attach:** hp 154; MM 21

**Iuzian Novice:** male human wiz 3; hp 16; Appendix 1.

**Dragoon Private:** male human ftr 1; hp 10; Appendix 1

### Development

Experience for this encounter is earned for accomplishing the mission, which was to destroy the catapults. The PCs are successful if they disable or destroy all four of the catapults (full xp). Destroying only two earns them half xp, destroying none, but fighting the guards, earns them one-quarter xp.

## ENCOUNTER 1C: FLIGHT FROM THE FIENDS!

Shortly after the PCs flee the emplacement, Cranzer receives word of the attacks. He dispatches various demons to each emplacement,

with orders to kill the attackers. The demons *teleport* to the emplacement and then began to fly over the area, searching for the PCs. Eventually, one will stumble upon the fleeing PCs and attack. The encounter start distance is 60 feet (120 feet if a PC has low-light vision).

## CREATURES

### APL 2 (EL 5)

**Juvenile Nabassu:** hp 60; Appendix 1.

### APL 4 (EL 7)

**Armanite:** hp 99; Appendix 1.

### APL 6 (EL 10)

**Chasme:** hp 90; Appendix 1.

### APL 8 (EL 12)

**Chasmes (2):** hp 90 each; Appendix 1.

## TACTICS

The demons fight to kill.

### Development

Once the PCs make it back to Kalmek, proceed to the Conclusion.

## 2: THROUGH THE WOODS (APLS 6-12)

*With a nod, Lady Hind sends a page running back into the encampment. A moment later, he returns, leading a scar-faced woman in druidic attire towards your group. As they approach, Lady Hind says, "I'm sure some of you have met Bellamoh, Arch Druid of the Northern Circle, before. She will detail the route you are to take and explain how you will use the fey ring to travel to the Unseelie Realm. May the Cudgel smite thine enemies!" Lady Hind gives a brief but deferential nod to Bellamoh before leaving you in the druid's care.*

*Bellamoh, her greatsword slung across her back, examines your group before speaking, clearly trying to assess your capabilities.*

If Bellamoh recognizes any of the PCs from previous adventures, she greets them by name. If any of the PCs are druids of the Old Faith, she greets them warmly, with a hug and whispered Druidic words of thanks. If asked about her recent change in rank, she will merely confirm that she is now one of the three Arch Druids of the Northern Circle.

***“Thank you for volunteering to scout the army’s route through the forest,” Bellamoh says. “While I believe that Gerland and I have located most of the fey rings in the forest, we do know that a few still elude us as from time to time redcaps still pop up and cause trouble. Evil little bastards that they are, it’s time that we put a stop to them.”***

***While we have scouted the route several times, the fey rings can be very difficult to find and very tricky to deal with. Hence, we need your help.”***

***In addition, I believe I have come up with a way to use the ring to travel to the Unseelie Realm, to the home of the evil redcaps themselves! I need you to go there and to kill their leader by tomorrow evening at the latest. Doing so should end the alliance they have with Cranzer, meaning they will leave the Tangles alone as the army marches through it.”***

Bellamoh is now an expert on the fey rings, having studied quite a few of them over the past year. She can explain, in detail, exactly how they work (see Fey Ring Trap in Encounter 2B), although she **CANNOT** explain all of the effects that they can generate (but she can name a few, such as that they summon creatures or use the elements to attack, etc.). She also explains the following:

- In order to find a fey ring, the PCs will have to wander down the route until they feel the lure. If one of the heroes, or their animal mounts, fails the save, they will be led right to the fey ring. If everyone resists, the heroes will have to canvas the area to find the ring of mushrooms. Bellamoh suggests being able to cast *protection from evil* on the mounts to prevent them from walking into the fey ring and triggering an effect.
- Once located, each hero will need to enter the fey ring before they can utilize it to go the Unseelie Realm. This means each will be subject to one effect of the trap. Bellamoh recommends that the heroes securely tie their mounts to a nearby tree before entering the ring one-at-a-time (so as to not trigger multiple effects at the same time).
- Once inside the ring, a druid or ranger PC (or one who can use druidic scrolls via the Use Magic Device Skill) will need to read a specially prepared scroll that Bellamoh gives them. The scroll’s spell is a modified version of *tree stride* (Druid 5, Ranger 4, CL 9) which

transports everyone standing in the fey ring when it is read to the Unseelie Realm. The reading PC may have to make a caster level check to activate the scroll (DMG 238). If a mishap occurs, Bellamoh cannot provide them with another scroll.

- To return to the Tangles, the PCs may either *plane shift* back to Oerth or they may return via the matching fey ring on the Unseelie Realm (the one their fey ring will transport them to) during the duration of the spell (9 hours). They need not return at the same time; merely entering the fey ring portal will transport the PC back to the Tangles. Once everyone is back, the fey ring should be disabled or destroyed.
- Bellamoh wants them to leave as soon as they are ready so that they have time to follow the route, locate a fey ring, go to the Unseelie Realm and kill the redcap leader.

Once the PCs have all the information, continue with the following:

***The scroll secured, Bellamoh gives you a crude map showing the route you are to take through the forest. She then bids you good luck, saying a quick Old Faith prayer for you before returning to the main camp.***

### **Development**

By the time the PCs leave the camp, it will be 3 P.M. This gives the PCs roughly 4 hours of daylight in which to move down the route. During the first day, the PCs will not encounter any difficulties and they may make camp as normal.

## **ENCOUNTER 2A: DAMNED TREES**

***As you move through the forest, you see encouraging signs of life. While still not healthy and vibrant, here and there patches of the forest seem almost normal. The smaller trees seem healthier than the bigger ones, but many still stand dead.***

***The Johrase have cleared most of the undergrowth along the route, meaning your footfalls are quiet and muted. They appear to have cultivated a large number of trees for the siege engines, but never overly so-much-so in any one area. The journey is uneventful as you and your mounts wind your way between the trees.***

The Tangles is a dense forest, albeit it no longer has any heavy undergrowth (which is yet to

regrow). While the light undergrowth is regrowing in the forest, the Johrase have cleared most of it from their planned route through the forest. Still, 70% of the forest's squares contain typical trees (most of which are returning to life), and 10% contain massive trees (most of which are still dead). The remaining squares all contain tree stumps, as the Johrase, with Gerland and Bellamoh's guidance, harvested the dead trees to build shelters and siege engines. For purposes of movement, the route through the forest counts as a trail and it does not impair overland movement. See DMG 87 for the effects of terrain on tactical movement. Be sure to take the trees into account when drawing out the encounter on your battlemap.

Once per hour, the PCs must make a DC 15 (DC 10 if they consult Bellamoh's map) Survival check to avoid becoming lost. If the PCs become lost, consult DMG 86.

## CREATURES

As the PCs move further into the forest and away from the camp, they will eventually stumble upon some of the verdant prince's minions, who are stationed in the forest to keep an eye on the Johrase. Evil to the core, these creatures will seek to surprise a small group of travelers and kill them. This encounter occurs 1d6 hours after the PCs have broken camp.

As the PCs travel, they will see the treant and its two animated trees tending to the forest. Despite being evil, these treants do actually want the forest to regrow. However, they despise humanoids.

When the treant spots the PCs, it will greet them in a warm and friendly voice, asking if "the druids" sent the heroes. While the PCs are immune to Diplomacy, go ahead and tell them what result the Treant got if they talk to it for minute ("the Treant would have made you Friendly, it seems very nice"). If the PCs ask about the fey ring, the treant will even point them in the right direction, warning the heroes to be careful of its strange powers.

However, as soon as the PCs are near, the treant and its animated trees will attack, trampling the heroes.

Note that the treant **CANNOT** gain a surprise round, even if it has fooled the PCs, because the PCs are aware of it.

### APL 6 (EL 8)

**Treant:** AL NE; AC 22, touch 8, flat-footed 22 (-2 size, -1 Dex, +1 deflection [*ring of protection* +1],

+14 natural [*amulet of natural armor* +1]); hp 77; MM 244.

**Animated Trees (2):** hp 66 each; MM 244.

### APL 8 (EL 10)

**Elite Advanced Treant:** hp 143; Appendix 1.

**Animated Trees (2):** hp 66 each; MM 244.

### APL 10 (EL 12)

**Elite Advanced Treant:** hp 285; Appendix 1.

**Animated Trees (2):** hp 66 each; MM 244.

### APL 12 (EL 14)

**Elite Advanced Treants (2):** hp 285 each; Appendix 1.

**Animated Trees (4):** hp 66 each; MM 244.

## TACTICS

The treant hates humanoids and seeks to slay them first by trampling (MM 316). It will especially seek to slay any arcane casters, as it fears the fire spells they might be able to cast.

If damaged by weapons, it will attempt to sunder the weapons. The animated trees mimic the treant's actions (if the treant tramples, they trample. If the treant slams a PC, they slam the same PC).

## Development

Once the treant is defeated, the animated trees cease to attack and become normal trees again. The PCs are free to continue to Encounter 2B.

## ENCOUNTER 2B: FEY RING O' DOOM

An hour after the encounter with the treant, the PCs will finally feel the pull of a fey ring. The PCs will only encounter one such trap during their journey (Bellamoh and Gerland have destroyed a few others in this area).

Have the players give you a marching order before they move deeper into the forest. See Encounter 2 Maps for a map of the fey ring. Assume that the PCs are approaching from the north.

## Fey Ring Trap

Scattered throughout the dead forest are traps created by the redcaps and their allies called fey rings (DMG2 42). As the PCs move through the forest, eventually they will pass near one of these traps.

Once you have determined who is in the front of the party, have them make a Will save, DC 20, as the fey ring's compulsion effect hits them first

(see below). As soon as each PC, animal companion, familiar, or cohort crosses the 300-foot threshold, they must make a save. Once a PC has failed the Will save, it will be best to go to initiative as the rest of the party might try to stop the compelled PC from moving deeper into the forest.

A fey ring appears as an arrangement of small, pallid mushrooms growing in a 30-foot-radius ring. No trees grow inside this ring. A character with the nature sense ability can identify a fey ring with a Knowledge (nature) or Survival check as if she were a rogue using Search to find traps (and rogues can still use their Search skill as well). These mushrooms are the only things that the PCs have seen growing in the forest.

A fey ring affects anyone who steps inside the ring with a random, potent magic effect.

Worse, it exudes a strange mental lure out to a distance of 300 feet; ALL creatures that approach within 300 feet must make a DC 20 Will save or become compelled to move toward the fey ring and enter it. Thus, they must move as quickly as possible towards the ring. This is a mind-affecting compulsion effect; thus it can be negated or suppressed a variety of ways. See compulsions (PHB 173).

All that a compelled character will know is that they have to move in a certain direction to reach an unknown destination as quickly as possible. They will not know about the mushroom ring until they see it. A character who is prevented from reaching his destination will struggle to do so. Once a compelled PC sees the ring, they will know that they have to walk into the ring. Even if they do not see it, the compulsion will guide them into it.

A DC 20 (+1 per 10 feet) Spot check is required to see the small mushrooms. Once spotted, a DC 20 Survival check is required to see that the individual mushrooms are arranged to outline a large ring. Thus, you should determine the distance at which the PCs see the ring as normal for determining an encounter's starting distance in a sparse forest (maximum visibility distance is  $3d6 \times 10$  feet per DMG 87. Feel free to average this to 105 feet. The Tangles is normally a dense forest, but because of the defoliation it is much easier to see in than it once was).

Once the victim enters the fey ring, this compulsion vanishes and cannot affect him again until the next sunrise.

For each nonfey that enters the fey ring (**note:** flying into the ring at a height less than 30 feet counts as entering it), roll 1d10 and consult the APL appropriate version of the trap to determine what sort of fell magic effect targets the character

(feel free to allow the player to roll the d10). For effects with more than one option, such as *blindness/deafness*, randomly determine the effect.

**Note:** Be sure to only allow each possible result to be rolled once, to reflect the chaotic nature of the trap. I.E., each affected victim should suffer a different effect.

A non-good fey character (including any non-good creature with at least one level of druid that makes its saving throw against the randomly determined magic effect of the fey ring) that enters a fey ring is suffused with dark energy and gains a +4 profane bonus to its Charisma score for 1d6 hours. A creature can gain this bonus only once in a 24-hour period.

Any creature summoned by the trap is immune to the trap's compulsion effect, nor does its arrival, or exit and re-entry, trigger an effect.

Note that the EL has been raised by 1 because all of the PCs must enter the trap. The EL was lowered by 1 because Bellamoh provides details about the trap and how to overcome its lure.

**NOTE:** Spell effects that normally affect an area only affect the creature that triggered the effect. A druid or ranger may use the Survival skill to attempt to disable the trap. The DC remains 30, and failure might lead to a mishap (see the Disable Device skill in the PHB). It takes 2d4 rounds to disable this trap. **NOTE THAT DISABLING THE TRAP WILL MEAN THAT THE PCS CANNOT USE IT TO GO THE UNSEELIE REALM!**

#### **APL6 (EL 6)**

**Heightened Minor fey ring:** CR 6; magic trap; location trigger; automatic (immediate) reset; randomly determined 4th-level magic effect (see below, 7th-level caster, DC 16 if a save is allowed); Search DC 20; Disable Device DC 30.

Possible spell effects: 1) *heightened blindness/deafness*, 2) *fear*, 3) *heightened confusion*, 4) *hold monster*, 5) *rainbow pattern*, 6) *ice storm*, 7) *phantasmal killer*, 8) *heightened sleet storm*, 9) *summon nature's ally IV (brown bear)*, 10) *shout*.

#### **APL 8 (EL 8)**

**Heightened Moderate fey ring:** CR 8; magic trap; location trigger; automatic (immediate) reset; randomly determined 6th-level magic effect (see below, 12th-level caster, DC 19 if a save is allowed); Search DC 20; Disable Device DC 30.



Possible spell effects: 1) heightened *mind fog*, 2) *summon nature's ally VI* (dire bear), 3) heightened *song of discord*, 4) heightened *baleful polymorph*, 5) *eyebite*, 6) *greater shout*, 7) heightened *flame strike*, 8) heightened *plane shift* (see Random Planar Destinations, SpC 169), 9) heightened *slay living*, 10) heightened *feeblemind*.

### **APL 10 (EL 10)**

**Major fey ring:** CR 10; magic trap; location trigger; automatic (immediate) reset; randomly determined 8th-level magic effect (see below, 20th-level caster, DC 22 if a save is allowed); Search DC 20; Disable Device DC 30.

Possible spell effects: 1) *finger of death*, 2) *reverse gravity*, 3) *whirlwind*, 4) *maze*, 5) *Otto's irresistible dance*, 6) *power word stun*, 7) *scintillating pattern*, 8) *horrid wilting*, 9) *summon nature's ally VIII* (1d4+1 dire bears), 10) *temporal stasis*.

### **APL 12 (EL 12)**

**Major fey ring:** CR 10; magic trap; location trigger; automatic (immediate) reset; randomly determined 8th-level magic effect (see below, 20th-level caster, DC 22 if a save is allowed); Search DC 20; Disable Device DC 30.

Possible spell effects: 1) *finger of death*, 2) *reverse gravity*, 3) *whirlwind*, 4) *maze*, 5) *Otto's irresistible dance*, 6) *power word stun*, 7) *scintillating pattern*, 8) *horrid wilting*, 9) *summon nature's ally VIII* (1d4+1 dire bears), 10) *temporal stasis*.

**Grey Slaad (in human form):** hp 110; Appendix 1.

### **TACTICS**

Summoned creatures attack only the triggering character until that character drops. They will eat/coup d' grace a downed character unless threatened. If attacked by other PCs, they attack them once their primary target has been dropped. Swarms will still attack anyone who enters their squares.

At APL 12, the grey slaad is impersonating a druid so as to be left alone to study the fey ring. Assuming it heard the PCs coming, it activated several of its spell-like abilities as the PCs approached. Once the heroes are within sight of the fey ring, the grey slaad will greet the PCs, telling them, "Bellamoh sent me to study the fey ring." The grey slaad is very curious as to what effects will occur when a PC enters the ring.

If the PCs ask the "druid" to read the scroll for them, the slaad will ask to examine the scroll. Using Spellcraft, it will figure out what the scroll is meant to do. It will then tell them that it's job is to study the fey ring, not to go to the Unseelie Realm. The scroll must be read from inside the fey ring to work.

If asked for healing, or other assistance, the slaad will say that is not that powerful and is more of a scholar than a real druid.

Once all of the PCs have entered the ring, but before they can read the scroll, the slaad attacks (it flies into the air to get some distance from the heroes and then uses *power word stun* on the PC that was going to read the scroll. After that, it uses *lightning bolts* on the PCs until defeated). The slaad does not want to fight to the death. If in danger of being defeated, it flees.

Note that if a PC leaves the ring to fight the slaad, he will trigger another trap effect upon stepping back into the fey ring.

### **Development**

Once each PC and/or mount is inside the ring (and the slaad has been dealt with at APL 12), the heroes can begin the ritual that takes them to the Unseelie Realm. Note that this means each mount or PC will have had to trigger the trap once before they can go to the Unseelie Realm.

### **ENCOUNTER 2C: UNSEELIE LEADER**

***The scroll read, there is a brief flash of light and then you find yourselves standing in a slightly different forest. A ring of dark mushrooms surrounds you, and the sky is an odd purple color.***

***Approaching sixty feet away is a startled creature. It does not appear happy to see you!***

Note that this fey ring is not a trap. It is merely used to transport the fey from the Unseelie Realm to the Tangles Forest. Use the same map for this encounter as this section of the Unseelie Realm mirrors the Tangles forest fey ring's area.

### **CREATURES**

As the PCs were triggering the fey ring trap repeatedly, the verdant prince became alarmed (he couldn't see what was happening, but his link with the trap told him something was going on). At APL 6, he orders his cohort to investigate. At higher APLs, he investigates personally, planning to transport himself to the Tangles to investigate.

When the PCs arrive, the opponents are sixty feet away. Both sides are surprised.

### APL 6 (EL 10)

**Plant Cohort:** elite advanced briarvex; hp 224; Appendix 1.

### APL 8 (EL 12)

**Fey Leader:** male verdant prince thief-acrobat 1; hp 163; Appendix 1.

**Plant Cohort:** elite advanced briarvex; hp 224; Appendix 1.

**Changestaff Treant:** hp 66; PH 208 and MM 244.

### APL 10 (EL 14)

**Fey Leader:** male verdant prince thief-acrobat 3; hp 181; Appendix 1.

**Plant Cohort:** elite advanced briarvex; hp 336; Appendix 1.

**Changestaff Treant:** hp 66; PH 208 and MM 244.

### APL 12 (EL 16)

**Fey Leader:** male verdant prince thief-acrobat 5; hp 199; Appendix 1.

**Plant Cohort:** advanced briarvex barbarian 3; hp 387; Appendix 1.

**Changestaff Treant:** hp 66; PH 208 and MM 244.

### TACTICS

The verdant prince is riding the changestaff treant like a mount, standing amongst its upper branches. With its ranks in Balance, and the Steady Stance class feature, it is not impaired in any way by this tactic and it is just as secure as a human in a saddle on a horse.

At APL 6, the briarvex charges and attacks, seeking to slam the intruders to death.

At higher APLs, the verdant prince seeks to immolate the PCs using his *fire seeds* bombs. The verdant prince will tumble and jump down from the tree, then run up to a group of PCs (the more, the better). Then, as a free action, it will drop all eight of the *fire seeds* on the ground at its feet (pick a corner that will catch as many PCs in the blast area as possible). Finally, it will use a standard action to say the command word, detonating all eight of the bombs in a massive explosion that will likely kill any PC within five-feet of the bombs. The verdant prince, with evasion, should survive nearly unscathed. The changestaff treant will then move to retrieve its master, initiating a grapple and depositing its master amongst its branches. From there, the verdant prince will use the rest of its abilities to defeat the remaining PCs.

### **Development**

If defeated, the PCs may flee back to the Tangles. The enemies will not give chase. However, they will disable the fey ring so that unexpected visitors can no longer come through this particular fey ring.

Proceed to the Conclusion.

## **3: BARREN REINFORCEMENTS (APLS 10-16)**

*Lady Hind summons an attractive nomad woman to her side. The woman wears fetishes common to the Old Faith and has the look of a druid about her.*

This is Ilyena of the Brighteagle Clan (nee Michelson), leader of Ankheg Springs and druid of the Old Faith (she studies under Bellamoh from time to time). She is serving as the liason between the Rift Barrens Nomads and the Johrase.

*“This is Ilyena of the Brighteagle Clan,” Lady Hind says. “She will guide thee to her people’s camp today. There you may confer with her people and prepare for your attack. I suggest attacking at midnight, tomorrow. You may be able to disrupt the commander as he prepares his spells. Good luck to thee, and may the Cudgel smite thine enemies.”*

Ilyena will suggest that the PCs *teleport* to the camp and will describe it thoroughly for the caster. If the PCs are incapable of getting themselves to the southern Rift Barrens within a days time, Khazibul, the dwarven archmage, will wander over, spill ale on someone, jokingly insult their spellcaster’s abilities, and with a wave of his hand **quicken** *teleport* the heroes, including Ilyena, to where they need to go (including their mounts).

Once at the camp, the PCs should begin planning to attack the garrison commander the following evening. The nomads are mostly mid-level rangers and warriors, thus they can offer no assistance other than to provide the diversionary attack which will allow the heroes to attack the commander.

### **ENCOUNTER 3A: DEFENDING THE CAMP**

The PCs have had all day to plan their attack on the commander. Several hours after nightfall, the nomads begin moving south, ready to provide the diversionary attack. However, the luzian Garrison

commander is aware that an attack is coming due to various divinations and scouts. Thus, he sends out a force of undead to slow down the nomads.

## CREATURES

Have the PCs give you a formation. Just as the camp is breaking up and beginning to move south, flying corporeal undead, often carrying other undead, fly into the camp. They drop their comrades and move to attack. The encounter start distance is sixty feet from the nearest PC (120 feet if a PC has low-light vision).

Incorporeal undead approach by flying under the surface and using life sense to target a PC.

The terrain is grassland plains (DMG 91). Randomly determine from which direction the enemies are approaching to determine which PC is closest to them at the start of the encounter.

### APL 10 (EL 10)

**Bodaks (2):** hp 81 each; MM 28.

### APL 12 (EL 12)

**Devourer:** hp 108; spell-like abilities in effect: *lesser planar ally*, *true seeing*; MM 58.

**Lesser Planar Ally:** thrice-fed juvenile nabassu; hp 67; see Appendix 1.

**Vampires (2):** human ftr 5; hp 45 each; spells in effect: *haste*; MM 250.

**Bat Swarms (7):** hp 18 each; MM 237.

### APL 14 (EL 14)

**Nightwing:** hp 187; spell-like abilities in effect: *detect magic*, *haste*, *see invisibility*, *invisibility*; MM 195.

**Dread Wraith:** hp 176 (includes *deseccrating aura*); MM 257.

### APL 16 (EL 16)

**Nightwalker:** hp 231; spell-like abilities in effect: *haste*, *see invisibility*, *invisibility*; MM 196.

**Dread Wraiths (2):** hp 176 (includes *deseccrating aura*) each; MM 257.

## TACTICS

All creatures focus their attacks on spellcasters, especially clerics.

At APL 10, the bodaks focus their gaze on a rogue or arcane spellcaster every round.

At APL 12, the devourer attempts to trap the essence of arcane spellcasters and rogues. The vampires, having drunk their potions of *haste*, use their slam attacks to drain negative levels. Remember, even if *hasted*, a vampire can only

use its energy drain ability once per round. The vampires summoned the bat swarms via their children of the night ability.

At APL 14, the nightwing will focus on draining magic weapons, especially silver ones, so that it does not take as much damage in melee.

For APL 16, see the tactics in the nightwalker's description. Be sure to use *greater dispel magic* on the PC's weapons if they are doing allot of damage.

At APLs 14 and 16, the nightwing and nightwalker have already used their summon undead ability to summon dread wraiths.

The advanced dread wraith uses its feat, Bounding Assault, to get two touch attacks per round.

## Development

Five minutes later, **OR** as soon as the PCs move to attack the commander, proceed immediately to Encounter 3B.

## ENCOUNTER 3B: GHOSTS IN THE WIND

By now, the luzian commander has decided to pile on the forces and has sent a second wave after the nomads. As soon as the PCs defeat the first wave, the second wave arrives. It is up to the heroes to save the nomads from the undead.

Note that all the incorporeal creatures are moving under the surface of the earth. Randomly determine which PC they rise out of the ground to attack. Once above ground, it looks for a cleric to attack.

## CREATURES

### APL 6 (EL 8)

**Greater Shadow:** hp 81; MM 221.

### APL 8 (EL 10)

**Greater Shadows (2):** hp 81 each; MM 221.

### APL 10 (EL 12)

**Dread Wraith:** hp 144; MM 257.

**Wraiths (4):** hp 45 each; MM 257.

### APL 12 (EL 14)

**Dread Wraith:** hp 144; MM 257.

**Advanced Dread Wraith:** hp 216; Appendix 1.

### APL 14 (EL 16)

**Dread Wraiths (2):** hp 144 each; MM 257.

**Advanced Dread Wraith:** hp 288; Appendix 1.

### APL 16 (EL 18)

**Elite Advanced Dread Wraiths (2):** hp 288 each; Appendix 1.

### TACTICS

The undead attempt to swarm the PCs, focusing their attacks on clerics, paladins, and spellcasters. The advanced dread wraith uses its feat, Bounding Assault, to get two touch attacks per round.

### **Development**

Once the heroes have destroyed the undead, the nomads urge them to go take out the garrison commander before any more undead arrive. The nomads then launch a counter-attack to create the necessary diversion.

## **ENCOUNTER 3C: DEMONDEAD**

Several miles to the south, along the road from Wraithkeep to Riftcrag, stands the bulk of the undead forces. In their midst stand the garrison commander and his retinue.

As the nomads attack, it is up to the PCs to take the commander out. Almost as important, the heroes should immediately realize that the crianca is a huge danger should it survive to reach the upcoming battle at Riftcrag.

***Quickly Ilyena herself leads you towards the road and the awaiting undead army. The nomad host splits to the left, to the east, to attack the column from the rear. The hope is that the commander is near the front and that attacking from the rear will draw away the bulk of his forces, leaving him fairly vulnerable to a strike team.***

***As you crest the final ridge between yourself and the road, you see the undead army dimly illuminated in the moons' light. Already you can sense activity to their rear as they hear the hooves of the approaching nomad's horses. A moment later, dozens of nomads shout and loose arrows at the rear of the host from horseback. Not much damage is done to the horde of skeletons and zombies, but the attack has definitely gotten their attention.***

***"Now is the time!" Ilyena whispers as she points to the front of the army that is a mere 100 yards in front of your position. There you can barely make out the form of a human in heavy armor standing on the road. Several huge skeletons stand near him, as do several glabrezus. A hulking stone figure walks beside***

***the priest. Flying above the commander is a winged demon with odd grey flesh. A moment later, the glabrezus' forms whip in a frenzy before settling back into place.***

A DC 17 Spellcraft check recognizes the spell *mirror image* in effect on the glabrezu. A DC 24 Knowledge (arcana) check identifies the stone golem. An appropriate Knowledge (the planes) check will identify the demonic heritage of the crianca. A DC 20 Knowledge (local [Iuz Border States]) check will reveal that the Boneheart Null was known to be experimenting with a demon/undead hybrid called "demundead".

### **SPECIAL**

The 20-foot wide road is well-kept. All squares within 20 feet of the road are to be treated as light rubble in a rocky desert environment (the DC of Balance and Tumble checks increases by 2; DMG 91). Squares beyond these are to be considered as dense rubble (half-movement, the DC of Balance and Tumble checks increases by 5 and the DC of Move Silently checks increases by 2; DMG 91).

### **CREATURES**

The nomads' attack has drawn off most of the army, leaving the commander nearly alone at the front. Unconcerned, he is directing the counter attack. Divinations had indicated that he would be personally attacked, so he is as ready as he can be. He surrounds himself with his minions, so getting to him should be very tough for the heroes.

For each round that the PCs spend buffing before they attack him, he casts a buff spell as well, starting with *mislead*. After that, he casts *shield of faith*. After that, buff as you see fit.

### APL 10 (EL 14)

**Iuzian Garrison Commander:** hp 87 plus 5 temp plus 10 temp; Appendix 1.

**Cloud Giant Skeletons (3):** hp 153 each; MM 227.

**Glabrezu (planar ally):** hp 174; spell-like abilities in effect: *mirror image*; MM 43.

**Stone Golem:** hp 107; see MM 136.

**Dread Wraith:** hp 144; MM 257.

**Elite Babau Crianca:** hp 84; spell-like abilities in effect: see *invisibility*; Appendix 1.

### APL 12 (EL 16)

**Iuzian Garrison Commander:** hp 87 plus 5 temp plus 10 temp; Appendix 1.

**Cloud Giant Skeletons (3):** hp 153 each; MM 227.

**Glabrezu (*planar ally*):** hp 174; spell-like abilities in effect: *mirror image*; MM 43.

**Stone Golem:** hp 107; see MM 136.

**Advanced Dread Wraith:** hp 216; Appendix 1.

**Elite Hezrou Crianca:** hp 120; Appendix 1.

#### APL 14 (EL 18)

**luzian Garrison Commander:** hp 87 plus 5 temp plus 10 temp; Appendix 1.

**Cloud Giant Skeletons (3):** hp 153 each; MM 227.

**Glabrezu (*planar ally*):** hp 174; spell-like abilities in effect: *mirror image*; MM 43.

**Stone Golem:** hp 107; see MM 136.

**Advanced Dread Wraith:** hp 288; Appendix 1.

**Elite Glabrezu Crianca:** hp 144; spell-like abilities in effect: *mirror image*; Appendix 1.

#### APL 16 (EL 20)

**luzian Garrison Commander:** hp 87 plus 5 temp plus 10 temp; Appendix 1.

**Cloud Giant Skeletons (3):** hp 153 each; MM 227.

**Glabrezu (*planar ally*):** hp 174; spell-like abilities in effect: *mirror image*; MM 43.

**Stone Golem:** hp 107; see MM 136.

**Elite Advanced Dread Wraith:** hp 288; Appendix 1.

**Elite Nalfashnee Crianca:** hp 168; spell-like abilities in effect: *unholy aura*; Appendix 1.

**Nightcrawler:** hp 275; spell-like abilities in effect: *haste*, *invisibility*, see *invisibility*; MM 195.

**Dread Wraiths (3):** hp 144 each; MM 257.

#### TACTICS

The cleric focuses on his enchantment spells, trying to get rogues and fighters to fall under his control. Failing that, he casts *flamestrike* and *wall of stone*.

The dread wraith is flying under the surface near the commander. It rises from the ground to use its Bounding Assault feet to attack a cleric or spellcaster. It then retreats back into the ground until the next round.

At APL 16, the nightcrawler is burrowing under the cleric, ready to rise to the surface to protect him. Once at the surface, be sure to apply its desecrating aura to any nearby undead. It has already used its summon undead ability to summon three dread wraiths.

If in danger of being defeated, the cleric retreats via *word of recall*. This takes him back to Wraithkeep.

#### **Development**

Once the commander is killed or has been driven off, proceed to the Conclusion.

## **4: DRAGON'S DAUGHTER (APLS 2-16)**

*With a wave of her hand, Lady Hind motions for a nearby scholarly looking fellow to join your meeting. Middle-aged and wearing a well-worn backpack, he looks like a bookworm turned explorer. "Er, hello," he says in greeting. "Nice day for it, eh?"*

PCs who have encountered Menfri before, most likely during luz6-02 *Blue Scales*, *Red Secrets*, will recognize Menfri Rauveen, Sage of the Rift Canyon. He will greet these PCs by name, glad to see them.

*"Menfri here will take you to the lair tomorrow afternoon. He will stand guard outside while you search it and destroy whatever foul creations the dragon might be hiding inside. I leave you in his hands. May the cudgel smite the dragon should he appear before you!" With that, Lady Hind returns to the camp.*

Menfri explains that he recently saw Morginstaler spending quite a bit of time just west of Riftcrag. The next time he was sure the dragon was not around, he investigated the area and located the entrance to a new lair.

Having heard through his surface contacts of the upcoming conflict between the Johrase and Cranzer, and well aware of Cranzer's alliance with the dragon, Menfri decided to warn the Johrase. His hope is that a group of powerful adventurers will be able to slay whatever is in the cave, thus depriving the dragon of a powerful ally. He's even more hopeful that the dragon itself will someday be killed. While the archeologist and historian in him wishes he could just pick Morginstaler's brain for information and lore, the realist in him realizes that the dragon is a predator who needs to be put down.

Menfri's plan is for the PCs to spend the night in the Johrase camp, preparing spells and tactics. Tomorrow around noon, he will *teleport* the group near the lair entrance in the Rift Canyon. While he keeps watch outside, the heroes are to make their way into the lair and kill any evil creatures that they find.

If any of the PCs would like to swap spells with Menfri, they may do so if they have earned his favor in the past. Otherwise, they will need to make him Helpful via Diplomacy. If made Helpful, he will allow a PC to study his spellbook to prepare spells the next morning (PHB 178). Note that this will allow the PC to prepare a Non-Open None Core spell **ONLY** during this event; they may **not** copy it into their spellbook unless they gain access via an AR.

**Menfri Rauveen:** human diviner 7/lorekeeper 8; Appendix 1.

## ENCOUNTER 4A: INTO THE RIFT

Once the heroes are ready for Mefri to *teleport* them to the dragon's lair, continue with the following:

*After lunch, Menfri approaches your group, a strange dwarf walking beside him. Menfri does not look like he got any sleep, but there is a definite spring in his step as he says, "I met Khazibul! To think of it, a dwarven archmage! He has some wonderful ideas about anti-magic fields and cheese!" Khazibul merely shakes his head at the strange man and rubs his eyes.*

*"All right now, form a circle. Stay close!" Menfri orders. "Move your mounts over there...yes, just so. Ready?"*

At this point, have the PCs give you a circular formation, including mounts that are going, on the map.

*Khazibul begins casting. Menfri hurriedly joins him and soon there is a flash of light and you are standing somewhere else. The wall of a massive canyon looms above you to the north. You are now at the bottom of the Rift Canyon, sans Khazibul and Menfri. A large cave entrance is before you, roughly thirty feet away, easily large enough to house a dragon.*

The semi-circular entrance is 30 feet wide with a radius of 30 feet.

## CREATURES

Hiding inside the cave entrance, or under the ground nearby, are the monsters. At all APLs, both parties are initially surprised if they see each other at the same time. PCs that spot the monster may act in the surprise round (and the monster may act unless it cannot see, hear or sense the PCs).

## Special

On the last round of the combat or so (use your best judgement), the PC that Menfri liked the most will receive a *sending* spell from him asking, "Hey, where are you guys at? I accidentally stayed with Khazibul. Tell me where you are at and I will be right there. Sorry. Menfri."

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### APL 2 (EL 3)

**Cockatrice:** hp 34; MM 37.

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### APL 4 (EL 5)

**Basilisk:** hp 57; MM 23.

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### APL 6 (EL 6)

**Gauth:** hp 54; MM 25.

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### APL 8 (EL 8)

**Gorgon:** hp 100; 137.

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### APL 10 (EL 10)

**Gargantuan Monstrous Scorpion:** hp 180; MM 287.

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### APL 12 (EL 12)

**Abyssal Greater Basilisk:** hp 225; MM 23.

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### APL 14 (EL 14)

**Truly Horrid Umber Hulk:** hp 300; Appendix 1.

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### APL 16 (EL 16)

**Advanced Beholder:** hp 228; Appendix 1.

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## TACTICS

At APL 2, the cockatrice charges out of the cave to defend its lair, seeking to bite the least armored foes first.

At APL 4, the basilisk Took 20 digging a hiding hole just inside the entrance to the cave. A DC 24 Spot check (+1/10 feet of distance) will spot the creature. It lets the PCs get close to it before attacking (as soon as one PC sees it, it leaps from hiding). It fights to the death.

At APL 6, the Gauth is hiding near the top edge of the cave entrance, using low-hanging rock for cover. It has nearly total cover, with just its eyestalks peering around the rock (treat as if it had Taken 20 on Hide; Spot DC 31 [+1/10 feet of distance]). The Gauth waits for the PCs to get a bit closer, inside the range of its stunning gaze ability, before attacking. It targets its Will save eyes on fighters and rogues and its *scorching ray* and

*paralysis* eyes on arcane spellcasters. It retreats if pressed.

At APL 8, the gorgon charges the party, trying to trample as many of them as possible on round 1. On round two, it uses its breath weapon and moves away to set up another charge or trample. It fights to the death as the cave is its home.

At APL 10, the scorpion is “hiding” inside the cave entrance (DC 12 Spot check, +1/10 feet of distance). As soon as it sees preys, it charges out and attacks. It attacks the largest prey first, expecting the smaller prey to leave it to its meal.

At APL 12, the abyssal greater basilisk has Taken 20 digging a hiding hole (DC 24 Spot check, +1/10 feet of distance). It lets the PCs get close to it before attacking (as soon as one PC sees it, it leaps from hiding). It fights to the death.

At APL 14, the truly horrid umber hulk is resting just under the surface of the earth just inside the cave entrance. Using tremorsense, as soon as a group of PCs entered the cave and past its position, it rises to attack (a move action). It will retreat if being defeated.

At APL 16, the beholder is floating in a chute in the ceiling, thirty feet back from the entrance of the cave. It has one of its eye stalks looking out into the rift canyon. It is considered to have Taken 20 on Hide (DC 25 Spot check, -1/10 feet of distance). As soon as the PCs arrive, it drops out of the hole, its central eye open. This should catch the party in the antimagic field. When this happens, the spellcasting PCs who earned bonus spells per day from buff items (such as a *headband of intellect* +6) lose those spells, even if they leave the antimagic field (i.e. if their Int goes from a 24 to an 18 for even a moment, the spells are lost). It then closes its central eye and divides the battlefield into two arcs in front of it (left, right), and proceeds to use its Will save rays on fighters and rogues (it avoids characters displaying holy symbols) and its Fort save rays on elves and arcane spellcasters. It will retreat into a series of tunnels if being defeated.

## Development

By now, the PCs are probably upset and want to know where Menfri is. After the *sending*, the PC can reply and give him good enough directions for him to try another *teleport* (he is very familiar with the Rift Canyon). Once he rejoins the party, he apologizes and tells them that this is the wrong cave and that they arrived here because he accidentally stayed behind with Khazibul (he was wrapped up in the version Khazibul was casting and forgot to change the final word so that he would go with the heroes).

Once the PCs are mollified, he pulls out his *bronze griffin*, casts *prying eyes* and leads them towards Morginstaler’s lair.

## ENCOUNTER 4B: DRAGON’S LAIR

***Menfri leads you east several miles before motioning for a stop.***

***“Ahead is the correct cave,” he whispers. “I would send my prying eyes in there, but I don’t want to tip off the inhabitants that we are coming. I’ll stay out here and keep an eye out for the dragon. I’ll blast anything that comes out, so if it’s you, be sure to say, ‘There is no such thing as Old Flan!’ or you’ll eat a lightning bolt for your troubles!”***

Allow the heroes to plan as necessary. There are a variety of methods available to high APL parties that will help them to scout the cave without entering it and without alerting the inhabitants. However, be sure to give the monsters appropriate checks to detect scouts, spells, etc. Keep in mind that the PCs’ actions might cause the trap to go off. If this happens, determine how long until the trap resets.

The entire complex looks like it was carved and blasted out of solid rock. The walls are thick and strong, and the ceiling in most rooms is thirty-foot high. In the corridors, it is only fifteen-foot high.

As the PCs move through the complex, they are likely to alert the denizens. Once intruders are detected, the monsters in encounter 4C will prepare according to their abilities.

**A Note about Sound:** Sound travels funny in caverns as it echoes along stone passages. Any loud noise, such as someone screaming out in pain, a *fireball* exploding, a *soundburst*, or the trap going off, can be heard throughout the entire complex due to echoing. In essence, Listen check modifiers do not suffer a -1/10 feet of distance penalty when it comes to hearing loud noises. This does not apply to more normal noises such as walking, opening a crate, or spellcasting.

## ROOM DESCRIPTIONS

### 1: Main Entrance

***The initial entry cavern is massive, narrowing from over 100-feet across and high down to just twenty-feet wide and high. Huge tracks can be seen in the dirt and stone debris littering the front of the cave. Crudely carved onto the floor of the cave is a glyph of a stylized dragon’s claw.***

***At the back of the cave, blocking access to deeper portions, a large pool of fire leaps from the floor, its flicking light casting shadows on the walls.***

A DC 10 Survival check made by a character with the Track feat will confirm that there are huge claw prints on the ground. A DC 15 Knowledge (arcana) check will confirm that these are from a huge-sized dragon. A DC 20 will confirm that these were made by a red dragon. A DC 25 will confirm that these were made by a male red dragon.

If the PCs track the prints through the lair, they come and go from area 1, to 3, to 4, all the way back to 7.

### **Trap**

Duplicates of this trap are scattered throughout the complex. Once per day, the lilitu can cast *symbol of persuasion* as a spell-like ability. Without the costly material component to worry about, she has strewn them throughout the lair in the theory that if people do intrude, but the time they find her they will be thoroughly charmed and under her control. **Should the PCs fail the save, they will not know they are charmed until they meet her!** At that point, she will do nasty things to them for fun.

At APLs 10-14, the dark daughter has cast *symbol of persuasion* (the claw carving being the rune). It is triggered when a creature looks at it from a distance of sixty feet or less. A DC 19 Spellcraft check identifies the rune as a *symbol of persuasion*. Of course, looking at it to use Spellcraft triggers it.

To save space, abbreviated versions of the trap are given for APLs 12 and 14 as only the DC and duration changes.

### **APL 10 (EL 0 [PART OF DARK DAUGHTER'S CR])**

***Symbol of Persuasion:*** CR 0 (part of the Dark Daughter's CR); spell; proximity trigger (a creature looks at the rune while within 60 ft. of it); no reset; spell effect (*charm monster*, duration 1 hour/level), CL 14, Will DC 30 negates); multiple targets (all targets within 60 feet that look at it while it is active [active for 140 minutes after first viewed]); Search DC 31; Disable Device DC 31.

### **APL 12 (EL 0)**

Will DC 32 negates; active for 160 minutes after first viewed.

### **APL 14 (EL 0)**

Will DC 32 negates; active for 180 minutes after first viewed.

### **Creatures**

At APL 10, the dark daughter has cast *lesser planar binding* once per day to summon a medium fire elemental. She has given them the open-ended task of "guarding the lair against intruders". They will attack any creatures who attempt to enter the lair or who manage to sneak past them (for instance, if the mage *teleports* past them to a place in the caves where they can see or him him, they will move to attack).

### **APL 10 (EL 0)**

**Medium fire elementals (9, lesser planar binding):** hp 32 each; MM 98.

### **2: Spare Chamber**

***This chamber is empty except that in a niche to the west is a flat square dais with a circular hole. It has the rune carved onto it.***

### **Trap**

At APL 10, the dark daughter has cast *symbol of persuasion* (the claw carving being the rune). It is triggered when a creature looks at it from a distance of sixty feet or less. A DC 19 Spellcraft check identifies the rune as a *symbol of persuasion*. Of course, looking at it to use Spellcraft triggers it.

### **APL 10 (EL 0)**

***Symbol of Persuasion:*** CR 0 (part of the Dark Daughter's CR); spell; proximity trigger (a creature looks at the rune while within 60 ft. of it); no reset; spell effect (*charm monster*, duration 1 hour/level), CL 14, Will DC 30 negates); multiple targets (all targets within 60 feet that look at it while it is active [active for 140 minutes after first viewed]); Search DC 31; Disable Device DC 31.

### **APL 12 (EL 0)**

Will DC 32 negates; active for 160 minutes after first viewed.

### **APL 14 (EL 0)**

Will DC 32 negates; active for 180 minutes after first viewed.

### **3: Mundane Storage**

***This chamber contains an assortment of boxes, barrels, and crates. One of the boxes***



**bears the claw rune. It otherwise appears empty.**

The containers hold a variety of basic living supplies (cheap mundane items from PHB table 7-4). Most of this is booty taken from caravans by Morginstaler after he attacked them. A well rests along the northeast wall, containing fresh water.

#### **Trap**

At APL 10, the dark daughter has cast *symbol of persuasion* (the claw carving being the rune). It is triggered when a creature looks at it from a distance of sixty feet or less. A DC 19 Spellcraft check identifies the rune as a *symbol of persuasion*. Of course, looking at it to use Spellcraft triggers it.

#### **APL 10 (EL 0)**

***Symbol of Persuasion:*** CR 0 (part of the Dark Daughter's CR); spell; proximity trigger (a creature looks at the rune while within 60 ft. of it); no reset; spell effect (*charm monster*, duration 1 hour/level), CL 14, Will DC 30 negates); multiple targets (all targets within 60 feet that look at it while it is active [active for 140 minutes after first viewed]); Search DC 31; Disable Device DC 31.

#### **APL 12 (EL 0)**

Will DC 32 negates; active for 160 minutes after first viewed.

#### **APL 14 (EL 0)**

Will DC 32 negates; active for 180 minutes after first viewed.

#### **4: Guard House**

***This large chamber appears as if it is being prepared to house a number of small creatures. A pile of straw rests in the south corner and the stench of reptiles is strong in this room.***

***At the far end of the room stands a sturdy wooden wall. It bears the rune of the claw. The wall frames a set of iron-bound wooden double-doors, which are closed.***

#### **Trap**

At APL 10, the dark daughter has cast *symbol of persuasion* (the claw carving being the rune). It is triggered when a creature looks at it from a distance of sixty feet or less. A DC 19 Spellcraft check identifies the rune as a *symbol of persuasion*. Of course, looking at it to use Spellcraft triggers it.

#### **APL 10 (EL 0)**

***Symbol of Persuasion:*** CR 0 (part of the Dark Daughter's CR); spell; proximity trigger (a creature looks at the rune while within 60 ft. of it); no reset; spell effect (*charm monster*, duration 1 hour/level), CL 14, Will DC 30 negates); multiple targets (all targets within 60 feet that look at it while it is active [active for 140 minutes after first viewed]); Search DC 31; Disable Device DC 31.

#### **APL 12 (EL 0)**

Will DC 32 negates; active for 160 minutes after first viewed.

#### **APL 14 (EL 0)**

Will DC 32 negates; active for 180 minutes after first viewed.

The doors are unlocked. Read the following once the doors are opened:

***Sturdy iron chains and manacles hang from the far northern corner. They are sized for a large creature and are chains are long enough to allow a large creature some movement, but not enough to reach the wall or the door.***

Morginstaler initially planned to keep his kobold followers in the ante-chamber, but then decided against that as his pet jovac prevented them from sleeping with its pitiful whining.

#### **5: Guest Chamber**

***This chamber is clearly where the dragon entertains its female visitors. A huge bed, covered in fine linens, rests near the northern wall. Oak tables, dressers, and credenzas are scattered tastefully about, each with an assortment of soaps and perfumes lavishly displayed on their tops. The rune of the claw is displayed above the headboard.***

***In a niche to the west is a flat square dais with a circular hole. A collection of soft paper rests nearby.***

Need we say more?

#### **Trap**

At APL 10, the dark daughter has cast *symbol of persuasion* (the claw carving being the rune). It is triggered when a creature looks at it from a distance of sixty feet or less. A DC 19 Spellcraft check identifies the rune as a *symbol of*

*persuasion*. Of course, looking at it to use Spellcraft triggers it.

#### APL 10 (EL 0)

**Symbol of Persuasion:** CR 0 (part of the Dark Daughter's CR); spell; proximity trigger (a creature looks at the rune while within 60 ft. of it); no reset; spell effect (*charm monster*, duration 1 hour/level), CL 14, Will DC 30 negates); multiple targets (all targets within 60 feet that look at it while it is active [active for 140 minutes after first viewed]); Search DC 31; Disable Device DC 31.

#### APL 12 (EL 0)

Will DC 32 negates; active for 160 minutes after first viewed.

#### APL 14 (EL 0)

Will DC 32 negates; active for 180 minutes after first viewed.

## HALLWAY TRAPS

### Trap

At the location marked with a lit bomb on the map is a *glyph of warding* trap. This trap is meant more as a noisemaker for the lilitu. It does not impact the EL or CR because it is already part of her CR and NPC gear value (200 gp for the material components).

#### APL 10 (EL 0)

**Glyph of Warding (Blast):** CR 0; spell; proximity trigger (anything walking past its warded area); no reset; spell effect (*glyph of warding* [blast], 9th-level cleric, 4d8 sonic, DC 27 Reflex save half damage); multiple targets (intruder plus all targets within 5 ft. of intruder); Search DC 28; Disable Device DC 28.

#### APL 12 (EL 0)

**Glyph of Warding (Blast):** spell effect (*glyph of warding* [blast], 11th-level cleric, 5d8 sonic, DC 29 Reflex save half damage).

#### APL 14 (EL 0)

**Glyph of Warding (Blast):** spell effect (*glyph of warding* [blast], 13th-level cleric, 5d8 sonic, DC 29 Reflex save half damage).

### Trap

Roughly ten feet before the trap's trigger location, the rune of the claw has been carved onto the wall. This was done so that intruders, who by now are probably closing their eyes when within sixty

feet of the damned runes, will blunder down the hall and set off the trap.

At APL 10, the dark daughter has cast *symbol of persuasion* (the claw carving being the rune). It is triggered when a creature looks at it from a distance of sixty feet or less. A DC 19 Spellcraft check identifies the rune as a *symbol of persuasion*. Of course, looking at it to use Spellcraft triggers it.

#### APL 10 (EL 0)

**Symbol of Persuasion:** CR 0 (part of the Dark Daughter's CR); spell; proximity trigger (a creature looks at the rune while within 60 ft. of it); no reset; spell effect (*charm monster*, duration 1 hour/level), CL 14, Will DC 30 negates); multiple targets (all targets within 60 feet that look at it while it is active [active for 140 minutes after first viewed]); Search DC 31; Disable Device DC 31.

#### APL 12 (EL 0)

Will DC 32 negates; active for 160 minutes after first viewed.

#### APL 14 (EL 0)

Will DC 32 negates; active for 180 minutes after first viewed.

### Trap

Located along the grand east-west hallway (north of room marker 2 on the map) is the fire summoning trap. As the PCs move down the hall, the temperature is slowly increasing from comfortable to slightly warm.

#### APL 2 (EL 4)

**Fire Summoning Trap:** CR 4; magic and mechanical device; location trigger; automatic reset; alchemical effect (5d6 fire, 20-foot radius for 10 rounds; DC 13 Ref half) and spell effect (summoned 1 small fire elemental after 1 round, stays for 5 rounds, CL 7); Search DC 27; Disable Device DC 27.

#### APL 4 (EL 6)

**Fire Summoning Trap:** CR 6; magic and mechanical device; location trigger; automatic reset; alchemical effect (7d6 fire, 20-foot radius for 10 rounds; DC 14 Ref half) and spell effect (summoned 1d3 Small fire elementals after 1 round, stays for 5 rounds, CL 9); Search DC 29; Disable Device DC 29.

### APL 6 (EL 8)

**Fire Summoning Trap:** CR 8; magic and mechanical device; location trigger; automatic reset; alchemical effect (9d6 fire, 20-foot radius for 10 rounds; DC 15 Ref half) and spell effect (summoned 1d3 Medium fire elementals after 1 round, stays for 5 rounds, CL 11); Search DC 31; Disable Device DC 31.

### APL 8 (EL 10)

**Fire Summoning Trap:** CR 10; magic and mechanical device; location trigger; automatic reset; alchemical effect (11d6 fire, 20-foot radius for 10 rounds; DC 16 Ref half) and spell effect (summoned 1d3 Large fire elementals after 1 round, stays for 5 rounds, CL 13); Search DC 33; Disable Device DC 33.

### APL 10 (EL 12)

**Fire Summoning Trap:** CR 12; magic and mechanical device; location trigger; automatic reset; alchemical effect (13d6 fire, 20-foot radius for 10 rounds; DC 17 Ref half) and spell effect (summoned 1d3 Huge fire elementals after 1 round, stays for 5 rounds, CL 15); Search DC 35; Disable Device DC 35.

### APL 12 (EL 14)

**Fire Summoning Trap:** CR 14; magic and mechanical device; location trigger; automatic reset; alchemical effect (15d6 fire, 20-foot radius for 10 rounds; DC 18 Ref half) and spell effect (summoned 1d3 Greater fire elementals after 1 round, stays for 5 rounds, CL 17); Search DC 37; Disable Device DC 37.

### APL 14 (EL 16)

**Fire Summoning Trap:** CR 16; magic and mechanical device; location trigger; automatic reset; alchemical effect (17d6 fire, 20-foot radius for 10 rounds; DC 19 Ref half) and spell effect (summoned 1d3 Elder fire elementals after 1 round, stays for 5 rounds, CL 19); Search DC 39; Disable Device DC 39.

### APL 16 (EL 18)

**Fire Summoning Trap:** CR 18; magic and mechanical device; location trigger; automatic reset; alchemical effect (19d6 fire, 20-foot radius for 10 rounds; DC 20 Ref half) and spell effect (summoned 1d3 ember guards [Appendix 1] after 1 round, stays for 5 rounds, CL 21); Search DC 41; Disable Device DC 41.

## **Development**

Determine if the monsters have detected the PCs' approach. Should the trap be activated, or if the PCs have been loud during their exploration of the caves, the monsters will be alert, buffed, and ready for combat (spellcasters will NOT cast spells with verbal components if this will reveal that they are there, but remember that casting a spell-like ability requires no verbal component).

If the PCs were stealthy, the monsters will be alert, armed and armored, but taking their ease (not buffed with anything other than "at will" spell-like abilities or hour/level spells).

Once ready to proceed with the combat, proceed to Encounter 4C.

## **ENCOUNTER 4C: CHILDREN OF FIRE**

### **6: Antechamber**

*This large circular chamber contains another huge bed. Tables, chairs, and other essentials for fine living are scattered throughout the room, although the room has a bit of a Spartan look to it. Torches are scattered about the walls, giving off a weak light. The rune of the claw is carved on the wall above the bed.*

*In the far southern corner, you can see another square stone dais with a circle carved out of it. Fine paper rests on the floor near it.*

The torches provide the equivalent of shadowy illumination throughout the entire chamber. Creatures with low-light vision treat this as normal light (creatures with darkvision are unaffected).

### **Trap**

At APL 10, the dark daughter has cast *symbol of persuasion* (the claw carving being the rune). It is triggered when a creature looks at it from a distance of sixty feet or less. A DC 19 Spellcraft check identifies the rune as a *symbol of persuasion*. Of course, looking at it to use Spellcraft triggers it.

### APL 10 (EL 0)

**Symbol of Persuasion:** CR 0 (part of the Dark Daughter's CR); spell; proximity trigger (a creature looks at the rune while within 60 ft. of it); no reset; spell effect (*charm monster*, duration 1 hour/level), CL 14, Will DC 30 negates); multiple targets (all targets within 60 feet that look at it while it is active [active for 140 minutes after first viewed]); Search DC 31; Disable Device DC 31.

### APL 12 (EL 0)

Will DC 32 negates; active for 160 minutes after first viewed.

### APL 14 (EL 0)

Will DC 32 negates; active for 180 minutes after first viewed.

## CHARMED PCS!

At APLs 10-14, if any of the PCs arrive to this point under the influence of a *charm monster* effect from one of the many *symbols of persuasion*, then they will immediately fall under the sway of the lilitu as soon as they see her. She will order the charmed PC to stay with her and to defend her from the attacking adventurers. As most PCs won't fight their friends, she needs to succeed at an opposed Charisma check in order to force the PC to do this. Odds are she will win that contest.

As soon as she sees a charmed PC, she will know that he/she has been charmed, just as if she had cast the *charm monster* spell on them herself. Thus, she will take care to ensure that neither she nor her allies threatens the charmed character so as to not break the spell.

## CREATURES

Living here is one of Morginstaler's prettier offspring and her cohort (plus minions at higher APLs). **Be sure to map out the room's furniture as it will affect the tactical situation during the battle!**

If the monsters detected the PCs approach, then the githyanki will be hiding behind the bed to the south, while the dark daughter sits temptingly on the edge of the bed. At higher APLs, the initial starting positions of the minions are detailed below.

At APL 10, the cloud giant skeletons flank the door just inside the room. The thrice-fed juvenile nabassu is actually flying around the entrance to chamber 7, chasing rats (and to stay out of the way so that they don't have to worry about its gaze attack). As soon as it hears fighting, it will fly to attack the heroes from the direction of chamber 7. It will arrive on the second round of combat.

At APL 12, the red dragon skeletons (Morginstaler's dead cousins, which he killed in this lair a long time ago) flank the door as above. Also, the glabrezu hides inside the huge box in the middle of the room (by the "6" on the map) **IF** the monsters knew the PCs were coming. If not, it is in chamber 7, chasing the nabassu as it chases rats. Once it hears fighting, it will run from chamber 7 to

6, stopping as soon as it sees an enemy to cast *power word stun*. The glabrezu is well aware that spellcasters on Oerth have been memorizing *anticipate teleport*, so it will be sure not to *teleport* into an area any humans (it will never teleport closer than 200 feet to a PC it is aware of).

At APL 14, as 12, but the megaraptor skeleton stands in the eastern corner of the room.

### APL 2 (EL 5)

**Dark Daughter:** hp 9; Appendix 1.

**Githyanki Cohort:** hp 15; Appendix 1.

### APL 4 (EL 7)

**Dark Daughter:** hp 18; Appendix 1.

**Githyanki Cohort:** hp 32; Appendix 1.

### APL 6 (EL 10)

**Dark Daughter:** hp 63; Appendix 1.

**Githyanki Cohort:** hp 74; Appendix 1.

### APL 8 (EL 12)

**Dark Daughter:** hp 105; Appendix 1.

**Githyanki Cohort:** hp 95; Appendix 1.

### APL 10 (EL 14)

**Dark Daughter:** hp 175; Appendix 1.

**Thrice-fed nabassu (*lesser planar ally*):** hp 67; Appendix 1.

**Cloud Giant Skeletons (2):** hp 153 each; MM 227.

**Githyanki Cohort:** hp 116; Appendix 1.

### APL 12 (EL 16)

**Dark Daughter:** hp 195; Appendix 1.

**Glabrezu (*planar ally*):** hp 174; spell-like abilities in effect: *mirror image*; MM 43.

**Thrice-fed nabassu (*lesser planar ally*):** hp 67; Appendix 1.

**Young Red Dragon Skeletons (2):** hp 171 each; MM 227.

**Githyanki Cohort:** hp 137; Appendix 1.

### APL 14 (EL 18)

**Dark Daughter:** hp 233; Appendix 1.

**Glabrezu (*planar ally*):** hp 174; spell-like abilities in effect: *mirror image*; MM 43.

**Thrice-fed nabassu (*lesser planar ally*):** hp 67; Appendix 1.

**Young Red Dragon Skeletons (2):** hp 171 each; MM 227.

**Advanced Megaraptor Skeleton:** hp 108; MM 227.

**Githyanki Cohort:** hp 158; Appendix 1.

## APL 16 (EL 20)

**Dark Daughter:** hp 296; Appendix 1.

**Githyanki Cohort:** hp 179; Appendix 1.

## TACTICS

At all APLs, the Githyanki cohort will not retreat while his lady is in danger, although he will use his spell-like abilities to retreat with her. If she is killed, he will attempt to *dimension door* or *plane shift* away with her body and gear. At none of the APLs will the bad guys surrender, but neither will they fight to the death if they are losing. Those that can retreat will do so, taking their comrades with them if possible.

At APL 6, the dark daughter is using *polymorph* to look like a human (as *disguise self*). A DC 41 Spot check will let a hero see through her disguise. She will attempt to suggest that the “heroes who are rescuing her from the dragon” each get a reward kiss. If they resist or attack her, she uses her *ethereal jaunt* or *greater teleport* ability to retreat, moving down the corridor past the PCs to room 7. There she will attempt to summon a vrock. After that, she will then use *suggestion* on the PCs to suggest that they leave before Morginstaler returns. As this is a VERY reasonable suggestion, the PCs suffer a -2 to their saving throws against it.

At APL 8, as above except the Spot DC is 45 and the githyanki will use *dimension door* to rescue the dark daughter from attack, moving them into chamber 7. If they are on the verge of being defeated, he will *plane shift* them out of there (to the Abyss).

At APLs 10-14, the lilitu is disguised (Spot DCs 41, 45, 47, respectively). At these APLs, she has laced the area with traps. As these are part of her daily powers, they do not impact the CR or EL of the encounters.

Once fighting has broken out, the githyanki will *dimension door* her (and maybe a charmed PC!) to chamber 2 so that they may buff, leaving her minions to do the fighting (unless they can bring along the more powerful ones, to buff them as well). Once she is done casting all of her short term buff spells, he will *dimension door* them back to chamber 7. If on the verge of defeat, he will *plane shift* them out to the Abyss.

At APL 16, the dark daughter is less of a seductress and more a “kill first, tell daddy about it later” kind of girl. She’s aware of the spell *anticipate teleport*, so neither she nor her cohort will attempt to *teleport* or *dimension door* into an area anywhere near the PCs until *death’s kiss* has

hit all of the arcane casters with at least one *greater dispel magic*. If frustrated, they will retreat to chamber 7 where she will attempt to summon a nalfashnee to help her.

Once the sword thinks any *anticipate teleports* have been dispelled, it will relay that to her via telepathy and then the githyanki cohort will begin using *dimension door* to move her around the battlefield so that she can get full-round attacks on the PCs. If they have to retreat, they go to area 7 where she will be able to fly but where the heroes, most likely, will not be able to. She will then cast *blade barrier* or move back into melee.

## **Development**

Once the monsters have been defeated, the PCs can finish exploring the caves. There’s nothing much to find.

## **7: Hoard Vault (empty)**

Read the following once the PCs can see the chamber.

***This chamber is massive, with a radius well over 100-feet. The ceiling looms over two-hundred feet above your heads, plenty of room for a full-grown dragon to stretch its wings and fly around in.***

***Along the far southern wall is a small pond of molten lava. It bubbles up from the surface leisurely and lights the entire chamber with an eerie red glow.***

For illumination purposes, the entire chamber is lit in shadowy illumination. For creatures with low-light vision, this is the equivalent of daylight. For all others that don’t have darkvision, this provides concealment as normal.

## **LAIR WARD**

Chamber 7 is a *cavern of the earthbound* (Dra 84). Within the walls of this chamber, the *fly* spell, and all its variants, do not function. Characters who are flying when they enter this cavern float to the ground as if the spell’s duration had expired. When they leave the cavern, any *fly* spells whose durations have not expired return to normal efficiency. Search DC 31; Disable Device 31 (suppress ward for 1d4 rounds). The lair ward’s “keystone” is located in the center of the roof. Any Disable Device attempt must occur there.

Moderate abjuration; CL 7th; Craft Wondrous Item; *spell immunity*.

## Development

If the PCs survive, they should go find Menfri at the front of the cave and return to the Tangles to report in.

## CONCLUSION

Each judge should fill Casey or Konrad in on the results if this was run at the BK Finale Con.

Successful tables earn the favor on the AR that corresponds to the path and APL they played.

## 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.

### 1: THE ROAD MOST TRAVELED

#### 1A: SNEAKING PAST THE PATROLS

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP
APL 8	210 XP

#### 1B: DESTROY THE CATAPULTS

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

#### 1C: FLIGHT FROM THE FIENDS

APL 2	150 XP
APL 4	210 XP
APL 6	300 XP
APL 8	360 XP

### 2: THROUGH THE WOODS

#### 2A: DAMNED TREES

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

#### 2B: FEY RING O' DOOM

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### 2C: UNSEELIE LEADER

APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

### 3: BARREN REINFORCEMENTS

#### 3A: SNEAK PAST THE PATROL

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

#### 3B: GHOSTS IN THE WIND

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

#### 3C: DEMONDEAD

APL 10	420 XP
APL 12	480 XP
APL 14	540 XP
APL 16	600 XP

### 4: DRAGON'S DAUGHTER

#### EXPERIENCE OBJECTIVE

APL 2	90 XP
APL 4	150 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

#### EXPERIENCE OBJECTIVE

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

#### EXPERIENCE OBJECTIVE

APL 2	150 XP
APL 4	210 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	460 XP
APL 14	540 XP

APL 16 600 XP

### STORY AWARD

#### MISSION ACCOMPLISHED:

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

#### **TOTAL POSSIBLE EXPERIENCE:**

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

### 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.

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

#### **TOTAL POSSIBLE TREASURE**

See AR.

### ADVENTURE RECORD

See AR.

## APPENDIX 1: ALL APLS

### INTRODUCTION

**Kalmek:** Male human (Flan) Ftr2 (St. Cuthbert); CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft. (x3); AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield); BAB: +2; Grp: +4; Atk: +5 melee (1d8+2/x2, mwk flail) or +4 ranged (1d8+2/x3, mwk composite longbow [+2 Str bonus]); SA Disarm (+11 to hit w/flail), trip (+5 melee touch/Str check +6); AL LN;

SV Fort +5, Ref +1, Will +0.

Str 15, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

**Skills and Feats:** Handle Animal +4, Intimidate +4, Profession (Mercenary) +2, Ride +8; Combat Expertise, Improved Disarm, Improved Trip, Mounted Combat.

**Languages:** Common, Flan.

**Possessions:** explorer's outfit, banded mail, heavy wooden shield, mwk flail, lance, dagger, mwk composite longbow (+2 Str bonus), 20 arrows, backpack (bedroll, winter blanket, flint and steel, hammer, 1 lb. soap, waterskin [3], whetstone), belt pouch (*potion of cure light wounds*, signal whistle, 10 gp), signet ring (Johrase), tabard (Johrase), heavy warhorse.

**Description:** Though only nineteen, Kalmek is already a veteran by most standards. His duties as a hired mercenary in three postings in the Bandit Kingdoms have given him many opportunities to hone his skills, for the Johrase are rarely hired to sit comfortably in garrison.

In combat, he prefers to be close up where his tactical skills at tripping and disarming can be best utilized. As a last resort he will unlimber his bow.

Socially, Kalmek is dour and withdrawn around all but other Johrase Mercenaries. While martially skilled, around comely females he is socially awkward – having dedicated himself to the martial skills, he is completely ignorant of the social graces.

Though just an infant when the Kingdom of Johrase fell, he was reared on the legends of the Kingdom and instilled with the Johrase animosity toward the orcs who now hold Kinemeet and (to a slightly lesser extent) the self-serving Dimrites who betrayed the Johrase to save their own lands from the luzian onslaught.

Like all Johrase Mercenaries, he has sworn absolute fealty to Malchat. Like most Johrase Mercenaries, Kalmek has on occasion questioned Malchat's apparent closeness to Cranzer, but Kalmek feels that ultimately Malchat has earned his loyalty because of his stalwart leadership through the hazardous previous decade, so he harbors no regrets when he sends off 1% of every payday to those higher in the structure than himself.

**WCI Score:** 0 (n/a)

#### Meta-org Benefits and Limitations

**Johrase Brotherhood:** Whenever bearing arms, the Kalmek MUST wear the black morning star

emblem of the Johrase (see above) and may never fight other Johrase, regardless of any employer's desires.

**Johrase Enemies:** Kalmek must take every reasonable opportunity to attack orcs and goblins (NOT applicable during this scenario due to his orders).

**Johrase Reputation:** Kalmek receives a +1 Circumstance bonus to Intimidate and Profession (soldier) checks made in the Bandit Kingdoms while openly displaying membership in the Johrase Mercenaries.

**Enmity of the Fanlareshen:** All Fanlareshen elf NPCs automatically start out as Hostile towards members of the Johrase Mercenaries. If inside the Fellreev Forest, the Kalmek has one round in which to attempt to use Diplomacy to adjust the NPC's attitude to Indifferent before being attacked. Other characters may not assist in this Diplomacy check unless they have Influence with Clan Fanlareshen.

**Pride:** male heavy warhorse; hp 44; AC 18, touch 10, flat-footed 17 (+4 armor, +1 Dex, +4 natural, -1 Size); see *Monster Manual* page 273.

**Tricks:** Attack x2, come, defend, down and heel.

**Possessions:** chain shirt barding, tabard (Johrase), bit and bridle, military saddle, saddlebags (feed [10], bucket, crowbar, iron pot, trail rations [5], 50 ft. hemp rope, sack, sledge, shovel).

#### ILYENA OF THE BRIGHTEAGLE (NEE MICHELSON) CR 5

Female human druid 5

NG Medium humanoid (human)

Init -1; Senses Listen +3, Spot +11

Languages Common, Flan

AC 12, touch 9, flat-footed 12

(-1 Dex, +2 armor, +1 natural)

hp 33 (5 HD)

Fort +6, Ref +1, Will +8

Speed 30 ft.

Melee mwk sickle +4 (1d6)

Ranged mwk sling +3 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +3

Combat Gear *potions of cure light wounds* (3), *potion of barkskin* (+2), *potion of delay poison*

Druid Spells Prepared (CL 5th):

3rd—*call lightning* (DC 16), *spike growth* (DC 16)

2nd—*flame blade*, *hold animal* (DC 15), *lesser restoration*

1st—*calm animals* (DC 14), *entangle* (DC 14), *cure light wounds*, *obscuring mist*

0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *read magic*

Deity: Berei (Old Faith)



**Abilities** Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 14

**SQ** animal companion (bison), nature sense, woodland stride, trackless step, resist nature's lure, wild empathy (+7), wild shape 1/day

**Feats** Brew Potion, Track, Augment Summoning

**Skills** Diplomacy +10, Handle Animal +10, Heal +11, Knowledge (nature) +9, Spot +11, Survival +11 (+13 aboveground)

**Possessions** combat gear plus *cloak of resistance* +1, *amulet of natural armor* +1, mwk leather armor, mwk sickle, mwk dagger, mwk sling, 10 bullets

**Menfri Rauveen:** Male human (Oeridian) Div7/Loremaster7 (Boccob); CR 14; Medium humanoid (human); HD 14d4+56; hp 99; Init +1; Spd 30 ft. (x4); AC 17, touch 11, flat-footed 16 (+6 armor); BAB: +6; Grp: +5; Atk: +6 melee (1d4-1, masterwork dagger) or +7 ranged touch (spell); Full Atk: +6/+1 melee (1d4-1, masterwork dagger) or +7 ranged touch (spell); SA Spells; SQ Summon Familiar, Secrets (applicable knowledge, avoidance, bonus 1st-level spell, bonus 2nd-level spell), Lore +16, Greater Lore; AL N.

SV Fort +12, Ref +11, Will +15;

Str 8, Dex 13, Con 18, Int 24, Wis 12, Cha 10.

**Skills and Feats:** Concentration +21, Intimidate +2, Knowledge (arcana) +27, Knowledge (dungeoneering) +24, Knowledge (history) +24, Knowledge (nature) +10, Knowledge (the planes) +10, Spellcraft +26, Survival +3 (+5 underground); Brew Potion, Craft Arms and Armor<sup>B</sup>, Craft Wondrous Item, Extend Spell, Quicken Spell, Scribe Scroll<sup>B</sup>, Skill Focus (Knowledge [arcana]), Sudden Silent<sup>B</sup>, Spell Mastery (*antimagic field*, *forcecage*, *greater arcane sight*, *greater dispel magic*, *limited wish*, *prismatic spray*, *vision*)<sup>B</sup>.

**Languages:** Common, Old Oeridian, Flan, Orc.

**Lore:** At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

**Greater Lore (Ex):** At 6th level, a loremaster gains the ability to understand magic items, as with the *identify* spell.

**Possessions:** explorer's outfit, *amulet of health* +4, *headband of intellect* +6, *vest of resistance* +4, *heward's handy haversack*, *figurine of wondrous power (bronze griffon)*, *clear spindle ioun stone*, *goggles of night*, belt pouch (*potion of displacement*, *potion of fly*, *potion of levitate*), scrollcase (scrolls of: *feather fall*, *levitate*, *fly*, *freedom of movement*, *mount* [4], *break enchantment*, *greater dispel magic*), *Boccob's blessed spellbook*, spell component pouch (2), masterwork dagger, masterwork staff, backpack.

**Description:** Menfri Rauveen looks like a typical bookworm mage...who has been shaken up by a life living amongst some of the most notorious humanoids and bandits on Oerth, the Men of the

Rift. Standing 5'9" tall, and scholarly thin, his receding hair is mostly grey in color. He disdains robes as impractical, preferring to wear typical exploring gear.

Menfri commands much respect from the often chaotic and evil Men, even the Erythnul worshippers, for they have seen what his *chain lightning* spell can do to his enemies.

The ex-Aerdi mage, who has been researching the magical secrets of the Rift for over two decades, is perhaps the world's foremost humanoid expert on the Rift Canyon. He is an avid collector of the pelts of strange creatures, and uses them in his magic item creation experiments.

Menfri is scared to death of Morginstaler because Morginstaler once cornered him while he was doing some research in the Rift. Morginstaler let him go, but only after he promised to craft the dragon several magic items.

**Spells Prepared** (5/8/8/7/6/5/5/4; base DC = 17 + spell level): 0—*detect magic* (2), *mage hand*, *read magic* (2); 1st—*hold portal*, *mage armor*, *magic missile*, *true strike*, *comprehend languages*, *feather fall*, *protection from evil*, *shield*; 2nd—~~*extended endure elements*~~, *knock* (2), *locate object*, *obscure object*, *scorching ray* (2), *see invisibility*; 3rd—~~*extended darkvision*~~, *displacement*, *fly*, *dispel magic*, *lightning bolt*, ~~*extended misdirection*~~, *extended whispering wind*; 4th—*dimension door* (3), ~~*extended greater mage armor*~~, *remove curse*, ~~*extended tongues*~~; 5th—*break enchantment*, **quicken** *magic missile*, **quicken** *shield*, *sending teleport*; 6th—*greater dispel magic*, ~~*extended prying eyes*~~, **quicken** *scorching ray*, *true seeing*, *chain lightning*; 7th—*greater arcane sight*, **quicken** *lightning bolt*, *limited wish*, *prismatic spray*.

**Prohibited School:** Enchantment.

**Spellbook** 0—*acid splash*, *amanuensis*<sup>SpC</sup>, *arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *electric jolt*<sup>SpC</sup>, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *silent portal*<sup>SpC</sup>, *touch of fatigue*; 1st—*alarm*, *comprehend languages*, *endure elements*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *nystul's magic aura*, *protection from evil*, *shield*, *spontaneous search*<sup>SpC</sup>, *true strike*; 2nd—*chain of eyes*<sup>SpC</sup>, *darkvision*, *knock*, *locate object*, *marked object*<sup>SpC</sup>, *misdirection*, *obscure object*, *scorching ray*, *see invisibility*, *whispering wind*; 3rd—*arcane sight*, *dispel magic*, *displacement*, *fly*, *greater mage armor*, *lightning bolt*, *secret page*, *tongues*, *unluck*<sup>SpC</sup>; 4th—*arcane eye*, *dimension door*, *locate creature*, *polymorph*, *remove curse*, *scrying*; 5th—*break enchantment*, *contact other plane*, *passwall*, *prying eyes*, *sending*, *teleport*; 6th—*analyze dweomer*, *antimagic field*, *chain lightning*, *contingency*, *disintegrate*, *greater dispel magic*, *legend lore*, *true seeing*; 7th—*ethereal jaunt*,

forcecage, greater arcane sight, limited wish, prismatic spray, vision.

*Spells in effect:* contingency (if Menfri falls unconscious, he will be teleported home), extended darkvision, extended endure elements, extended misdirection (as a rock), extended greater mage armor, extended prying eyes, extended tongues.

*Meta-organization Benefits* (not included in his stats):

**Reputation for Violence:** Menfri receives a +4 Circumstance bonus to Intimidate checks made in the Bandit Kingdoms.

**Rift Familiarity:** Menfri receives a +4 Circumstance bonus to the following skill checks made when in the Rift Canyon or the Rift Barrens: Balance, Climb, Hide, Jump, Knowledge (nature), Listen, Move Silently, Spot, and Survival.

### 3: BARREN REINFORCEMENTS

**IUZIAN GARRISON COMMANDER CR 12**

Male human cleric 12 of luz  
CE Medium humanoid (human)

**Init** -1; **Senses** Listen +4, Spot +4; *deathwatch*

**Languages** Common

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**AC** 24, touch 13, flat-footed 24  
(-1 Dex, +11 armor, +4 shield)

**hp** 87 plus 5 temp (*death knell*) (12 HD)

**SR** 25 (*spell resistance*)

**Fort** +12, **Ref** +5, **Will** +14

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.; *freedom of movement*, *air walk*

**Melee** +3 *greatsword* +14/+9 (2d6+6/19-20)

**Ranged** mwk light crossbow +9 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +11

**Special Actions** rebuke undead

**Combat Gear** *scroll of word of recall*, mwk *greatsword* (+3 after *greater magic weapon*), mwk light crossbow (+1 after *magic weapon*), 20 bolts, dagger

**Cleric Spells Prepared** (CL 13th [12th; *death knell*):

6th—**D:** *mislead*, ~~*heroes' feast*~~ †, ~~*planar ally*~~

5th—**D:** *greater command* (DC 22), *flame strike* (DC 19), ~~*spell resistance*~~, *wall of stone*

4th—**D:** *confusion* (DC 21), ~~*air walk*~~ †, *dismissal*, ~~*freedom of movement*~~ †, ~~*greater magic weapon*~~ †

3rd—**D:** *invisibility*, *animate dead*, *dispel magic*, *dispel magic*, ~~*magic vestment*~~ †, ~~*magic vestment*~~ †

2nd—**D:** *invisibility*, *bear's endurance*, *bull's strength*, *eagle's splendor*, *hold person* (DC 19), *hold person* (DC 19)

1st—**D:** *command* (DC 18), *bless*, *command* (DC 18), ~~*deathwatch*~~ †, ~~*death knell*~~ †, *magic weapon*, *shield of faith*

0—*detect magic*, *guidance*, *guidance*, *read magic*, *resistance*, *virtue*

**D:** Domain spell. **Deity:** luz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells)

---

† Already cast

**Abilities** Str 14 (normally 12; *death knell*), Dex 8, Con 14, Int 10, Wis 19, Cha 14

**SQ** *planar ally* (glabrezu, MM 43)

**Feats** Spell Focus (enchantment)<sup>B</sup>, Greater Spell Focus (enchantment), Weapon Proficiency (greatsword), Craft Wondrous Item, Craft Arms and Armor, Craft Construct

**Skills** Concentration +17, Hide +8, Knowledge (religion) +5, Spellcraft +9

**Possessions** combat gear plus stone golem (MM 136), *periapt of wisdom* +2, *vest of resistance* +2, mwk full plate (+3 with *magic vestment*), mwk buckler (+3 with *magic vestment*), holy symbol of luz (2), 3 cloud giant skeletons created via *animate dead*

---

**Rebuke Undead (Su)** 5/day; 1d20+4/2d6+14 (2 uses used)

**Power-Up Suite** (*heroes' feast*, CL 13):

**hp** 87 plus 5 temp plus 10 temp (12 HD)

**Immune** fear, poison

**Fort** +12, **Ref** +5, **Will** +15

---

**Melee** +3 *greatsword* +15/+10 (2d6+6/19-20)

**Ranged** mwk light crossbow +10 (1d8/19-20)

## 1: THE ROAD MOST TRAVELED

**VARAG** **CR 1**  
 CE Medium humanoid (goblinoid)  
**Init** +6; **Senses** darkvision 60 ft., scent; Listen +0, Spot +0  
**Languages** Goblin

---

**AC** 18, touch 12, flat-footed 16  
 (+2 Dex, +3 armor, +3 natural)  
**hp** 16 (3 HD)  
**Fort** +2, **Ref** +5, **Will** +1

---

**Speed** 60 ft. in mwk studded leather (12 squares); Run, Spring Attack  
**Melee** mwk scimitar +6 (1d6+2/18-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +4  
**Combat Gear** *potion of cure moderate wounds*

---

**Abilities** Str 15, Dex 15, Con 13, Int 6, Wis 10, Cha 10  
**Feats** Improved Initiative, Run<sup>8</sup>, Spring Attack<sup>8</sup>, Weapon Focus (scimitar)  
**Skills** Jump +17, Listen +0, Move Silently +13\*, Spot +0, Survival +0 (+4 when tracking by scent)  
 \*A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.  
**Possessions** combat gear plus mwk studded leather, mwk scimitar

---

**Skills** Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

*This humanoid stands close to 7 feet tall when fighting but moves and runs on all fours. It has a hunched posture, double-jointed hind legs, and thick, sinewy skin. The creature bears a slight primitive countenance and two curving horns that sweep away from its skull. It wields a cleaverlike scimitar.*

**JUVENILE NABASSU** **CR 5**  
*The demon's body is tall and sinewy. The head is long with small horns and ears like a bat's. Its teeth are practically tusks, set in a mouth that seems too large for its head. Its eyes glow with a hateful yellow light. Its long fingers in equally long talons, and scales cover its wings and skin. Tufts of black fur stud the tops of its shoulder. The demon's back and arms are dull black, while the chest and belly are a sickly dirty gray.*

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)  
**Init** +6; **Senses** darkvision 60 ft.; Listen +10, Spot +10  
**Languages** Abyssal, Common; telepathy 100 ft.

---

**AC** 18, touch 12, flat-footed 16  
 (+2 Dex, +6 natural)

**hp** 60 (5 HD); **DR** 5/cold iron or good  
**Immune** electricity and poison  
**Resist** acid 10, cold 10, fire 10; **SR** 16  
**Fort** +10, **Ref** +6, **Will** +8

---

**Speed** 40 ft. (8 squares), fly 60 ft. (average)  
**Melee** bite +11 (1d8+6) and 2 claws +6 (1d4+3) (damage)  
**Base Atk** +5; **Grp** +11  
**Atk Options** sneak attack +2d6  
**Special Actions** death-stealing gaze, feed  
**Spell-Like Abilities** (CL 5th):  
 At will—*darkness, obscuring mist*

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**Abilities** Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17  
**SQ** camouflage, tanar'ri traits  
**Feats** Improved Initiative, Iron Will  
**Skills** Bluff +11, Concentration +14, Diplomacy +5, Hide +10 (+18 in underground or barren environments), Intimidate +13, Jump +16, Knowledge (local – Iuz) +10, Listen +10, Move Silently +10, Spot +10, Tumble +12

**Camouflage (Ex):** A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, grey, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

**Death-Stealing Gaze (Su):** 30 feet, Fort DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (MM 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

**Feed (Su):** A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu. On its next turn, the newly matured nabassu *plane shifts* back to the

Abyss with any items currently in its possession, abandoning its ghoul minions.

#### 4: DRAGON'S DAUGHTER

##### DARK DAUGHTER CR 4

Female half-red dragon drow elf sorcerer 1  
CE medium dragon (augmented humanoid, elf)  
**Init** +2; **Senses** darkvision 120 ft., low-light vision;  
Listen +3, Spot +3  
**Languages** Common, Draconic, Elven,  
Undercommon

---

**AC** 21, touch 12, flat-footed 19  
(+2 Dex, +4 armor, +1 shield, +4 natural)

**hp** 9 (1 HD)

**Immune** fire, paralysis, *sleep*

**SR** 12

**Fort** +2, **Ref** +2, **Will** +3 (+5 vs. spells and spell-like effects)

**Weakness** light blindness

---

**Speed** 30 ft.

**Melee** rapier +3 (1d6+3/18-20) and  
claw -2 each (1d4+1) and  
bite -2 (1d6+1)

**Ranged Touch** *ray of frost* +2 (1d3 cold)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +0; **Grp** +3

**Special Actions** breath weapon

**Combat Gear** dagger

**Class Spells Known** (CL 1st, 15% Arcane Spell Failure Chance):  
1st (4/day)—*charm person* (DC 16), *magic missile*  
0 (5/day)—*daze* (DC 15), *detect magic*, *ray of frost*,  
*read magic*

**Spell-Like Abilities** (CL 1st):

1/day—*dancing lights*, *darkness*, *faerie fire*

† Already cast

---

**Abilities** Str 16, Dex 15, Con 14, Int 14, Wis 12, Cha 19

**SQ** summon familiar (toad)

**Feats** Spell Focus (Enchantment)

**Skills** Concentration +6, Listen +3, Knowledge (arcana) +6, Search +4, Spellcraft +6, Spot +3, Tumble +4

**Possessions** combat gear plus mithral shirt, mwk buckler, spell component pouch (2)

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**Light Blindness** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

**Breath Weapon (Su):** 30-ft. cone, once per day, damage 2d8 fire, Reflex DC 12 half. The save DC is Constitution-based.

**Skills** +2 racial bonus on Listen, Search, and Spot checks.

##### GITHYANKI COHORT CR 2

Male githyanki fighter 1  
CE medium humanoid (extraplanar)  
**Init** +1; **Senses** Listen +0, Spot +0  
**Languages** Draconic, Githyanki

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**AC** 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

**hp** 13 (1 HD)

**SR** 6

**Fort** +5, **Ref** +1, **Will** +2

---

**Speed** 20 ft. in mwk banded mail (4 squares), base movement 30 ft.

**Melee** greatsword +3 (2d6+3/19-20)

**Ranged** composite longbow (+2 Str) +2 (1d8+2/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +3

**Combat Gear** dagger, 20 arrows, *potion of cure light wounds*

**Spell-Like Abilities** (CL 1st):

3/day—*daze* (DC 9), *mage hand*

† Already cast

---

**Abilities** Str 15, Dex 12, Con 16, Int 13, Wis 10, Cha 8

**Feats** Iron Will

**Skills** Intimidate +3, Knowledge (the planes) +3, Ride +5

**Possessions** combat gear plus mwk banded mail

## APL 4

### 1: THE ROAD MOST TRAVELED

**VARAG** **CR 1**  
CE Medium humanoid (goblinoid)  
**Init** +6; **Senses** darkvision 60 ft., scent; Listen +0, Spot +0  
**Languages** Goblin

---

**AC** 18, touch 12, flat-footed 16  
(+2 Dex, +3 armor, +3 natural)  
**hp** 16 (3 HD)  
**Fort** +2, **Ref** +5, **Will** +1

---

**Speed** 60 ft. in mwk studded leather (12 squares); Run, Spring Attack  
**Melee** mwk scimitar +6 (1d6+2/18-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +4  
**Combat Gear** *potion of cure moderate wounds*

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**Abilities** Str 15, Dex 15, Con 13, Int 6, Wis 10, Cha 10  
**Feats** Improved Initiative, Run<sup>8</sup>, Spring Attack<sup>8</sup>, Weapon Focus (scimitar)  
**Skills** Jump +17, Listen +0, Move Silently +13\*, Spot +0, Survival +0 (+4 when tracking by scent)  
\*A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.  
**Possessions** combat gear plus mwk studded leather, mwk scimitar

---

**Skills** Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

*This humanoid stands close to 7 feet tall when fighting but moves and runs on all fours. It has a hunched posture, double-jointed hind legs, and thick, sinewy skin. The creature bears a slight primitive countenance and two curving horns that sweep away from its skull. It wields a cleaverlike scimitar.*

**ARMANITE** **CR 7**  
CE Large outsider (tanar'ri, extraplanar, evil, chaotic)  
**Init** +0; **Senses** darkvision 60 ft.; Listen +13, Spot +13  
**Languages** Abyssal, telepathy 100 ft.

---

**AC** 23, touch 9, flat-footed 23  
(-1 size, +0 Dex, +8 armor, +6 natural)  
**hp** 99 (9 HD); **DR** 10/cold iron or good  
**Immune** electricity, poison  
**Resist** acid 10, cold 10, fire 10; **SR** 18  
**Fort** +11, **Ref** +6, **Will** +7

---

**Speed** 40 ft. in plate armor (8 squares), base movement 60 ft.; Run, air walk  
**Melee** Mwk lance +14/+9 (2d6+7/x3) and hooves +8 (1d6+2)  
**Melee** Mwk heavy flail +14/+9 (2d8+7/19-20/x2) and hooves +8 (1d6+2)  
**Ranged** Composite longbow +9/+4(1d8+6/x3 plus 1d6 electricity [plus 2d10 electricity on a critical hit])

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with lance)  
**Base Atk** +9; **Grp** +18  
**Atk Options** Improved Bull Rush, Power Attack, cavalry charge, sparkbolt  
**Special Actions** *summon tanar'ri*

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**Abilities** Str 20, Dex 11, Con 20, Int 8, Wis 12, Cha 13  
**SQ** Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10, telepathy 100 ft.  
**Feats** Improved Bull Rush, Power Attack, Run, Track  
**Skills** Intimidate +13, Jump +17, Listen +13, Search +11, Spot +13, Survival +13, Tumble +8  
**Possessions** full plate, masterwork lance, masterwork heavy flail, composite longbow (Str +5) with 20 arrows

**Physical Description:** *This creature has the lower body of a muscular horse and the torso, arms, and head of a sickly human. Its flesh is pale and festers with sores. Heavy horns protrude from its brow, and it wears an intricate suit of full plate armor. Patches of bristly hair protrude from chinks in its armor.*

**Air Walk (Su):** An armanite can use air walk, as the spell of the same name, for up to 1 hour per day. This time need not be consecutive.

**Cavalry Charge (Ex):** An armanite is considered to be mounted for determining the effects of charge attacks with lances. An armanite gains a +4 bonus on attack rolls when charging with a lance and does not take a penalty to its armor class as a result of its charge.

**Sparkbolt (Su):** An armanite can charge arrows it shoots from any bow with electrical energy at will. Arrows fired by armanite gain a +1 enhancement bonus and the *shocking burst* weapon quality.

**Summon Tanar'ri (Sp):** Once per day, an armanite can attempt to summon 1d10 dretches or another armanite with a 30% chance of success. This ability is the equivalent of a 3<sup>rd</sup> level spell (CL 9<sup>th</sup>).

### 4: DRAGON'S DAUGHTER

**DARK DAUGHTER** **CR 6**  
Female half-red dragon drow elf sorcerer 3  
CE medium dragon (augmented humanoid, elf)  
**Init** +2; **Senses** darkvision 120 ft., low-light vision; Listen +3, Spot +3  
**Languages** Common, Draconic, Elven, Undercommon

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**AC** 22, touch 12, flat-footed 20  
(+2 Dex, +5 armor, +1 shield, +4 natural)  
**hp** 18 (3 HD)  
**Immune** fire, paralysis, *sleep*  
**SR** 14  
**Fort** +3, **Ref** +3, **Will** +4 (+6 vs. spells and spell-like effects)  
**Weakness** light blindness

---

**Speed** 30 ft.  
**Melee** rapier +4 (1d6+3/18-20) and claw -1 each (1d4+1) and bite -1 (1d6+1)  
**Ranged Touch** *ray of frost* +3 (1d3 cold)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +4  
**Special Actions** breath weapon  
**Combat Gear** dagger  
**Class Spells Known** (CL 3rd, 15% Arcane Spell Failure Chance):  
1st (6/day)—*charm person* (DC 16), *magic missile*, *ray of enfeeblement*  
0 (6/day)—*acid splash*, *daze* (DC 15), *detect magic*, *ray of frost*, *read magic*  
**Spell-Like Abilities** (CL 3rd):  
1/day—*dancing lights*, *darkness*, *faerie fire*  
‡ Already cast

---

**Abilities** Str 16, Dex 15, Con 14, Int 14, Wis 12, Cha 19  
**SQ** summon familiar (toad)  
**Feats** Spell Focus (Enchantment), Skill Focus (Concentration)  
**Skills** Concentration +11, Listen +3, Hide +7, Knowledge (arcana) +8, Search+4, Spellcraft +10, Spot +3, Tumble +5  
**Possessions** combat gear plus +1 *mithral shirt*, *cloak of elvenkind*, mwk buckler, spell component pouch (2)

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**Light Blindness** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

**Breath Weapon (Su):** 30-ft. cone, once per day, damage 4d8 fire, Reflex DC 13 half. The save DC is Constitution-based.

**Skills** +2 racial bonus on Listen, Search, and Spot checks.

#### GITHYANKI COHORT CR 4

Male githyanki fighter 3  
CE medium humanoid (extraplanar)  
**Init** +1; **Senses** Listen +0, Spot +0  
**Languages** Draconic, Githyanki

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**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 armor)  
**hp** 32 (1 HD)  
**SR** 8  
**Fort** +6, **Ref** +2, **Will** +3

---

**Speed** 20 ft. in mwk banded mail (4 squares), base movement 30 ft.

**Melee** mwk greatsword +7 (2d6+3/19-20)

**Ranged** mwk composite longbow (+2 Str) +5 (1d8+2/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Power Attack

**Combat Gear** dagger, 20 arrows, *potion of cure light wounds*

**Spell-Like Abilities** (CL 3rd):

3/day—*blur*, *daze* (DC 9), *mage hand*

‡ Already cast

---

**Abilities** Str 15, Dex 12, Con 16, Int 13, Wis 10, Cha 8

**Feats** Iron Will, Power Attack, Weapon Focus (greatsword)

**Skills** Intimidate +5, Knowledge (the planes) +4, Ride +7

**Possessions** combat gear plus mwk banded mail

## APL 6

### 1: THE ROAD MOST TRAVELED

**VARAG** **CR 1**  
CE Medium humanoid (goblinoid)  
**Init** +6; **Senses** darkvision 60 ft., scent; Listen +0, Spot +0  
**Languages** Goblin

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**AC** 18, touch 12, flat-footed 16  
(+2 Dex, +3 armor, +3 natural)  
**hp** 16 (3 HD)  
**Fort** +2, **Ref** +5, **Will** +1

---

**Speed** 60 ft. in mwk studded leather (12 squares); Run, Spring Attack  
**Melee** mwk scimitar +6 (1d6+2/18-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +4  
**Combat Gear** *potion of cure moderate wounds*

---

**Abilities** Str 15, Dex 15, Con 13, Int 6, Wis 10, Cha 10  
**Feats** Improved Initiative, Run<sup>8</sup>, Spring Attack<sup>8</sup>, Weapon Focus (scimitar)  
**Skills** Jump +17, Listen +0, Move Silently +13\*, Spot +0, Survival +0 (+4 when tracking by scent)  
\*A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.  
**Possessions** combat gear plus mwk studded leather, mwk scimitar

---

**Skills** Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

*This humanoid stands close to 7 feet tall when fighting but moves and runs on all fours. It has a hunched posture, double-jointed hind legs, and thick, sinewy skin. The creature bears a slight primitive countenance and two curving horns that sweep away from its skull. It wields a cleaverlike scimitar.*

### LUZIAN NOVICE **CR 3**

Female human wizard 3  
CE Medium humanoid (human)  
**Init** +6; **Senses** Listen +1, Spot +1  
**Languages** Abyssal, Common, Draconic, Goblin

---

**AC** 16, touch 12, flat-footed 14  
(+2 Dex, +4 armor)  
**hp** 16 (3 HD)  
**Immune** *magic missiles*  
**Fort** +3, **Ref** +4, **Will** +5

---

**Speed** 30 ft.  
**Melee** quarterstaff +1 (1d6)  
**Ranged** mwk light crossbow +4 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +1  
**Combat Gear**  
*scrolls of (CL 3): web (DC 13), sound burst (DC 13), protection from arrows, mirror image, levitate, burning hands (DC 11), ray of enfeeblement,*

*scrolls of (CL 1): shield, true strike, quarterstaff, dagger, mwk light crossbow, 20 bolts*  
**Wizard Spells Prepared (CL 3rd):**  
2nd—*glitterdust* (DC 14), *scorching ray*  
1st—~~*mage armor*~~†, *magic missile, grease* (DC 13)  
0—*acid splash, detect magic, message*†, *ray of frost*  
† Already cast

---

**Abilities** Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8  
**SQ** summon familiar (toad)  
**Feats** Skill Focus (Concentration), Improved Initiative, Scribe Scroll<sup>B</sup>, Craft Wondrous Item  
**Skills** Concentration +10, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +10, Survival +1 (+3 on other planes), Tumble +5  
**Possessions** combat gear plus *vest of resistance +1, brooch of shielding, pearl of power 1st*, spell component pouches (2).

### DRAGOON PRIVATE **CR 1**

Male human fighter 1  
CE Medium humanoid (human)  
**Init** +1; **Senses** Listen +1, Spot +1  
**Languages** Common

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**AC** 17, touch 11, flat-footed 16  
(+1 Dex, +6 armor)  
**hp** 10 (1 HD)  
**Fort** +4, **Ref** +1, **Will** +3

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.  
**Melee** mwk longspear +5 (1d8+3/x3) or  
**Melee** greatsword +3 (2d6+3/19-20)  
**Ranged** composite longbow +2 (1d8+2/x3)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)  
**Base Atk** +1; **Grp** +3  
**Combat Gear** mwk longspear, greatsword, composite longbow (+2 Str), 20 arrows

---

**Abilities** Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8  
**Feats** Quickdraw, Iron Will<sup>B</sup>, Weapon Focus (longspear)<sup>B</sup>  
**Skills** Handle Animal +3, Intimidate +3, Ride +5  
**Possessions** combat gear plus mwk banded mail

### CHASME **CR 10**

CE Large outsider (tanar'ri, extraplanar, evil, chaotic)  
**Init** +3; **Senses** darkvision 60 ft., *see invisibility*; Listen +14, Spot +14  
**Aura** fear (5 ft. radius, Will DC 16); *unholy aura* (if a good attacker succeeds on a melee attack against it, the offending attacker takes 1d6 points of temporary Strength damage; Fort DC 20 negates)  
**Languages** Abyssal, Celestial, Common, telepathy 100 ft.

---

**AC** 30, touch 16, flat-footed 27  
(-1 size, +3 Dex, +4 deflection, 14 natural); *unholy aura*

**hp** 90 (9 HD); **DR** 10/cold iron or good  
**Immune** electricity, poison, mental control (*protection from good*), possession and mental influence (*unholy aura*)

**Resist** acid 10, cold 10, fire 10; **SR** 21 (25 vs. good; *unholy aura*)

**Fort** +14, **Ref** +13, **Will** +12; *unholy aura*

**Speed** 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); flyby attack

**Melee** 2 claws +17 (1d6+4 plus wounding) and bite +15 (1d8+2 plus wounding) and gore +15 (1d8+2 plus wounding)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +17

**Atk Options** Flyby Attack, Power Attack

**Special Actions** drone, *summon tanar'ri*

**Spell-Like Abilities** (CL 9th):

At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good*, *see invisibility* †, *telekinesis*

3/day—**quicken** *ray of enfeeblement* (+11 ranged touch)

1/day—*unholy aura* (DC 20) †

† Already cast

**Abilities** Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

**SQ** Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10, spell resistance 21, telepathy 100 ft.

**Feats** Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*Ray of Enfeeblement*)

**Skills** Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14.

**Physical Description:** *This large, flylike demon has buzzing wings and six limbs, two of which end in long, thin-fingered hands. Its head is vaguely humanoid, with a large hooked horn where its nose should be. Tufts of wiry hair sprout between the black plates covering its insect flesh.*

**Drone (Su):** As a full round action, a chasme can beat its wings to create a droning buzz in a 60-foot radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect. The save DC is Charisma-based.

**Fear Aura (Su):** As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12<sup>th</sup>; Will DC 16 negates). If that save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours. The save DC is Charisma-based.

**Summon Tanar'ri (Sp):** Once per day, a chasme can attempt to summon 1d4 rutterkins or another

chasme with a 40% chance of success. This is the equivalent of a 4<sup>th</sup> level spell (CL 9<sup>th</sup>).

**Wounding (Ex):** A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

## 2: THROUGH THE WOODS

**PLANT COHORT**

**CR 10**

Elite Advanced Briarvex

NE Huge plant

**Init** +0; **Senses** low-light vision; Listen +17, Spot +17

**Languages** Common, Sylvan

**AC** 22, touch 8, flat-footed 22

(-2 size, +14 natural)

**hp** 224 (16 HD); **DR** 10/slashing

**Immune** mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, critical hits

**Fort** +18, **Ref** +7, **Will** +10

**Weakness** vulnerability to fire

**Speed** 30 ft. (6 squares); improved woodland stride

**Melee** 2 spiked fists +24 each (3d6+14 plus thorn burrow)

**Melee** spiked fist awesome blow +20 (3d6+14 plus thorn burrow plus knocked flying [Reflex DC = damage dealt])

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +12; **Grp** +34

**Atk Options** Power Attack, thorn burrow, Improved Bull Rush

**Special Actions** entangle

**Abilities** Str 38, Dex 10, Con 26, Int 10, Wis 16, Cha 8

**SQ** plant traits

**Feats** Improved Natural Attack (spiked fist), Iron Will, Power Attack, Lightning Reflexes, Improved Bull Rush, Awesome Blow

**Skills** Hide -3\*, Listen +17, Spot +17, Survival +8

\*A briarvex has a +16 racial bonus on Hide checks made in forested areas.

**Possessions** *amulet of natural armor* +1, 3,800 gp worth of gems and jewelry and expensive coins woven into its thorns and vines as trophies

**Improved Woodland Striked (Ex)** A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at its normal speed without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

**Thorn Burrow (Su)** A briarvex's spiked fist attack deals piercing as well as budgeoning damage.

Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause embedded thorns to twist and burrow into a single creature's flesh, dealing 4d6 points of piercing



damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action.

**Entangle (Su)** As the *entangle* spell; at will; DC 26; caster level 8<sup>th</sup>.

This ability affects a 60-foot-radius area around the briarvex and lasts for 1 round. The save DC is Constitution-based.

## 4: DRAGON'S DAUGHTER

### DARK DAUGHTER

CR 10

Female elite half-red dragon succubus

CE Medium dragon (augmented outsider, chaotic, extraplanar, evil, tanar'ri)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Listen +20, Spot +20

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft., *tongues*

**AC** 27, touch 13, flat-footed 24  
(+3 Dex, +4 armor, +13 natural)

**hp** 63 (6 HD)

**DR** 10/cold iron or good

**Immune** electricity, fire, paralysis, poison, *sleep*

**Resist** acid 10, cold 10

**SR** 20

**Fort** +9, **Ref** +9, **Will** +9

**Speed** 30 ft. in (6 squares), fly 50 ft. (average)

**Melee** mwk longsword +11/+6 (1d8+4/19-20) and claw +5 (1d6+2) and bite +5 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +10

**Special Actions** breath weapon, Energy Drain, *summon tanar'ri*

**Combat Gear** *potion of cure serious wounds*

**Spell-Like Abilities** (CL 12th):

At will—*charm monster* (DC 26), *detect good*, *detect thoughts* (DC 24), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration) †, *suggestion* (DC 25), *greater teleport* (self plus 50 pounds of objects only). The save DCs are Charisma-based.

† Already cast

**Abilities** Str 18, Dex 16, Con 16, Int 18, Wis 17, Cha 35

**Feats** Awaken Spell Resistance\*, Improved Initiative, Leadership

**Skills** Bluff +21, Concentration +12, Diplomacy +16, Disguise +31\* (+33 acting), Hide +12, Intimidate +21, Knowledge (arcana) +13, Listen +20, Move Silently +12, Spot +20

**Possessions** combat gear plus *cloak of charisma* +2, *vest of resistance* +1, +1 *studded leather armor*

**Energy Drain (Su):** A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity.

The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 25 Will save to negate the effect of the *suggestion*. The DC is 25 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Summon Tanar'ri (Sp):** Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

**Tongues (Su):** A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

**Breath Weapon (Su):** 30-ft. cone, once per day, damage 6d8 fire, Reflex DC 16 half. The save DC is Constitution-based.

**Skills:** Succubi have a +8 racial bonus on Listen and Spot checks.

\*While using her *polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks, which is already included in the bonus.

### GITHYANKI COHORT

CR 8

Male githyanki fighter 7

CE medium humanoid (extraplanar)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Draconic, Githyanki

**AC** 21, touch 12, flat-footed 20

(+1 Dex, +9 armor, +1 deflection)

**hp** 74 (7 HD)

**SR** 12

**Fort** +9, **Ref** +4, **Will** +5

**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.

**Melee** +1 *greatsword* +12/+7 (2d6+6/19-20)

**Ranged** mwk composite longbow (+3 Str) +9/+4 (1d8+3/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with Lunging Strike\*)

**Base Atk** +7; **Grp** +10

**Atk Options** Power Attack, Improved Sunder

**Special Actions** Lunging Strike\*

**Combat Gear** dagger, 20 arrows, mwk greatsword, *potion of cure serious wounds*

**Spell-Like Abilities** (CL 7th):

3/day—*blur*, *daze* (DC 9), *mage hand*, *dimension door*

† Already cast

**Abilities** Str 16, Dex 12, Con 16, Int 13, Wis 10, Cha 8

**Feats** Power Attack, Iron Will, Lunging Strike\*, Weapon Focus (greatsword), Combat Expertise, Weapon Specialization (greatsword), Improved Sunder

**Skills** Intimidate +9, Knowledge (the planes) +6, Ride +11, Survival +0 (+2 on other planes)

**Possessions** combat gear plus +1 *full plate*, *cloak of resistance* +1, *ring of protection* +1

## 1: THE ROAD MOST TRAVELED

**VARAG PACK LEADER** **CR 5**

Male varag scout\* 4

\*Class described in *Complete Adventurer*

LE Medium humanoid (goblinoid)

**Init** +10; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8

**Languages** Goblin

**AC** 22, touch 15, flat-footed 22; uncanny dodge (+5 Dex, +4 armor, +3 natural)

**hp** 45 (7 HD)

**Fort** +6, **Ref** +13, **Will** +5

**Speed** 70 ft. in +1 *studded leather* (14 squares); Run, Spring Attack

**Melee** +1 *scimitar* +10 (1d6+4/18-20) or

**Ranged** mwk composite shortbow +11 (1d6+3/X3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +8

**Atk Options** skirmish (+1d6, +1 AC)

**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*

**Abilities** Str 17, Dex 20, Con 14, Int 10, Wis 10, Cha 8

**SQ** battle fortitude +1, trackless step, trapfinding

**Feats** Improved Initiative, Iron Will, Run<sup>8</sup>, Spring Attack<sup>8</sup>, Track<sup>8</sup>, Weapon Focus (scimitar)

**Skills** Hide +13, Jump +21, Listen +8, Move Silently +21\*, Spot +8, Survival +10 (+14 when tracking by scent)

\*A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.

**Possessions** combat gear plus +1 *studded leather*, +1 *scimitar*, mwk composite shortbow (+3 Str bonus) with 20 arrows, *cloak of resistance* +1

**Skirmish (Ex)** +1d6 bonus on damage rolls and +1 to AC in any round in which the varag pack leader moves at least 10 feet. *Complete Adventurer* 12.

**Battle Fortitude (Ex)** Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying light load. Included above. *Complete Adventurer* 12.

**Skills** Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

*This feral goblinoid being wears a necklace of human teeth. Its mouth and face are stained with dried blood, and it moves more like a beast that learned to carry a weapon than a true humanoid.*

**IUZIAN APPRENTICE** **CR 5**

Male human wizard 5

CE Medium humanoid (human)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Abyssal, Common, Draconic, Goblin

**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

**hp** 24 (5 HD)

**Immune** *magic missiles*

**Fort** +3, **Ref** +4, **Will** +6

**Speed** 30 ft.

**Melee** quarterstaff +2 (1d6)

**Ranged** mwk light crossbow +5 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +2

**Combat Gear**

*scrolls of (CL 5): blink, burning hands (DC 11), dispel magic, fly, ray of enfeeblement,*

*scrolls of (CL 3): invisibility, scorching ray, protection from arrows, mirror image, levitate,*

*scrolls of (CL 1): true strike,*

quarterstaff, dagger, mwk light crossbow, 20 bolts

**Wizard Spells Prepared (CL 5th):**

3rd—*fireball* (DC 17), *lightning bolt* (DC 17)

2nd—*glitterdust* (DC 15), *sound burst* (DC 16), *web* (DC 15)

1st—~~*mage armor*~~†, *magic missile*, *shield*, *grease* (DC 14)

0—*acid splash*, *detect magic*, ~~*message*~~†, *ray of frost*

† Already cast

**Abilities** Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8

**SQ** summon familiar (toad)

**Feats** Skill Focus (Concentration), Improved Initiative, Scribe Scroll<sup>B</sup>, Craft Wondrous Item, Spell Focus (Evocation)<sup>B</sup>

**Skills** Concentration +12, Knowledge (arcana) +10, Knowledge (the planes) +10, Spellcraft +14, Survival +2 (+4 on other planes), Tumble +6

**Possessions** combat gear plus *pearl of power 1st*, *pearl of power 2nd*, *vest of resistance* +1, *brooch of shielding*, spell component pouches (2).

**DRAGON SERGEANT** **CR 3**

Male human fighter 3

CE Medium humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

**hp** 26 (3 HD)

**Fort** +6, **Ref** +3, **Will** +5

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.

**Melee** mwk longspear +7 (1d8+3/x3) or

**Melee** mwk greatsword +6 (2d6+3/19-20)

**Ranged** mwk composite longbow +5 (1d8+2/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Base Atk** +3; **Grp** +5

**Atk Options** Point Blank Shot

**Combat Gear** mwk longspear, mwk greatsword, mwk composite longbow (+2 Str), 20 arrows

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**Abilities** Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8  
**Feats** Quickdraw, Iron Will<sup>B</sup>, Weapon Focus (longspear)<sup>B</sup>, Combat Reflexes<sup>B</sup>, Point Blank Shot  
**Skills** Handle Animal +5, Intimidate +5, Ride +9  
**Possessions** combat gear plus mwk banded mail, vest of resistance +1

---

**CHASME**

**CR 10**

CE Large outsider (tanar'ri, extraplanar, evil, chaotic)  
**Init** +3; **Senses** darkvision 60 ft., see *invisibility*; Listen +14, Spot +14  
**Aura** fear (5 ft. radius, Will DC 16); *unholy aura* (if a good attacker succeeds on a melee attack against it, the offending attacker takes 1d6 points of temporary Strength damage; Fort DC 20 negates)  
**Languages** Abyssal, Celestial, Common, telepathy 100 ft.

---

**AC** 30, touch 16, flat-footed 27 (-1 size, +3 Dex, +4 deflection, 14 natural); *unholy aura*  
**hp** 90 (9 HD); **DR** 10/cold iron or good  
**Immune** electricity, poison, mental control (*protection from good*), possession and mental influence (*unholy aura*)  
**Resist** acid 10, cold 10, fire 10; **SR** 21 (25 vs. good; *unholy aura*)  
**Fort** +14, **Ref** +13, **Will** +12; *unholy aura*

---

**Speed** 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); flyby attack  
**Melee** 2 claws +17 (1d6+4 plus wounding) and bite +15 (1d8+2 plus wounding) and gore +15 (1d8+2 plus wounding)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +17

**Atk Options** Flyby Attack, Power Attack

**Special Actions** drone, *summon tanar'ri*

**Spell-Like Abilities** (CL 9th):

At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good*, see *invisibility* †, *telekinesis*

3/day—**quicken** *ray of enfeeblement* (+11 ranged touch)

1/day—*unholy aura* (DC 20) †

† Already cast

---

**Abilities** Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

**SQ** Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10, spell resistance 21, telepathy 100 ft.

**Feats** Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (Ray of Enfeeblement)

**Skills** Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14.

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**Physical Description:** *This large, flylike demon has buzzing wings and six limbs, two of which end in long, thin-fingered hands. Its head is vaguely humanoid, with a large hooked horn where its nose should be. Tufts of wiry hair sprout between the black plates covering its insect flesh.*

**Drone (Su):** As a full round action, a chasme can beat its wings to create a droning buzz in a 60-foot radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect. The save DC is Charisma-based.

**Fear Aura (Su):** As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12<sup>th</sup>; Will DC 16 negates). If that save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours. The save DC is Charisma-based.

**Summon Tanar'ri (Sp):** Once per day, a chasme can attempt to summon 1d4 rutterkins or another chasme with a 40% chance of success. This is the equivalent of a 4<sup>th</sup> level spell (CL 9<sup>th</sup>).

**Wounding (Ex):** A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

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## 2: THROUGH THE WOODS

ELITE ADVANCED TREANT

**CR 10**

NE Huge plant

**Init** +1; **Senses** low-light vision; Listen +9, Spot +9

**Languages** Common, Sylvan, Treant

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**AC** 26, touch 10, flat-footed 25

(-2 size, +1 Dex, +2 armor, +1 deflection, +14 natural)

**hp** 143 (11 HD); **DR** 10/slashing

**Immune** mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, critical hits

**Fort** +14, **Ref** +6, **Will** +9

**Weakness** vulnerability to fire

---

**Speed** 30 ft. (6 squares)

**Melee** 2 slams +17 each (2d6+11)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +8; **Grp** +27

**Atk Options** double damage against objects, Improved Sunder, Power Attack

**Special Actions** trample 2d6+16

**Spell-Like Abilities** (CL 12th):

At will—*animate trees* †

† Already cast

---

**Abilities** Str 33, Dex 12, Con 24, Int 12, Wis 18, Cha 10

**Feats** Improved Sunder, Iron Will, Power Attack, Lightning Reflexes

**Skills** Diplomacy +2, Hide +5\*, Intimidate +5 Knowledge (nature) +6, Listen +9, Sense Motive +9, Spot +9, Survival +9 (+11 above ground)

**Possessions** *amulet of natural armor* +1, *bracers of armor* +2, *ring of protection* +1

---

**Animate Trees (Sp):** A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 16th). Animated trees have the same vulnerability to fire that a treant has.

**Double Damage against Objects (Ex):** A treant or animated tree that makes a full attack against an object or structure deals double damage.

**Trample (Ex):** Reflex DC 26 half. The save DC is Strength-based.

**Skills** Treants have a +16 racial bonus on Hide checks made in forested areas.

#### FEY LEADER

CR 12

Male verdant prince thief-acrobat 1

NE Medium fey

**Init** +14; **Senses** low-light vision; Listen +12, Spot +12

**Languages** Common, Druidic, Elven, Sylvan

---

**AC** 33, touch 30, flat-footed 23

(+10 Dex, +10 deflection, +3 natural)

**hp** 163 (17 HD); **DR** 10/cold iron

**Resist** evasion

**SR** 20

**Fort** +20, **Ref** +32, **Will** +24

**Weakness** double damage from cold iron

---

**Speed** 40 ft. (8 squares)

**Melee** *staff of the woodlands* +12/+7 (1d6+5)

**Ranged** +1 *sling* +19 (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +8; **Grp** +10

**Atk Options** Point Blank Shot, Precise Shot

**Special Actions** fast acrobatics, kip up

**Combat Gear** *expended staff of the woodlands* (acts as a +2 *quarterstaff* and allows wielder to *use pass without trace* at will), *fire seed* (8 bombs, 1d8+16 fire Ref DC 26 each)

**Spell-Like Abilities** (CL 16th):

At will—*dimension door* (only when starting point and destination are adjacent to a tree or plant creature), *disguise self* (DC 21)

1/day—*baleful polymorph* (DC 25), *call lightning storm* (DC 25), *changestaff*, **empowered** *cure critical wounds*, *fire seeds* (DC 26), *repel metal or stone*, *wall of thorns*

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**Abilities** Str 14, Dex 30, Con 21, Int 16, Wis 18, Cha 31 (27\*)

**SQ** oath bond, unearthly grace, trapfinding, fast acrobatics, kip up, steady stance

**Feats** Point Blank Shot, Improved Initiative, Leadership, Precise Shot, Skill Focus (Concentration), Empowered Spell-like ability (*cure critical wounds*), Track<sup>B</sup>

**Skills** Balance +24, Climb +10, Concentration +24, Disguise +20, Hide +22, Intimidate +30, Jump +13, Listen +12, Move Silently +22, Spellcraft +19, Spot +12, Survival +20, Tumble +24

**Possessions** combat gear plus quarterstaff (currently a treant via *changestaff*), *cloak of charisma* +2, *gloves of dex* +2, belt pouch (2,000 gp diamond)

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**Oath Bond (Su)** Not important for this scenario.

**Unearthly Grace (Su)** A verdant prince adds its Charisma modifier as a bonus on saving throws, and as a deflection bonus to Armor Class. Included above.

**Fast Acrobatics (Ex)** A thief-acrobat can avoid the normal penalties for accelerated movement. Ignore the normal -5 penalty when making a Balance check while moving at full normal speed. Climb at half speed as a move action without taking a -5 penalty on the Climb check. Tumble at full speed without taking the normal -10 penalty on the Tumble check.

**Kip Up (Ex)** Stand from prone as a free action that does not provoke attacks of opportunity.

**Steady Stance (Ex)** Not considered flat-footed when balancing or climbing, and adds class level as a bonus on Balance or Climb checks to remain balancing or climbing when she takes damage.

**Skills** Disguise includes a +10 bonus from *disguise self*

**Physical Description:** A figure blending nature into a humanoid form appears on a tree limb. Curved and woody antlers grow from its head, a mane of leaves spills down its back, thornlike spikes protrude from its shoulders, and lichen covers its wrists like bracers. Its eyes flicker with green light.

**Note** Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

#### PLANT COHORT

CR 10

Elite Advanced Briarvex

NE Huge plant

**Init** +0; **Senses** low-light vision; Listen +17, Spot +17

**Languages** Common, Sylvan

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**AC** 22, touch 8, flat-footed 22

(-2 size, +14 natural)

**hp** 224 (16 HD); **DR** 10/slashing

**Immune** mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, critical hits

**Fort** +18, **Ref** +7, **Will** +10

**Weakness** vulnerability to fire

---

**Speed** 30 ft. (6 squares); improved woodland stride

**Melee** 2 spiked fists +24 each (3d6+14 plus thorn burrow)

**Melee** spiked fist awesome blow +20 (3d6+14 plus thorn burrow plus knocked flying [Reflex DC = damage dealt])

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +12; **Grp** +34

**Atk Options** Power Attack, thorn burrow, Improved Bull Rush

**Special Actions** entangle

**Abilities** Str 38, Dex 10, Con 26, Int 10, Wis 16, Cha 8

**SQ** plant traits

**Feats** Improved Natural Attack (spiked fist), Iron Will, Power Attack, Lightning Reflexes, Improved Bull Rush, Awesome Blow

**Skills** Hide -3\*, Listen +17, Spot +17, Survival +8

\*A briarvex has a +16 racial bonus on Hide checks made in forested areas.

**Possessions** *amulet of natural armor* +1, 3,800 gp worth of gems and jewelry and expensive coins woven into its thorns and vines as trophies

**Improved Woodland Striked (Ex)** A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at its normal speed without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

**Thorn Burrow (Su)** A briarvex's spiked fist attack deals piercing as well as budgeoning damage.

Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause embedded thorns to twist and burrow into a single creature's flesh, dealing 4d6 points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action.

**Entangle (Su)** As the *entangle* spell; at will; DC 26; caster level 8<sup>th</sup>.

This ability affects a 60-foot-radius area around the briarvex and lasts for 1 round. The save DC is Constitution-based.

## 4: DRAGON'S DAUGHTER

**ADVANCED DARK DAUGHTER** CR 12

Female elite advanced half-red dragon succubus  
CE Medium dragon (augmented outsider, chaotic, extraplanar, evil, tanar'ri)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Listen +24, Spot +24

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft., *tongues*

**AC** 28, touch 13, flat-footed 25  
(+3 Dex, +5 armor, +13 natural)

**hp** 105 (10 HD)

**DR** 10/cold iron or good

**Immune** electricity, fire, paralysis, poison, *sleep*

**Resist** acid 10, cold 10; **SR** 24

**Fort** +12, **Ref** +12, **Will** +12

**Speed** 30 ft. in (6 squares), fly 50 ft. (average)

**Melee** mwk longsword +15/+10 (1d8+4/19-20) and claw +9 (1d6+2) and

bite +9 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +14

**Special Actions** breath weapon, Energy Drain, *summon tanar'ri*

**Combat Gear** *potion of cure serious wounds*

**Spell-Like Abilities** (CL 16th):

At will—*charm monster* (DC 27), *detect good*, *detect thoughts* (DC 25), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration) †, *suggestion* (DC 26), *greater teleport* (self plus 50 pounds of objects only). The save DCs are Charisma-based.

† Already cast

**Abilities** Str 18, Dex 16, Con 16, Int 18, Wis 17, Cha 36

**Feats** Awaken Spell Resistance\*, Improved Initiative, Leadership, Ability Focus (Energy Drain)

**Skills** Bluff +25, Concentration +16, Diplomacy +20, Disguise +35\* (+37 acting), Hide +16, Intimidate +25, Knowledge (arcana) +17, Listen +24, Move Silently +16, Spot +24

**Possessions** combat gear plus *cloak of charisma* +2, *vest of resistance* +2, +2 *studded leather armor*

**Energy Drain (Su):** A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 30 Will save to negate the effect of the *suggestion*. The DC is 30 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Summon Tanar'ri (Sp):** Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

**Tongues (Su):** A succubus has a permanent *tongues* ability (as the spell, caster level 16th). Succubi usually use verbal communication with mortals.

**Breath Weapon (Su):** 30-ft. cone, once per day, damage 6d8 fire, Reflex DC 18 half. The save DC is Constitution-based.

**Skills:** Succubi have a +8 racial bonus on Listen and Spot checks.

\*While using her *polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

**GITHYANKI COHORT** CR 10

Male githyanki fighter 9  
CE medium humanoid (extraplanar)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Draconic, Githyanki

**AC** 21, touch 12, flat-footed 20  
(+1 Dex, +9 armor, +1 deflection)

**hp** 95 (9 HD)

**SR** 14

**Fort +10, Ref +5, Will +6**

---

**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.

**Melee** +1 *silver sword* +16/+11 (2d6+8/17-20)

**Ranged** mwk composite longbow (+3 Str) +11/+6 (1d8+3/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with Lunging Strike\*)

**Base Atk** +9; **Grp** +12

**Atk Options** Power Attack, Improved Sunder

**Special Actions** Lunging Strike\*

**Combat Gear** dagger, 20 arrows, mwk greatsword, *potion of cure serious wounds*

**Spell-Like Abilities** (CL 9th):

3/day—*blur*, *daze* (DC 9), *mage hand*, *dimension door*, *telekinesis* (DC 14)

1/day—*plane shift* (DC 16)

† Already cast

---

**Abilities** Str 17, Dex 12, Con 16, Int 13, Wis 10, Cha 8

**Feats** Power Attack, Iron Will, Lunging Strike\*, Weapon Focus (greatsword), Combat Expertise, Weapon Specialization (greatsword), Improved Sunder, Melee Weapon Mastery (slashing)\*, Improved Critical (greatsword)

**Skills** Intimidate +11, Knowledge (the planes) +7, Ride +13, Survival +0 (+2 on other planes)

**Possessions** combat gear plus +1 *full plate*, *cloak of resistance* +1, *ring of protection* +1

**1: THE ROAD MOST TRAVELED**

**VARAG PACK LEADER** **CR 5**  
 Male varag scout\* 4  
 \*Class described in *Complete Adventurer*  
 LE Medium humanoid (goblinoid)  
**Init** +10; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8  
**Languages** Goblin

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**AC** 22, touch 15, flat-footed 22; uncanny dodge (+5 Dex, +4 armor, +3 natural)  
**hp** 45 (7 HD)  
**Fort** +6, **Ref** +13, **Will** +5

---

**Speed** 70 ft. in +1 *studded leather* (14 squares); Run, Spring Attack  
**Melee** +1 *scimitar* +10 (1d6+4/18-20) or  
**Ranged** mwk composite shortbow +11 (1d6+3/X3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +5; **Grp** +8  
**Atk Options** skirmish (+1d6, +1 AC)  
**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*

---

**Abilities** Str 17, Dex 20, Con 14, Int 10, Wis 10, Cha 8  
**SQ** battle fortitude +1, trackless step, trapfinding  
**Feats** Improved Initiative, Iron Will, Run<sup>8</sup>, Spring Attack<sup>8</sup>, Track<sup>8</sup>, Weapon Focus (scimitar)  
**Skills** Hide +13, Jump +21, Listen +8, Move Silently +21\*, Spot +8, Survival +10 (+14 when tracking by scent)  
 \*A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.  
**Possessions** combat gear plus +1 *studded leather*, +1 *scimitar*, mwk composite shortbow (+3 Str bonus) with 20 arrows, *cloak of resistance* +1

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**Skirmish (Ex)** +1d6 bonus on damage rolls and +1 to AC in any round in which the varag pack leader moves at least 10 feet. *Complete Adventurer* 12.  
**Battle Fortitude (Ex)** Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying light load. Included above. *Complete Adventurer* 12.  
**Skills** Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

*This feral goblinoid being wears a necklace of human teeth. Its mouth and face are stained with dried blood, and it moves more like a beast that learned to carry a weapon than a true humanoid.*

**IUZIAN SKULL-TOSSER** **CR 7**  
 Female human wizard 7  
 CE Medium humanoid (human)  
**Init** +6; **Senses** Listen +1, Spot +1  
**Languages** Abyssal, Common, Draconic, Goblin

---

**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)  
**hp** 32 (7 HD)  
**Immune** *magic missiles*  
**Fort** +5, **Ref** +6, **Will** +8

---

**Speed** 30 ft.  
**Melee** quarterstaff +3 (1d6)  
**Ranged** mwk light crossbow +6 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +3  
**Combat Gear**  
*scrolls of (CL 7): dispel magic, scorching ray, solid fog,*  
*scrolls of (CL 5): blink, fly, ray of enfeeblement,*  
*scrolls of (CL 3): invisibility, protection from arrows, mirror image, levitate,*  
*scrolls of (CL 1): true strike,*  
 quarterstaff, dagger, mwk light crossbow, 20 bolts  
**Wizard Spells Prepared** (CL 7th):  
 4th—*Otiluke's resilient sphere* (DC 19)  
 3rd—*fireball* (DC 18), *lightning bolt* (DC 18), *stinking cloud* (DC 16)  
 2nd—*glitterdust* (DC 15), *sound burst* (DC 17), *web* (DC 15), *web* (DC 15)  
 1st—*burning hands* (DC 16), ~~*mage armor*~~ †, *magic missile*, *shield*, *grease* (DC 14)  
 0—*acid splash*, *detect magic*, ~~*message*~~ †, *ray of frost*  
 † Already cast

---

**Abilities** Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8  
**SQ** summon familiar (toad)  
**Feats** Skill Focus (Concentration), Improved Initiative, Scribe Scroll<sup>B</sup>, Craft Wondrous Item, Spell Focus (Evocation)<sup>B</sup>, Greater Spell Focus (Evocation)  
**Skills** Balance +4, Concentration +14, Jump +2, Knowledge (arcana) +12, Knowledge (the planes) +12, Spellcraft +16, Survival +3 (+5 on other planes), Tumble +7  
**Possessions** combat gear plus *pearl of power 1st*, *pearl of power 2nd*, *vest of resistance* +2, *brooch of shielding*, spell component pouches (2).

**DRAGOON LIEUTENANT** **CR 5**  
 Male human fighter 5  
 CE Medium humanoid (human)  
**Init** +1; **Senses** Listen +1, Spot +1  
**Languages** Common

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**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 armor)  
**hp** 42 (5 HD)  
**Fort** +7, **Ref** +3, **Will** +5

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**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.  
**Melee** mwk longspear +10 (1d8+6/x3) or  
**Melee** mwk greatsword +9 (2d6+4/19-20)  
**Ranged** mwk composite longbow +7 (1d8+3/x3)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)  
**Base Atk** +5; **Grp** +8

**Atk Options** Point Blank Shot

**Combat Gear** mwk longspear, mwk greatsword, mwk composite longbow (+3 Str), 20 arrows, *potion of cure light wounds*

---

**Abilities** Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8

**Feats** Quickdraw, Iron Will<sup>B</sup>, Weapon Focus (longspear)<sup>B</sup>, Combat Reflexes<sup>B</sup>, Point Blank Shot, Weapon Specialization (longspear)<sup>B</sup>

**Skills** Handle Animal +7, Intimidate +7, Ride +11

**Possessions** combat gear plus mwk full-plate, *vest of resistance* +1

## 2: THROUGH THE WOODS

**ELITE ADVANCED TREANT** **CR 12**

NE Gargantuan plant

**Init** +1; **Senses** low-light vision; Listen +16, Spot +16

**Languages** Common, Sylvan, Treant

---

**AC** 29, touch 9, flat-footed 28

(-4 size, +2 armor, +1 Dex, +2 deflection, +18 natural)

**hp** 285 (19 HD); **DR** 10/slashing

**Immune** mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, critical hits

**Fort** +20, **Ref** +9, **Will** +12

**Weakness** vulnerability to fire

---

**Speed** 30 ft. (6 squares)

**Melee** 2 slams +26 each (4d6+16)

**Space** 20 ft.; **Reach** 20 ft.

**Base Atk** +14; **Grp** +42

**Atk Options** double damage against objects, Improved Sunder, Power Attack

**Special Actions** trample 3d6+24

**Spell-Like Abilities** (CL 24th):

At will—*animate trees* †

† Already cast

---

**Abilities** Str 43, Dex 12, Con 28, Int 12, Wis 18, Cha 10

**Feats** Improved Sunder, Iron Will, Power Attack, Lightning Reflexes, Skill Focus (Hide), Ability Focus (trample), Improved Natural Attack (slam)

**Skills** Diplomacy +2, Hide +14\*, Intimidate +5, Knowledge (nature) +6, Listen +16, Sense Motive +9, Spot +16, Survival +9 (+11 above ground)

**Possessions** *amulet of natural armor* +1, *bracers of armor* +2, *ring of protection* +2

---

**Animate Trees (Sp):** A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 24th). Animated trees have the same vulnerability to fire that a treant has.

**Double Damage against Objects (Ex):** A treant or animated tree that makes a full attack against an object or structure deals double damage.

**Trample (Ex):** Reflex DC 37 half. The save DC is Strength-based.

**Skills** Treants have a +16 racial bonus on Hide checks made in forested areas.

**FEY LEADER**

**CR 14**

Male verdant prince thief-acrobat 3

NE Medium fey

**Init** +14; **Senses** low-light vision; Listen +12, Spot +12

**Languages** Common, Druidic, Elven, Sylvan

---

**AC** 36, touch 31, flat-footed 25

(+10 Dex, +2 armor, +10 deflection, +3 natural, +1 Dodge); defensive roll 1/day

**hp** 181 (19 HD); **DR** 10/cold iron

**Resist** evasion

**SR** 20

**Fort** +21, **Ref** +33, **Will** +25

**Weakness** double damage from cold iron

---

**Speed** 40 ft. (8 squares)

**Melee** *staff of the woodlands* +14/+9 (1d6+5)

**Ranged** +1 *sling* +21 (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +12

**Atk Options** Point Blank Shot, Precise Shot, acrobatic charge

**Special Actions** fast acrobatics, kip up

**Combat Gear** *expended staff of the woodlands* (acts as a +2 *quarterstaff* and allows wielder to *use pass without trace* at will), **empowered** *fire seed* (8 bombs, [1d8+16]\*1.5 fire Ref DC 26 each)

**Spell-Like Abilities** (CL 16th):

At will—*dimension door* (only when starting point and destination are adjacent to a tree or plant creature), *disguise self* (DC 21)

1/day—*baleful polymorph* (DC 25), *call lightning storm* (DC 25), *changestaff*, **empowered** *cure critical wounds*, **empowered** *fire seeds* (DC 26), *repel metal or stone*, *wall of thorns*

---

**Abilities** Str 14, Dex 30, Con 21, Int 16, Wis 18, Cha 31 (27\*)

**SQ** oath bond, unearthly grace, trapfinding, fast acrobatics, kip up, steady stance, agile fighting +1/+2, slow fall 20 ft.

**Feats** Point Blank Shot, Improved Initiative, Leadership, Precise Shot, Skill Focus (Concentration), Empowered Spell-like ability (*cure critical wounds*), Track<sup>B</sup>, Empowered Spell-like Ability (*fireseeds*)

**Skills** Balance +26, Climb +10, Concentration +26, Disguise +20, Hide +24, Intimidate +32, Jump +15, Listen +12, Move Silently +24, Spellcraft +19, Spot +12, Survival +20, Tumble +26

**Possessions** combat gear plus *quarterstaff* (currently a treant via *changestaff*), *cloak of charisma* +2, *gloves of dex* +2, *bracers of armor* +2, belt pouch (2,000 gp diamond)

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**Oath Bond (Su)** Not important for this scenario.

**Unearthly Grace (Su)** A verdant prince adds its Charisma modifier as a bonus on saving throws,



and as a deflection bonus to Armor Class. Included above.

**Fast Acrobatics (Ex)** A thief-acrobat can avoid the normal penalties for accelerated movement. Ignore the normal -5 penalty when making a Balance check while moving at full normal speed. Climb at half speed as a move action without taking a -5 penalty on the Climb check. Tumble at full speed without taking the normal -10 penalty on the Tumble check.

**Kip Up (Ex)** Stand from prone as a free action that does not provoke attacks of opportunity.

**Steady Stance (Ex)** Not considered flat-footed when balancing or climbing, and adds class level as a bonus on Balance or Climb checks to remain balancing or climbing when she takes damage.

**Defensive Roll (Ex)** PH 51.

**Agile Fighting (Ex)** Gain a +1 Dodge bonus to Armor Class. When fighting defensively or using total defense, this bonus becomes +2. At 4<sup>th</sup> level, these bonuses increase by 1 each.

In addition, take no penalty to Armor Class or melee attack rolls when kneeling, sitting, or prone.

**Slow Fall (Ex)** PH 41.

**Acrobatic Charge (Ex)** Can charge over difficult terrain that normally slows movement or through allies blocking his path. Depending on the circumstance, may still need to make appropriate checks (such as Jump, Tumble, etc.) to successfully move over the terrain.

**Skills** Disguise includes a +10 bonus from *disguise self*

**Physical Description:** A figure blending nature into a humanoid form appears on a tree limb. Curved and woody antlers grow from its head, a mane of leaves spills down its back, thornlike spikes protrude from its shoulders, and lichen covers its wrists like bracers. Its eyes flicker with green light.

**Note** Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

#### PLANT COHORT

CR 12

Elite Advanced Briarvex

NE Huge plant

**Init** +4; **Senses** low-light vision, Blind-Fight; Listen +25, Spot +25

**Languages** Common, Sylvan

**AC** 23, touch 8, flat-footed 23

(-2 size, +15 natural)

**hp** 336 (24 HD); **DR** 10/slashing

**Immune** mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, critical hits

**Fort** +22, **Ref** +9, **Will** +12

**Weakness** vulnerability to fire

**Speed** 30 ft. (6 squares); improved woodland stride

**Melee** 2 spiked fists +31 each (3d6+15/19-20 plus thorn burrow)

**Melee** spiked fist awesome blow +27 (3d6+15/19-20 plus thorn burrow plus knocked flying [Reflex DC = damage dealt])

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +18; **Grp** +41

**Atk Options** Power Attack, thorn burrow, Improved Bull Rush

**Special Actions** entangle

**Abilities** Str 40, Dex 10, Con 26, Int 10, Wis 16, Cha 8

**SQ** plant traits

**Feats** Improved Natural Attack (spiked fist), Iron Will, Power Attack, Lightning Reflexes, Improved Bull Rush, Awesome Blow, Improved Initiative, Improved Critical (spiked fist), Blind-Fight

**Skills** Hide -3\*, Listen +25, Spot +25, Survival +8

\*A briarvex has a +16 racial bonus on Hide checks made in forested areas.

**Possessions** *amulet of natural armor* +2, 3,800 gp worth of gems and jewelry and expensive coins woven into its thorns and vines as trophies

**Improved Woodland Striked (Ex)** A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at its normal speed without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

**Thorn Burrow (Su)** A briarvex's spiked fist attack deals piercing as well as budgeoning damage.

Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause embedded thorns to twist and burrow into a single creature's flesh, dealing 4d6 points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action.

**Entangle (Su)** As the *entangle* spell; at will; DC 30; caster level 8<sup>th</sup>.

This ability affects a 60-foot-radius area around the briarvex and lasts for 1 round. The save DC is Constitution-based.

### 3: BARREN REINFORCEMENTS

ELITE BABAU CRIANCA

CR 9

CE Medium undead (augmented outsider, chaotic, extraplanar, evil, tanar'ri)

**Init** +9; **Senses** darkvision 60 ft., *see invisibility*; Listen +20, Spot +2

**Aura** protective slime

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**AC** 25, touch 15, flat-footed 20

(+5 Dex, +10 natural)

**hp** 84 (7 HD); **DR** 10/cold iron or good

**Immune** electricity, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage,

anything that requires a Fort save (unless effect affects objects)

**Resist** acid 10, cold 10, fire 10, sonic 10, turn resistance +8; **SR** 17

**Fort** +5, **Ref** +10, **Will** +9

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**Speed** 30 ft. (6 squares), fly 60 ft. (average)

**Melee** 2 claws +16 each (1d6+9 plus 1d6 fire) and bite +14 (1d6+4 plus 1d6 fire)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +16

**Atk Options** sneak attack +2d6

**Special Actions** *summon tanar'ri*, breath weapon, dismissive turning, explosive death, sonic fire, turn resistance

**Spell-Like Abilities** (CL 7th):

At Will—*burning hands* (DC 14), *darkness*, *dispel magic*, see *invisibility* †, *greater teleport* (self plus 50 pounds of objects only)

1/day—*fireball* (DC 16)

† Already cast

---

**Abilities** Str 29, Dex 20, Con --, Int 14, Wis 14, Cha 17

**SQ** undead traits, tanar'ri traits.

**Feats** Improved Turn Resistance<sup>B</sup>, Multiattack, Iron Will, Ability Focus (protective slime)

**Skills** Balance +7, Concentration +10, Disable Device +13, Disguise +13, Escape Artist +15, Hide +19, Jump +11, Listen +20, Move Silently +19, Open Lock +12, Search +20, Survival +2 (+4 following tracks), Tumble +10, Use Rope +3 (+5 with bindings)

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**Sneak Attack (Ex):** A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

**Protective Slime (Su):** A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 24 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 24 Reflex save. The save DCs are Strength-based.

**Summon Tanar'ri (Sp):** Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

**Breath Weapon (Su):** 30-ft. cone, once every 1d4 rounds, damage 7d6, half fire, half sonic, Reflex DC 18 half. The save DC is Dexterity-based. This breath weapon does not affect worshippers of luz.

**Dismissive Turning (Ex):** When a demundead is destroyed by a turning attempt on any plane other than the Abyss, it instead is banished to the Abyss. Demundead destroyed by a turning attempt in the Abyss are affected normally.

**Explosive Death (Ex):** When killed, a demundead explodes in a concussive blast of fire in a 100-foot

radius burst that deals 1d6 points of damage per HD of the demundead. Half of this damage is fire and half is sonic. Reflex DC 18 half. The save DC is Dexterity-based. This explosion does not affect worshippers of luz.

**Sonic Fire (Ex):** Any fire-based attacks of a demundead are changed to half fire damage and half sonic damage. Any attacks that are already half fire damage have the other half replaced with sonic damage; for example, a *flamestrike* from a demundead does sonic damage, rather than divine damage.

**Turn Resistance (Ex):** A demundead gains +4 Turn Resistance.

**Skills:** Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks. A demundead has a -4 penalty to Hide and Move Silently checks, due to the constant fire and sound emitted from its body.

## 4: DRAGON'S DAUGHTER

**DARK DAUGHTER**

**CR 14**

Female half-red dragon lilitu

CE (shroud alignment, *nondetection*) Medium dragon (augmented outsider, chaotic, evil, extraplanar, tanar'ri)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Listen +23, Spot +23

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

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**AC** 43, touch 19, flat-footed 35

(+8 Dex, +8 armor, +4 shield, +1 deflection, +12 natural)

**hp** 175 (14 HD); **DR** 10/cold iron or good

**Immune** electricity, fire, poison, paralysis, *sleep*

**Resist** acid 10, cold 10; **SR** 25

**Fort** +16, **Ref** +19, **Will** +17

**Weakness** divine magic

---

**Speed** 40 ft. (8 squares)

**Melee** +2 *longsword* +22/+17/+12 (1d8+8) and 4 stingers +18 each (1d4+3 plus poison) and bite +18 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with stingers)

**Base Atk** +14; **Grp** +20

**Special Actions** breath weapon, Combat Reflexes, lilitu's gift

**Combat Gear** mwk longsword (+2 after *greater magic weapon*)

**Cleric Spells Prepared** (CL 9th):

5th—**D:** ~~lesser planar binding~~, *greater command* (DC 29), *plane shift* (DC 29), *slay living* (DC 29), **quicken** *sanctuary* (DC 25)

4th—**D:** *dimensional anchor*, *cure critical wounds*, *divine power*, *freedom of movement*, ~~greater magic weapon~~, ~~lesser planar ally~~

3rd—**D:** ~~nondetection~~, *bestow curse* (DC 27), *dispel magic*, *dispel magic*, *invisibility purge*, ~~magic vestment~~, *speak with dead*

2nd—**D:** *invisibility*, *align weapon*, *bull's strength*, *desecrate*, *enthrall* (DC 26), *hold person* (DC 26),

lesser restoration, lesser restoration, sound burst (DC 26)

1st—**D:** *demon flesh\**, *cause fear* (DC 25), *command* (DC 25), *divine favor*, *obscuring mist*, *protection from good*, *sanctuary*, *shield of faith*, *shield of faith*

0—*create water*, *cure minor wounds*, *detect magic*, *light*, *mending*, *read magic*

**D:** Domain spell. **Deity:** none. **Domains:** Demonic, Trickery

**Spell-Like Abilities** (CL 14th):

At Will—*charm monster* (DC 28), *detect good*, *detect thoughts* (DC 26), *disguise self* (DC 25, no limit on duration) †, *fly* †, *suggestion* (DC 27), *greater teleport* (self plus 50 pounds of objects only), *sending*, *tongues* †

3/day—**quicken** *suggestion* (DC 27)

1/day—*dominate person* (DC 29), *fly* (*celestial armor*), *symbol of persuasion* (DC 30) †

† Already cast

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**Abilities** Str 22, Dex 27, Con 21, Int 20, Wis 22, Cha 39

**SQ** item use, mock divinity, shroud alignment

**Feats** Combat Reflexes, Quicken Spell, Quicken Spell-like Ability (*suggestion*), Awaken Spell Resistance\*, Leadership, Multiattack<sup>B</sup>

**Skills** Bluff +31, Concentration +22, Diplomacy +35, Disguise +31 (+33 acting), Forgery +22, Heal +23, Intimidate +33, Knowledge (religion) +22, Listen +23, Sense Motive +23, Spot +23

**Possessions** combat gear plus *cloak of charisma +4*, *vest of resistance +2*, *celestial armor*, mwk heavy steel shield (+2 after *magic vestment*), *ring of protection +1*, *amulet of health +2*, 2 cloud giant skeletons previous created via *animate dead*

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**Item Use (Ex)** A lilitu can use any magic item as though she had successfully used the Use Magic Device skill.

**Lilitu's Grace (Su)** Not applicable to this scenario.

**Mock Divinity (Ex)** A lilitu casts spells as a 9th level cleric, except that she uses her Charisma score to determine bonus spells per day and saving throw DCs. She has access to the Demonic and Trickery domains. She cannot spontaneously cast *cure* or *inflict* spells, nor can she turn or rebuke undead.

**Poison (Su)** Stinger—Injury, Fort DC 22, 2d6 Wis/1d4 negative levels. The save DC is Constitution-based.

**Shroud Alignment (Ex)** Spells and spell-like abilities that have the good descriptor treat a lilitu as if her alignment was good. Magic items are similarly fooled.

**Vulnerable to Divine Magic (Ex)** A lilitu's heretical nature renders her particularly susceptible to divine magic. She makes all saving throws against divine magic at a -2 penalty, and checks to overcome her spell resistance with a divine spell gain a +4 sacred bonus.

**Breath Weapon (Su):** 30-ft. cone, once per day, damage 6d8 fire, Reflex DC 22 half. The save DC is Constitution-based.

## LESSER PLANAR ALLY

CR --

Thrice-fed Juvenile Nabassu

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

**Languages** Abyssal, Common; telepathy 100 ft.

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**AC** 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

**hp** 67 (5 HD, but treat as 6 HD for level dependent effects); **DR** 5/cold iron or good

**Immune** electricity and poison

**Resist** acid 10, cold 10, fire 10; **SR** 17

**Fort** +11, **Ref** +7, **Will** +9

---

**Speed** 40 ft. (8 squares), fly 60 ft. (average)

**Melee** bite +12 (1d8+6) and  
2 claws +7 each (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +12

**Atk Options** sneak attack +2d6

**Special Actions** death-stealing gaze, feed

**Spell-Like Abilities** (CL 6th):

At will—*darkness*, *obscuring mist*

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**Abilities** Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17 (all ability checks not covered by this stat block receive a +1 profane bonus).

**SQ** camouflage, tanar'ri traits

**Feats** Improved Initiative, Iron Will

**Skills** Bluff +12, Concentration +15, Diplomacy +6, Hide +11 (+19 in underground or barren environments), Intimidate +14, Jump +17, Knowledge (Local--luz's Border States) +11, Listen +11, Move Silently +11, Spot +11, Tumble +13; (all others receive a +1 profane bonus)

---

**Camouflage (Ex):** Gains a +8 Circumstance bonus on Hide checks made in underground or barren environments.

**Death-Stealing Gaze (Su):** 30 feet, Fort DC 16 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

**Feed (Su):** A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

**Note:** This juvenile nabassu has fed on three victims. Its stats and CR have been adjusted accordingly (see Feed).

#### GITHYANKI COHORT

CR 12

Male githyanki fighter 11

CE medium humanoid (extraplanar)

Init +1; Senses Listen +0, Spot +0

Languages Draconic, Githyanki

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AC 23, touch 12, flat-footed 22

(+1 Dex, +10 armor, +1 deflection, +1 natural)

hp 116 (11 HD)

SR 16

Fort +11, Ref +5, Will +6

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Speed 20 ft. in +2 *full plate* (4 squares), base movement 30 ft.

Melee +1 *silver sword* +20/+15/+10 (2d6+11/17-20)

Ranged mwk composite longbow (+4 Str) +13/+8/+3 (1d8+4/x3)

Space 5 ft.; Reach 5 ft. (10 ft. with Lunging Strike\*)

Base Atk +11; Grp +15

Atk Options Power Attack, Improved Sunder

Special Actions Lunging Strike\*

Combat Gear dagger, 20 arrows, mwk greatsword, *potion of cure serious wounds*

Spell-Like Abilities (CL 11th):

3/day—*blur*, *daze* (DC 9), *mage hand*, *dimension door*, *telekinesis* (DC 14)

1/day—*plane shift* (DC 16)

† Already cast

---

Abilities Str 19, Dex 12, Con 16, Int 13, Wis 10, Cha 8

Feats Power Attack, Iron Will, Lunging Strike\*, Weapon Focus (greatsword), Combat Expertise, Weapon Specialization (greatsword), Improved Sunder, Melee Weapon Mastery (slashing)\*, Improved Critical (greatsword), Greater Weapon Focus (greatsword)

Skills Intimidate +13, Knowledge (the planes) +8, Ride +15, Survival +0 (+2 on other planes)

Possessions combat gear plus +2 *full plate*, *cloak of resistance* +1, *ring of protection* +1, *amulet of natural armor* +1, *gloves of ogre power*

**1: THE ROAD MOST TRAVELED**

**VARAG PACK LEADER** **CR 5**

Male varag scout\* 4

\*Class described in *Complete Adventurer*

LE Medium humanoid (goblinoid)

**Init** +10; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8

**Languages** Goblin

**AC** 22, touch 15, flat-footed 22; uncanny dodge (+5 Dex, +4 armor, +3 natural)

**hp** 45 (7 HD)

**Fort** +6, **Ref** +13, **Will** +5

**Speed** 70 ft. in +1 *studded leather* (14 squares); Run, Spring Attack

**Melee** +1 *scimitar* +10 (1d6+4/18-20) or

**Ranged** mwk composite shortbow +11 (1d6+3/X3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +8

**Atk Options** skirmish (+1d6, +1 AC)

**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*

**Abilities** Str 17, Dex 20, Con 14, Int 10, Wis 10, Cha 8

**SQ** battle fortitude +1, trackless step, trapfinding

**Feats** Improved Initiative, Iron Will, Run<sup>8</sup>, Spring Attack<sup>8</sup>, Track<sup>8</sup>, Weapon Focus (scimitar)

**Skills** Hide +13, Jump +21, Listen +8, Move Silently +21\*, Spot +8, Survival +10 (+14 when tracking by scent)

\*A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.

**Possessions** combat gear plus +1 *studded leather*, +1 *scimitar*, mwk composite shortbow (+3 Str bonus) with 20 arrows, *cloak of resistance* +1

**Skirmish (Ex)** +1d6 bonus on damage rolls and +1 to AC in any round in which the varag pack leader moves at least 10 feet. *Complete Adventurer* 12.

**Battle Fortitude (Ex)** Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying light load. Included above. *Complete Adventurer* 12.

**Skills** Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

*This feral goblinoid being wears a necklace of human teeth. Its mouth and face are stained with dried blood, and it moves more like a beast that learned to carry a weapon than a true humanoid.*

**IUZIAN MAGE** **CR 9**

Male human wizard 9

CE Medium humanoid (human)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Abyssal, Common, Draconic, Goblin

**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

**hp** 49 (9 HD)

**Immune** *magic missiles*

**Fort** +8, **Ref** +8, **Will** +10

**Speed** 30 ft.

**Melee** quarterstaff +4 (1d6)

**Ranged** mwk light crossbow +7 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +4

**Combat Gear**

*scrolls of* (CL 9): *dispel magic*, *dispelling screen*, *wall of force*

*scrolls of* (CL 7): *scorching ray*, *solid fog*,

*scrolls of* (CL 5): *blink*, *fly*, *ray of enfeeblement*,

*scrolls of* (CL 3): *invisibility*, *protection from arrows*, *mirror image*, *levitate*,

*scrolls of* (CL 1): *true strike*,

quarterstaff, dagger, mwk light crossbow, 20 bolts

**Wizard Spells Prepared** (CL 9th):

5th—*cloudkill* (DC 19)

4th—*Otiluke's resilient sphere* (DC 20), *ice storm* (DC 20)

3rd—*fireball* (DC 19), *lightning bolt* (DC 19), *stinking cloud* (DC 17)

2nd—*glitterdust* (DC 16), *sound burst* (DC 18), *web* (DC 16), *web* (DC 16)

1st—*burning hands* (DC 17), ~~*mage armor*~~†, *magic missile*, *shield*, *grease* (DC 15)

0—*acid splash*, *detect magic*, ~~*message*~~†, *ray of frost*

† Already cast

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

**SQ** summon familiar (toad)

**Feats** Skill Focus (Concentration), Improved Initiative, Scribe Scroll<sup>B</sup>, Craft Wondrous Item, Spell Focus (Evocation)<sup>B</sup>, Greater Spell Focus (Evocation), Quicken Spell

**Skills** Balance +4, Concentration +17, Jump +2, Knowledge (arcana) +14, Knowledge (the planes) +14, Spellcraft +18, Survival +4 (+6 on other planes), Tumble +8

**Possessions** combat gear plus *headband of intellect* +2, *pearl of power* 1st, *pearl of power* 2nd, *vest of resistance* +3, *brooch of shielding*, spell component pouches (2).

**Power-Up Suite** (*heroes' feast*, CL 12):

**hp** 49 plus 10 temp (9 HD)

**Immune** fear, poison

**Fort** +8, **Ref** +8, **Will** +11

**Melee** quarterstaff +5 (1d6)

**Ranged** mwk light crossbow +8 (1d8/19-20)

**DRAGOON CAPTAIN** **CR 7**

Male human fighter 7

CE Medium humanoid (human)

**Init** +1; **Senses** Blind-fight; Listen +1, Spot +1

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**Languages** Common

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**AC** 20, touch 11, flat-footed 19  
(+1 Dex, +9 armor)

**hp** 58 (7 HD)

**Fort** +8, **Ref** +4, **Will** +6

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.

**Melee** +1 *longspear* +12/+7 (1d8+7/x3) or

**Melee** mwk greatsword +11/+6 (2d6+4/19-20)

**Ranged** mwk composite longbow +9/+4 (1d8+3/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *longspear*)

**Base Atk** +7; **Grp** +10

**Atk Options** Point Blank Shot

**Combat Gear** +1 *longspear* mwk greatsword, mwk composite longbow (+3 Str), 20 arrows, *potion of cure moderate wounds*

---

**Abilities** Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8

**Feats** Quickdraw, Iron Will<sup>B</sup>, Weapon Focus (*longspear*)<sup>B</sup>, Combat Reflexes<sup>B</sup>, Point Blank Shot, Weapon Specialization (*longspear*)<sup>B</sup>, Blind-fight, Precise Shot<sup>B</sup>

**Skills** Handle Animal +9, Intimidate +9, Ride +13

**Possessions** combat gear plus +1 *full-plate*, *vest of resistance* +1

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## 2: THROUGH THE WOODS

**ELITE ADVANCED TREANT** **CR 12**

NE Gargantuan plant

**Init** +1; **Senses** low-light vision; Listen +16, Spot +16

**Languages** Common, Sylvan, Treant

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**AC** 29, touch 9, flat-footed 28  
(-4 size, +2 armor, +1 Dex, +2 deflection, +18 natural)

**hp** 285 (19 HD); **DR** 10/slashing

**Immune** mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, critical hits

**Fort** +20, **Ref** +9, **Will** +12

**Weakness** vulnerability to fire

---

**Speed** 30 ft. (6 squares)

**Melee** 2 slams +26 each (4d6+16)

**Space** 20 ft.; **Reach** 20 ft.

**Base Atk** +14; **Grp** +42

**Atk Options** double damage against objects, Improved Sunder, Power Attack

**Special Actions** trample 3d6+24

**Spell-Like Abilities** (CL 24th):

At will—*animate trees* †

† Already cast

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**Abilities** Str 43, Dex 12, Con 28, Int 12, Wis 18, Cha 10

**Feats** Improved Sunder, Iron Will, Power Attack, Lightning Reflexes, Skill Focus (Hide), Ability Focus (trample), Improved Natural Attack (slam)

**Skills** Diplomacy +2, Hide +14\*, Intimidate +5, Knowledge (nature) +6, Listen +16, Sense Motive +9, Spot +16, Survival +9 (+11 above ground)

**Possessions** *amulet of natural armor* +1, *bracers of armor* +2, *ring of protection* +2

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**Animate Trees (Sp):** A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 24th). Animated trees have the same vulnerability to fire that a treant has.

**Double Damage against Objects (Ex):** A treant or animated tree that makes a full attack against an object or structure deals double damage.

**Trample (Ex):** Reflex DC 37 half. The save DC is Strength-based.

**Skills** Treants have a +16 racial bonus on Hide checks made in forested areas.

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**GREY SLAAD IN HUMAN FORM** **CR 10**

CN Medium outsider (Chaotic, Extraplanar)

**Init** +6; **Senses** darkvision 60 ft., see *invisibility*, Listen +16, Spot +16

**Languages** Abyssal, Common, Slaadi

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**AC** 30, touch 12, flat-footed 28;  
(+2 Dex, +4 armor, +2 shield, +12 natural)

**AC vs. Law** 32, touch 14, flat-footed 30  
(+2 deflection, *magic circle against law*)

**Miss Chance** 50% (*invisibility*)

**hp** 110 (10 HD); **fast healing** 5; **DR** 10/lawful

**Immune** sonic

**Resist** acid 5, cold 5, electricity 5, fire 5

**Fort** +14, **Ref** +11, **Will** +12

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**Speed** 20 ft. in armor type (4 squares); fly 40 ft. (8 squares, fly)

**Melee** mwk scimitar +14/+9 (1d6+3/18-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +13

**Special Actions** *change shape*, *summon slaad*

**Spell-Like Abilities** (CL 10th):

At will—*chaos hammer* (DC 18), *deeper darkness*, *detect magic*, *identify*, *invisibility* †, *lightning bolt* (DC 17), *magic circle against law* †, see *invisibility* †, *shatter* (DC 16)

3/day—*animate objects*, *dispel law* (DC 19), *fly* †

1/day—*power word stun*

† Already cast

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**Abilities** Str 16, Dex 15, Con 21, Int 14, Wis 16, Cha 19

**SQ** *change shape*

**Feats** Skill Focus (Concentration), Improved Initiative, Skill Focus (Disguise), Craft Wondrous Item

**Skills** Concentration +18, Disguise +30 (+40 with *change shape*), Jump +16, Knowledge (arcana) +15, Listen +16, Move Silently +15, Search +15, Spellcraft +17 (+19 vs. scrolls), Spot +16, Survival +5 (+7 following tracks), Use Magic Device +17 (+19 vs. scrolls)

**Possessions** combat gear plus *amulet of natural armor* +1, *hat of disguise*, +1 *studded leather*, +1

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*darkwood buckler, cloak of charisma +2, cloak of resistance +2*

**Change Shape (Su)** A grey slaad can assume any humanoid form as a standard action. A grey slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled.

**Summon Slaad (Sp)** Twice per day a grey slaad can attempt to summon 1-2 red slaadi or 1 blue slaad with a 60% chance of success, or 1 green slaad with a 40% chance of success. This ability is the equivalent of a 5<sup>th</sup>-level spell.

#### FEY LEADER

CR 16

Male verdant prince thief-acrobat 5

NE Medium fey

**Init** +14; **Senses** low-light vision; Listen +12, Spot +12

**Languages** Common, Druidic, Elven, Sylvan

**AC** 40, touch 33, flat-footed 28 (+10 Dex, +4 armor, +11 deflection, +3 natural, +2 Dodge); defensive roll 2/day

**hp** 199 (21 HD); **DR** 10/cold iron

**Resist** improved evasion; **SR** 20

**Fort** +22, **Ref** +35, **Will** +26

**Weakness** double damage from cold iron

**Speed** 40 ft. (8 squares)

**Melee** *staff of the woodlands* +15/+10/+5 (1d6+5)

**Ranged** +1 *sling* +22 (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +11; **Grp** +13

**Atk Options** Point Blank Shot, Precise Shot, acrobatic charge

**Special Actions** fast acrobatics, kip up

**Combat Gear** *expended staff of the woodlands* (acts as a +2 *quarterstaff* and allows wielder to *use pass without trace* at will), **empowered** *fire seeds* (8 bombs, [1d8+16]\*1.5 fire each, Ref DC 27 each)

**Spell-Like Abilities** (CL 16th):

At will—*dimension door* (only when starting point and destination are adjacent to a tree or plant creature), *disguise self* (DC 21)

3/day—**quicken** *dimension door*

1/day—*baleful polymorph* (DC 26), *call lightning storm* (DC 26), *changestaff*, **empowered** *cure critical wounds*, **empowered** *fire seeds* (DC 27), *repel metal or stone*, *wall of thorns*

**Abilities** Str 14, Dex 30, Con 21, Int 16, Wis 18, Cha 32 (28\*)

**SQ** oath bond, unearthly grace, trapfinding, fast acrobatics, kip up, steady stance, agile fighting +2/+3, slow fall 30 ft., skill mastery

**Feats** Point Blank Shot, Improved Initiative, Leadership, Precise Shot, Skill Focus (Concentration), Empowered Spell-like ability (*cure critical wounds*), Track<sup>P</sup>, Empowered Spell-like Ability (*fire seeds*), Quicken Spell-like Ability (*dimension door*)

**Skills** Balance +26, Climb +10, Concentration +26, Disguise +21, Hide +24, Intimidate +33, Jump +15, Listen +12, Move Silently +24, Spellcraft +19, Spot +12, Survival +20, Tumble +26

**Possessions** combat gear plus quarterstaff (currently a treant via *changestaff*), *cloak of charisma* +2, *gloves of dex* +2, *bracers of armor* +4, belt pouch (2,000 gp diamond)

**Oath Bond (Su)** Not important for this scenario.

**Unearthly Grace (Su)** A verdant prince adds its Charisma modifier as a bonus on saving throws, and as a deflection bonus to Armor Class. Included above.

**Fast Acrobatics (Ex)** A thief-acrobat can avoid the normal penalties for accelerated movement. Ignore the normal -5 penalty when making a Balance check while moving at full normal speed. Climb at half speed as a move action without taking a -5 penalty on the Climb check. Tumble at full speed without taking the normal -10 penalty on the Tumble check.

**Kip Up (Ex)** Stand from prone as a free action that does not provoke attacks of opportunity.

**Steady Stance (Ex)** Not considered flat-footed when balancing or climbing, and adds class level as a bonus on Balance or Climb checks to remain balancing or climbing when she takes damage.

**Defensive Roll (Ex)** PH 51.

**Agile Fighting (Ex)** Gain a +1 Dodge bonus to Armor Class. When fighting defensively or using total defense, this bonus becomes +2. At 4<sup>th</sup> level, these bonuses increase by 1 each.

In addition, take no penalty to Armor Class or melee attack rolls when kneeling, sitting, or prone.

**Slow Fall (Ex)** PH 41.

**Acrobatic Charge (Ex)** Can charge over difficult terrain that normally slows movement or through allies blocking his path. Depending on the circumstance, may still need to make appropriate checks (such as Jump, Tumble, etc.) to successfully move over the terrain.

**Skill Mastery (Ex)** When making a Balance, Climb, Jump or Tumble check, can take 10 even if stress and distractions would normally prevent him from doing so.

**Improved Evasion (Ex)** PH 42.

**Skills** Disguise includes a +10 bonus from *disguise self*

**Physical Description:** A figure blending nature into a humanoid form appears on a tree limb. Curved and woody antlers grow from its head, a mane of leaves spills down its back, thornlike spikes protrude from its shoulders, and lichen covers its wrists like bracers. Its eyes flicker with green light.

**Note** Stats include the +4 sacred bonus to Charisma gained by the fey for stepping into a fey ring.

#### PLANT COHORT

CR 14

Advanced Briarvex barbarian 3

NE Huge plant

**Init** +4; **Senses** low-light vision, Blind-Fight; Listen +28, Spot +28

**Languages** Common, Sylvan

**AC** 24, touch 8, flat-footed 24; uncanny dodge, trap sense +1

(-2 size, +16 natural)

**hp** 387 (27 HD); **DR** 10/slashing

**Immune** mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning, critical hits

**Fort** +25, **Ref** +9, **Will** +12; trap sense +1

**Weakness** vulnerability to fire

**Speed** 40 ft. (6 squares); improved woodland stride, fast movement

**Melee** 2 spiked fists +34 each (3d6+15/19-20 plus thorn burrow)

**Melee** spiked fist awesome blow +30 (3d6+15/19-20 plus thorn burrow plus knocked flying [Reflex DC = damage dealt])

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +21; **Grp** +44

**Atk Options** Power Attack, thorn burrow, Improved Bull Rush

**Special Actions** entangle

**Abilities** Str 40, Dex 10, Con 26, Int 10, Wis 16, Cha 8

**SQ** plant traits, rage 1/day

**Feats** Improved Natural Attack (spiked fist), Iron Will, Power Attack, Lightning Reflexes, Improved Bull Rush, Awesome Blow, Improved Initiative, Improved Critical (spiked fist), Blind-Fight, Cleave

**Skills** Hide -3\*, Listen +28, Spot +28, Survival +20

\*A briarvex has a +16 racial bonus on Hide checks made in forested areas.

**Possessions** *amulet of natural armor* +3, 3,800 gp worth of gems and jewelry and expensive coins woven into its thorns and vines as trophies

**Improved Woodland Striked (Ex)** A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at its normal speed without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

**Thorn Burrow (Su)** A briarvex's spiked fist attack deals piercing as well as budgeoning damage.

Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause embedded thorns to twist and burrow into a single creature's flesh, dealing 4d6 points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action.

**Entangle (Su)** As the *entangle* spell; at will; DC 30; caster level 8<sup>th</sup>.

This ability affects a 60-foot-radius area around the briarvex and lasts for 1 round. The save DC is Constitution-based.

### Power-Up Suite (raging)

**AC** 22, touch 6, flat-footed 22

(-2 size, +16 natural, -2 rage); uncanny dodge

**hp** 424 (27 HD); **DR** 10/slashing

**Fort** +27, **Ref** +10, **Will** +14; trap sense +1

**Melee** 2 spiked fists +36 each (3d6+17/19-20 plus thorn burrow)

**Melee** spiked fist awesome blow +32 (3d6+17 plus thorn burrow plus knocked flying [Reflex DC = damage dealt])

**Base Atk** +21; **Grp** +46

**Abilities** Str 44, Dex 10, Con 30, Int 10, Wis 16, Cha 8

**Entangle (Su)** As the *entangle* spell; at will; DC 32; caster level 8<sup>th</sup>.

This ability affects a 60-foot-radius area around the briarvex and lasts for 1 round. The save DC is Constitution-based.

## 3: BARREN REINFORCEMENTS

**LESSER PLANAR ALLY** CR --

Thrice-fed Juvenile Nabassu

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

**Languages** Abyssal, Common; telepathy 100 ft.

**AC** 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

**hp** 67 (5 HD, but treat as 6 HD for level dependent effects); **DR** 5/cold iron or good

**Immune** electricity and poison

**Resist** acid 10, cold 10, fire 10; **SR** 17

**Fort** +11, **Ref** +7, **Will** +9

**Speed** 40 ft. (8 squares), fly 60 ft. (average)

**Melee** bite +12 (1d8+6) and 2 claws +7 each (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +12

**Atk Options** sneak attack +2d6

**Special Actions** death-stealing gaze, feed

**Spell-Like Abilities** (CL 6<sup>th</sup>):

At will— *darkness*, *obscuring mist*.

**Abilities** Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17 (all ability checks not covered by this stat block receive a +1 profane bonus).

**SQ** camouflage, tanar'ri traits

**Feats** Improved Initiative, Iron Will

**Skills** Bluff +12, Concentration +15, Diplomacy +6, Hide +11 (+19 in underground or barren environments), Intimidate +14, Jump +17, Knowledge (Local--luz's Border States) +11, Listen +11, Move Silently +11, Spot +11, Tumble +13; (all others receive a +1 profane bonus)

**Camouflage (Ex):** Gains a +8 Circumstance bonus on Hide checks made in underground or barren environments.

**Death-Stealing Gaze (Su):** 30 feet, Fort DC 16 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The



death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

**Feed (Su):** A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

**Note:** This juvenile nabassu has fed on three victims. Its stats and CR have been adjusted accordingly (see Feed).

#### **ADVANCED DREAD WRAITH CR 13**

LE Large undead (incorporeal)

**Init** +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Listen +33, Spot +33

**Aura** unnatural aura

**Languages** Common, Abyssal

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**AC** 26, touch 26, flat-footed 17

(-1 size, +9 Dex, +8 deflection)

**hp** 216 (24 HD)

**Miss** 50% ignore (incorporeal)

**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage, anything that requires a Fort save (unless effect affects objects)

**Weakness** daylight powerlessness

**Fort** +8, **Ref** +17, **Will** +18

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**Speed** fly 60 ft. (12 squares) (Good)

**Melee** incorporeal touch +20 (2d6 plus 1d8 Constitution drain) or

**Melee (Bounding Assault)** incorporeal touch +20/+15 (2d6 plus 1d8 Constitution drain)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +12; **Grp** --

**Atk Options** Spring Attack, Bounding Assault

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**Abilities** Str --, Dex 28, Con --, Int 17, Wis 18, Cha 26

**SQ** incorporeal traits, undead traits

**Feats** Alertness<sup>B</sup>, Blind Fight, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Ability Focus (Constitution Drain), Flyby Attack, Bounding Assault

**Skills** Diplomacy +10, Hide +32, Intimidate +35, Knowledge (Religion) +30, Listen +33, Search +30, Sense Motive +31, Spot +33, Survival +4 (+6 following tracks)

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**Bounding Assault (feat, PH2)** When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke Attacks of Opportunity from any of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use all attacks against one of the opponents targeted with this feat, or split your attacks between them.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they remain within that range.

**Daylight Powerlessness (Ex)** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Lifesense (Su)** A dread wraith notices and locates creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

**Constitution Drain (Su)** Living creature's hit by a dread wraith's incorporeal touch attack must succeed on a DC 32 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

**Create Spawn (Su)** Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

#### **ELITE HEZROU CRIANCA CR 14**

CE Large undead (augmented outsider, chaotic, extraplanar, evil, tanar'ri)

**Init** +8; **Senses** darkvision 60 ft., Blind-Fight; Listen +24, Spot +24

**Aura** stench 10 ft.

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

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**AC** 36, touch 15, flat-footed 32

(-1 size, +4 Dex, +3 armor, +2 deflection, +18 natural)

**hp** 120 (10 HD); **DR** 10/good

**Immune** electricity, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage, anything that requires a Fort save (unless effect affects objects)

**Resist** acid 10, cold 10, fire 15, sonic 15, turn resistance +8; **SR** 20

**Fort** +9, **Ref** +13, **Will** +12

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**Speed** 30 ft. (6 squares), fly 60 ft. (average)

**Melee** bite +18 (4d4+9 plus 1d8 fire) and 2 claws + 13 each (1d8+4 plus 1d8 fire)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +10; **Grp** +23

**Atk Options** improved grab, Power Attack, Improved Sunder

**Special Actions** *summon tanar'ri*, breath weapon

**Spell-Like Abilities** (CL 13th):

At Will—*burning hands* (DC 15), *chaos hammer* (DC 18), *fireball* (DC 17), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18)

3/day—*blasphemy* (DC 21), *gaseous form*

1/day—*flamestrike* (DC 19)

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**Abilities** Str 29, Dex 18, Con --, Int 14, Wis 16, Cha 19

**SQ** undead traits, tanar'ri traits, dismissive turning, explosive death, sonic fire, turn resistance

**Feats** Improved Turn Resistance<sup>B</sup>, Blind-Fight, Power Attack, Improved Sunder

**Skills** Balance +6, Concentration +13, Hide +9, Escape Artist +17, Intimidate +17, Jump +11, Listen +24, Move Silently +13, Search +15, Spellcraft +15, Spot +24, Survival +6 (+8 following tracks), Tumble +10.5, Use Rope +8 (+10 vs. bindings)

**Possessions** combat gear plus *amulet of natural armor* +2, *bracers of armor* +3, *ring of protection* +2, *cloak of resistance* +2

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**Improved Grab (Ex):** To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Stench (Ex):** A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Strength-based.

**Summon Tanar'ri (Sp):** Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

**Breath Weapon (Su):** 30-ft. cone, once every 1d4 rounds, damage 10d6, half fire, half sonic, Reflex DC 19 half. The save DC is Dexterity-based. This breath weapon does not affect worshippers of luz.

**Dismissive Turning (Ex):** When a demundead is destroyed by a turning attempt on any plane other than the Abyss, it instead is banished to the Abyss. Demundead destroyed by a turning attempt in the Abyss are affected normally.

**Explosive Death (Ex):** When killed, a demundead explodes in a concussive blast of fire in a 100-foot

radius burst that deals 1d6 points of damage per HD of the demundead. Half of this damage is fire and half is sonic. Reflex DC 19 half. The save DC is Dexterity-based. This explosion does not affect worshippers of luz.

**Sonic Fire (Ex):** Any fire-based attacks of a demundead are changed to half fire damage and half sonic damage. Any attacks that are already half fire damage have the other half replaced with sonic damage; for example, a *flamestrike* from a demundead does sonic damage, rather than divine damage.

**Turn Resistance (Ex):** A demundead gains +4 Turn Resistance.

**Skills:** Hezrous have a +8 racial bonus on Listen and Spot checks. A demundead has a -4 penalty to Hide and Move Silently checks, due to the constant fire and sound emitted from its body.

## 4: DRAGON'S DAUGHTER

**ADVANCED DARK DAUGHTER** **CR 16**

Advanced Female half-red dragon lilitu  
CE (shroud alignment, nondetection) Medium dragon  
(augmented outsider, chaotic, evil, extraplanar, tanar'ri)

**Init** +12; **Senses** darkvision 60 ft., low-light vision; Listen +25, Spot +25

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

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**AC** 43, touch 19, flat-footed 35  
(+8 Dex, +8 armor, +4 shield, +1 deflection, +12 natural)

**hp** 195 (16 HD); **DR** 10/cold iron or good

**Immune** electricity, fire, poison, paralysis, *sleep*

**Resist** acid 10, cold 10; **SR** 27

**Fort** +19, **Ref** +22, **Will** +20

**Weakness** divine magic

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**Speed** 40 ft. (8 squares)

**Melee** +2 *longsword* +24/+19/+14 (1d8+8) and 4 stingers +20 each (1d4+3 plus poison) and bite +20 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with stingers)

**Base Atk** +16; **Grp** +22

**Special Actions** breath weapon, Combat Reflexes, lilitu's gift

**Combat Gear** mwk longsword (+2 after *greater magic weapon*)

**Class Spells Prepared** (CL 11th):

6th—**D:** *mislead*, *greater dispel magic*, *heal*, ~~*planar ally*~~, **quicken** *hold person* (DC 28)

5th—**D:** *false vision*, *greater command* (DC 31), *plane shift* (DC 31), *slay living* (DC 31), **quicken** *sanctuary* (DC 27), **quicken** *command* (DC 27)

4th—**D:** *dimensional anchor*, *cure critical wounds*, *divine power*, *freedom of movement*, ~~*greater magic weapon*~~, ~~*lesser planar ally*~~, *restoration*, *spell immunity*

3rd—**D:** ~~*nondetection*~~, *bestow curse* (DC 29), *bestow curse* (DC 29), *dispel magic*, *dispel*

magic, invisibility purge, ~~magic vestment~~, speak with dead, prayer,

2nd—**D**: invisibility, align weapon, bull's strength, desecrate, enthrall (DC 28), hold person (DC 28), lesser restoration, lesser restoration, sound burst (DC 28)

1st—**D**: demon flesh\*, cause fear (DC 27), command (DC 27), command (DC 27), divine favor, obscuring mist, protection from good, sanctuary, shield of faith, shield of faith

0—create water, cure minor wounds, detect magic, light, mending, read magic

**D**: Domain spell. **Deity**: none. **Domains**: Demonic, Trickery

#### Spell-Like Abilities (CL 16th):

At Will—charm monster (DC 30), detect good, detect thoughts (DC 28), disguise self (DC 27, no limit on duration) †, fly †, suggestion (DC 29), greater teleport (self plus 50 pounds of objects only), sending, tongues †

3/day—quicken suggestion (DC 29)

1/day—dominate person (DC 31), fly (celestial armor), symbol of persuasion (DC 32) †

† Already cast

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**Abilities** Str 22, Dex 27, Con 21, Int 20, Wis 22, Cha 42

**SQ** item use, mock divinity, shroud alignment, planar ally (glabrezu, MM 43)

**Feats** Combat Reflexes, Improved Initiative, Quicken Spell, Quicken Spell-like Ability (suggestion), Awaken Spell Resistance\*, Leadership, Multiattack<sup>B</sup>

**Skills** Bluff +35, Concentration +24, Diplomacy +39, Disguise +35 (+37 acting), Forgery +24, Heal +25, Intimidate +37, Knowledge (religion) +24, Listen +25, Sense Motive +25, Spot +25

**Possessions** combat gear plus cloak of charisma +6, vest of resistance +4, celestial armor, mwk heavy steel shield (+2 after magic vestment), ring of protection +1, amulet of health +2, 2 young adult red dragon skeletons previous created via animate dead

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**Item Use (Ex)** A lilitu can use any magic item as though she had successfully used the Use Magic Device skill.

**Lilitu's Grace (Su)** Not applicable to this scenario.

**Mock Divinity (Ex)** A lilitu casts spells as a 9th level cleric, except that she uses her Charisma score to determine bonus spells per day and saving throw DCs. She has access to the Demonic and Trickery domains. She cannot spontaneously cast cure or inflict spells, nor can she turn or rebuke undead.

**Poison (Su)** Stinger—Injury, Fort DC 23, 2d6 Wis/1d4 negative levels. The save DC is Constitution-based.

**Shroud Alignment (Ex)** Spells and spell-like abilities that have the good descriptor treat a lilitu as if her alignment was good. Magic items are similarly fooled.

**Vulnerable to Divine Magic (Ex)** A lilitu's heretical nature renders her particularly susceptible to divine

magic. She makes all saving throws against divine magic at a -2 penalty, and checks to overcome her spell resistance with a divine spell gain a +4 sacred bonus.

**Breath Weapon (Su)**: 30-ft. cone, once per day, damage 6d8 fire, Reflex DC 23 half. The save DC is Constitution-based.

#### LESSER PLANAR ALLY CR --

Thrice-fed Juvenile Nabassu

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

**Languages** Abyssal, Common; telepathy 100 ft.

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**AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

**hp** 67 (5 HD, but treat as 6 HD for level dependent effects); **DR** 5/cold iron or good

**Immune** electricity and poison

**Resist** acid 10, cold 10, fire 10; **SR** 17

**Fort** +11, **Ref** +7, **Will** +9

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**Speed** 40 ft. (8 squares), fly 60 ft. (average)

**Melee** bite +12 (1d8+6) and 2 claws +7 each (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +12

**Atk Options** sneak attack +2d6

**Special Actions** death-stealing gaze, feed

**Spell-Like Abilities** (CL 6th):

At will—darkness, obscuring mist

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**Abilities** Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17 (all ability checks not covered by this stat block receive a +1 profane bonus).

**SQ** camouflage, tanar'ri traits

**Feats** Improved Initiative, Iron Will

**Skills** Bluff +12, Concentration +15, Diplomacy +6, Hide +11 (+19 in underground or barren environments), Intimidate +14, Jump +17, Knowledge (Local--luz's Border States) +11, Listen +11, Move Silently +11, Spot +11, Tumble +13; (all others receive a +1 profane bonus)

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**Camouflage (Ex)**: Gains a +8 Circumstance bonus on Hide checks made in underground or barren environments.

**Death-Stealing Gaze (Su)**: 30 feet, Fort DC 16 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (MM 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

**Feed (Su)**: A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical

portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

**Note:** This juvenile nabassu has fed on three victims. Its stats and CR have been adjusted accordingly (see Feed).

**GITHYANKI COHORT** **CR 14**

Male githyanki fighter 13

CE medium humanoid (extraplanar)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Draconic, Githyanki

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**AC** 24, touch 12, flat-footed 23

(+1 Dex, +11 armor, +1 deflection, +1 natural)

**hp** 137 (13 HD)

**SR** 18

**Fort** +13, **Ref** +7, **Will** +8

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**Speed** 20 ft. in +2 *full plate* (4 squares), base movement 30 ft.

**Melee** +1 *psychokinetic silver sword* +23/+18/+13 (2d6+14/17-20 plus 1d4 force)

**Ranged** mwk composite longbow (+5 Str) +15/+10/+5 (1d8+5/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with Lunging Strike\*)

**Base Atk** +13; **Grp** +18

**Atk Options** Power Attack, Improved Sunder

**Special Actions** Lunging Strike\*

**Combat Gear** dagger, 20 arrows, mwk greatsword, *potion of cure serious wounds*

**Spell-Like Abilities** (CL 13th):

3/day—*blur*, *daze* (DC 9), *mage hand*, *dimension door*, *telekinesis* (DC 14)

1/day—*plane shift* (DC 16)

† Already cast

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**Abilities** Str 20, Dex 12, Con 16, Int 13, Wis 10, Cha 8

**Feats** Power Attack, Iron Will, Lunging Strike\*, Weapon Focus (greatsword), Combat Expertise, Weapon Specialization (greatsword), Improved Sunder, Melee Weapon Mastery (slashing)\*, Improved Critical (greatsword), Heavy Armor Optimization\*, Greater Weapon Focus (greatsword), Heavy Armor Optimization\*, Greater Weapon Specialization (greatsword)

**Skills** Intimidate +15, Knowledge (the planes) +9, Ride +17, Survival +0 (+2 on other planes)

**Possessions** combat gear plus +2 *full plate*, *cloak of resistance* +2, *ring of protection* +1, *amulet of natural armor* +1, *gloves of ogre power*

**3: BARREN REINFORCEMENTS**

**ADVANCED DREAD WRAITH CR 15**

LE Large undead (incorporeal)

**Init** +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Listen +41, Spot +41

**Aura** unnatural aura

**Languages** Common, Abyssal

**AC** 27, touch 27, flat-footed 18 (-1 size, +9 Dex, +9 deflection)

**hp** 288 (32 HD)

**Miss** 50% ignore (incorporeal)

**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage, anything that requires a Fort save (unless effect affects objects)

**Resist** Turn Resistance +4

**Weakness** daylight powerlessness

**Fort** +11, **Ref** +27, **Will** +24

**Speed** fly 60 ft. (12 squares) (Good)

**Melee** incorporeal touch +24 (2d6 plus 1d8 Constitution drain) or

**Melee (Bounding Assault)** incorporeal touch +24/+19 (2d6 plus 1d8 Constitution drain)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +16; **Grp** --

**Atk Options** Spring Attack, Bounding Assault

**Abilities** Str --, Dex 28, Con --, Int 17, Wis 18, Cha 28

**SQ** incorporeal traits, undead traits

**Feats** Alertness<sup>B</sup>, Blind Fight, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Ability Focus (Constitution Drain), Flyby Attack, Bounding Assault, Improved Turn Resistance, Great Fortitude, Iron Will

**Skills** Diplomacy +11, Hide +40, Intimidate +44, Knowledge (Religion) +38, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks)

**Bounding Assault (feat, PH2)** When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke Attacks of Opportunity from any of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use all attacks against one of the opponents targeted with this feat, or split your attacks between them.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they remain within that range.

**Daylight Powerlessness (Ex)** Wraiths are utterly powerless in natural sunlight (not merely a *daylight spell*) and flee from it.

**Lifesense (Su)** A dread wraith notices and locates creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

**Constitution Drain (Su)** Living creature's hit by a dread wraith's incorporeal touch attack must succeed on a DC 37 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

**Create Spawn (Su)** Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**ELITE GLABREZU CRIANCA CR 16**

CE Huge undead (augmented outsider, chaotic, extraplanar, evil, tanar'ri)

**Init** +8; **Senses** darkvision 60 ft., *true seeing*; Listen +27, Spot +27

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**AC** 41, touch 14, flat-footed 37 (-2 size, +4 Dex, +3 armor, +2 deflection, +24 natural)

**Miss Chance** *mirror image*

**hp** 144 (12 HD); **DR** 10/good

**Immune** electricity, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage, anything that requires a Fort save (unless effect affects objects)

**Resist** acid 10, cold 10, fire 15, sonic 15, Turn Resistance +8; **SR** 22

**Fort** +11, **Ref** +15, **Will** +17

**Speed** 40 ft. (8 squares), fly 60 ft. (average)

**Melee** 2 pincers +24 each (2d8+14 plus 1d8 fire) and 2 claws +22 each (1d6+7 plus 1d8 fire) and bite +22 (1d8+7 plus 1d8 fire)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +12; **Grp** +34

**Atk Options** Improved Grab, Power Attack, Improved Sunder

**Special Actions** *summon tanar'ri*, breath weapon

**Spell-Like Abilities** (CL 14th):

At Will—*burning hands* (DC 16), *chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *fireball* (DC 18), *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19)

3/day—**quicken** *dispel magic*

1/day—*flamestrike* (DC 20), *power word stun*

1/month—*wish* (see MM 44)

† Already cast

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**Abilities** Str 39, Dex 18, Con --, Int 16, Wis 18, Cha 21

**SQ** undead traits, tanar'ri traits, dismissive turning, explosive death, sonic fire, turn resistance

**Feats** Improved Turn Resistance<sup>B</sup>, Multiattack, Power Attack, Improved Sunder, Iron Will, Quicken Spell-like Ability (*dispel magic*)

**Skills** Balance +6, Bluff +20, Concentration +15, Diplomacy +14, Disguise +10 (+12 acting), Hide -8, Intimidate +22, Jump +16, Knowledge (the planes) +18, Knowledge (religion) +18, Listen +27, Move Silently +15, Sense Motive +19, Spellcraft +18, Spot +27, Survival +8 (+10 on other planes), Tumble +11.5

**Possessions** combat gear plus *bracers of armor* +3, *vest of resistance* +3, *amulet of natural armor* +3, *ring of protection* +2

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**Improved Grab (Ex):** To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Summon Tanar'ri (Sp):** Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrockes with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

**True Seeing (Su):** Glabrezu continuously use true seeing as the spell (caster level 14th).

**Breath Weapon (Su):** 30-ft. cone, once every 1d4 rounds, damage 12d6, half fire, half sonic, Reflex DC 20 half. The save DC is Dexterity-based. This breath weapon does not affect worshippers of luz.

**Dismissive Turning (Ex):** When a demundead is destroyed by a turning attempt on any plane other than the Abyss, it instead is banished to the Abyss. Demundead destroyed by a turning attempt in the Abyss are affected normally.

**Explosive Death (Ex):** When killed, a demundead explodes in a concussive blast of fire in a 100-foot radius burst that deals 1d6 points of damage per HD of the demundead. Half of this damage is fire and half is sonic. Reflex DC 20 half. The save DC is Dexterity-based. This explosion does not affect worshippers of luz.

**Sonic Fire (Ex):** Any fire-based attacks of a demundead are changed to half fire damage and half sonic damage. Any attacks that are already half fire damage have the other half replaced with sonic damage; for example, a *flamestrike* from a demundead does sonic damage, rather than divine damage.

**Turn Resistance (Ex):** A demundead gains +4 Turn Resistance.

**Skills:** Glabrezu have a +8 racial bonus on Listen and Spot checks. A demundead has a -4 penalty to Hide and Move Silently checks, due to the constant fire and sound emitted from its body.

## 4: DRAGON'S DAUGHTER

TRULY HORRID UMBER HULK

CR 14

CE Huge aberration

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +21, Spot +1

**Aura** confusing gaze (30 ft.; DC 24 Will negates)

**Languages** Terran

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**AC** 19, touch 8, flat-footed 19

(-2 size, +11 natural)

**hp** 300 (20 HD)

**Fort** +17, **Ref** +8, **Will** +15

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**Speed** 20 ft., burrow 20 ft.

**Melee** 2 claws +27 each (3d6+13) and bite +24 (4d6+6)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +15; **Grp** +36

**Special Actions** confusing gaze

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**Abilities** Str 36, Dex 10, Con 29, Int 10, Wis 13, Cha 15

**Feats** Great Fortitude, Improved Natural Attack (claw), Iron Will, Multiattack, Weapon Focus (claw), Lightning Reflexes, Ability Focus (confusing gaze)

**Skills** Climb +23, Jump +15, Listen +21, Sense Motive +5

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**Confusing Gaze (Su)** *Confusion* as the spell, 30 feet, caster level 8th, Will DC 24 negates. The save DC is Charisma-based.

### ADVANCED DARK DAUGHTER

CR 18

Advanced Female half-red dragon lilitu

CE (shroud alignment, *nondetection*) Medium dragon (augmented outsider, chaotic, evil, extraplanar, tanar'ri)

**Init** +12; **Senses** darkvision 60 ft., low-light vision; Listen +25, Spot +25

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

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**AC** 45, touch 20, flat-footed 37

(+8 Dex, +8 armor, +5 shield, +2 deflection, +12 natural)

**hp** 233 (18 HD); **DR** 10/cold iron or good

**Immune** electricity, fire, poison, paralysis, *sleep*

**Resist** acid 10, cold 10; **SR** 29

**Fort** +22, **Ref** +24, **Will** +22

**Weakness** divine magic

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**Speed** 40 ft. (8 squares)

**Melee** +3 *longsword* +27/+22/+17 (1d8+9) and 4 stingers +22 each (1d4+3 plus poison) and bite +22 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with stingers)

**Base Atk** +18; **Grp** +24

**Special Actions** breath weapon, Combat Reflexes, lilitu's gift

**Combat Gear** mwk longsword (+3 after *greater magic weapon*)

**Class Spells Prepared** (CL 13th):

7th—**D:** *screen*, *ethereal jaunt*, *repulsion*, **quicken** *dispel magic*, **quicken** *bestow curse* (DC 29)

6th—**D:** **quicken** *invisibility*, *greater dispel magic*, *heal*, ~~*planar ally*~~, **quicken** *hold person* (DC 29), **quicken** *sound burst* (DC 28)

5th—**D**: *false vision*, *greater command* (DC 32), *plane shift* (DC 31), *slay living* (DC 31), **quicken** *sanctuary* (DC 27), **quicken** *command* (DC 28), *flame strike* (DC 31)

4th—**D**: *dimensional anchor*, *cure critical wounds*, *divine power*, *freedom of movement*, ~~*greater magic weapon*~~, ~~*lesser planar ally*~~, *restoration*, *spell immunity*, *death ward*

3rd—**D**: *nondetection*, *bestow curse* (DC 29), *bestow curse* (DC 29), *dispel magic*, *dispel magic*, *invisibility purge*, ~~*magic vestment*~~, *speak with dead*, *prayer*

2nd—**D**: *invisibility*, *align weapon*, *bull's strength*, *desecrate*, *enthrall* (DC 28), *hold person* (DC 28), *lesser restoration*, *lesser restoration*, *sound burst* (DC 28)

1st—**D**: *demon flesh\**, *cause fear* (DC 27), *command* (DC 27), *command* (DC 27), *divine favor*, *obscuring mist*, *protection from good*, *sanctuary*, *shield of faith*, *shield of faith*

0—*create water*, *cure minor wounds*, *detect magic*, *light*, *mending*, *read magic*

**D**: Domain spell. **Deity**: none. **Domains**: Demonic, Trickery

#### Spell-Like Abilities (CL 18th):

At Will—*charm monster* (DC 30), *detect good*, *detect thoughts* (DC 28), *disguise self* (DC 27, no limit on duration) †, *fly* †, *suggestion* (DC 29), *greater teleport* (self plus 50 pounds of objects only), *sending*, *tongues* †

3/day—**quicken** *suggestion* (DC 29)

1/day—*dominate person* (DC 31), *fly* (*celestial armor*), *symbol of persuasion* (DC 32) †

† Already cast

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**Abilities** Str 22, Dex 27, Con 23, Int 20, Wis 22, Cha 42

**SQ** item use, mock divinity, shroud alignment, *planar ally* (glabrezu, MM 43)

**Feats** Combat Reflexes, Improved Initiative, Quicken Spell, Quicken Spell-like Ability (*suggestion*), Awaken Spell Resistance\*, Spell Focus (Enchantment), Leadership, Multiattack<sup>B</sup>

**Skills** Bluff +37, Concentration +27, Diplomacy +41, Disguise +37 (+39 acting), Forgery +26, Heal +27, Intimidate +39, Knowledge (religion) +26, Listen +27, Sense Motive +27, Spot +27

**Possessions** combat gear plus *cloak of charisma* +6, *vest of resistance* +5, *celestial armor*, mwk heavy steel shield (+3 after *magic vestment*), *ring of protection* +2, *amulet of health* +4, *strand of prayer beads* (*healing*, *karma*, *smiting*), 2 young adult red dragon skeletons, 1 advanced megaraptor skeleton, created via *animate dead*

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**Item Use (Ex)** A lilitu can use any magic item as though she had successfully used the Use Magic Device skill.

**Lilitu's Grace (Su)** Not applicable to this scenario.

**Mock Divinity (Ex)** A lilitu casts spells as a 9th level cleric, except that she uses her Charisma score to determine bonus spells per day and saving throw DCs. She has access to the Demonic and Trickery

domains. She cannot spontaneously cast *cure* or *inflict* spells, nor can she turn or rebuke undead.

**Poison (Su)** Stinger—Injury, Fort DC 24, 2d6 Wis/1d4 negative levels. The save DC is Constitution-based.

**Shroud Alignment (Ex)** Spells and spell-like abilities that have the good descriptor treat a lilitu as if her alignment was good. Magic items are similarly fooled.

**Vulnerable to Divine Magic (Ex)** A lilitu's heretical nature renders her particularly susceptible to divine magic. She makes all saving throws against divine magic at a -2 penalty, and checks to overcome her spell resistance with a divine spell gain a +4 sacred bonus.

**Breath Weapon (Su)**: 30-ft. cone, once per day, damage 6d8 fire, Reflex DC 24 half. The save DC is Constitution-based.

#### LESSER PLANAR ALLY

CR --

Thrice-fed Juvenile Nabassu

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

**Languages** Abyssal, Common; telepathy 100 ft.

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**AC** 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

**hp** 67 (5 HD, but treat as 6 HD for level dependent effects); **DR** 5/cold iron or good

**Immune** electricity and poison

**Resist** acid 10, cold 10, fire 10; **SR** 17

**Fort** +11, **Ref** +7, **Will** +9

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**Speed** 40 ft. (8 squares), fly 60 ft. (average)

**Melee** bite +12 (1d8+6) and  
2 claws +7 each (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Gp** +12

**Atk Options** sneak attack +2d6

**Special Actions** death-stealing gaze, feed

**Spell-Like Abilities** (CL 6th):

At will—*darkness*, *obscuring mist*.

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**Abilities** Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17 (all ability checks not covered by this stat block receive a +1 profane bonus).

**SQ** camouflage, tanar'ri traits

**Feats** Improved Initiative, Iron Will

**Skills** Bluff +12, Concentration +15, Diplomacy +6, Hide +11 (+19 in underground or barren environments), Intimidate +14, Jump +17, Knowledge (Local--luz's Border States) +11, Listen +11, Move Silently +11, Spot +11, Tumble +13; (all others receive a +1 profane bonus)

**Camouflage (Ex)**: Gains a +8 Circumstance bonus on Hide checks made in underground or barren environments.

**Death-Stealing Gaze (Su)**: 30 feet, Fort DC 16 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (MM 119)

under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

**Feed (Su):** A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

**Note:** This juvenile nabassu has fed on three victims. Its stats and CR have been adjusted accordingly (see Feed).

#### GITHYANKI COHORT

CR 16

Male githyanki fighter 15

CE medium humanoid (extraplanar)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Draconic, Githyanki

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**AC** 25, touch 12, flat-footed 22

(+1 Dex, +12 armor, +1 deflection, +1 natural)

**hp** 158 (15 HD)

**SR** 20

**Fort** +15, **Ref** +9, **Will** +10

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**Speed** 20 ft. in +3 *full plate* (4 squares), base movement 30 ft.

**Melee** +1 *psychokinetic silver sword* +25/+20/+15 (2d6+12/17-20 plus 1d4 force) or

**Melee (Slashing Flurry/standard action)** +1 *psychokinetic silver sword* +20/+15 (2d6+12/17-20 plus 1d4 force) or

**Melee (Slashing Flurry/full attack)** +1 *psychokinetic silver sword* +20/+20/+15/+10 (2d6+12/17-20 plus 1d4 force)

**Ranged** mwk composite longbow (+5 Str) +17/+12/+7 (1d8+5/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with Lunging Strike\*)

**Base Atk** +15; **Grp** +20

**Atk Options** Power Attack, Improved Sunder, Overwhelming Assault

**Special Actions** Lunging Strike\*, Slashing Flurry

**Combat Gear** dagger, 20 arrows, mwk greatsword, *potion of cure serious wounds*, *potion of displacement*

**Spell-Like Abilities** (CL 15th):

3/day—*blur*, *daze* (DC 9), *mage hand*, *dimension door*, *telekinesis* (DC 14)

1/day—*plane shift* (DC 16)

‡ Already cast

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**Abilities** Str 20, Dex 12, Con 16, Int 13, Wis 10, Cha 8

**Feats** Power Attack, Iron Will, Lunging Strike\*, Weapon Focus (greatsword), Combat Expertise, Weapon Specialization (greatsword), Improved Sunder, Melee Weapon Mastery (slashing)\*, Improved Critical (greatsword), Greater Weapon Focus (greatsword), Heavy Armor Optimization\*, Greater Weapon Focus (greatsword), Slashing Flurry\*, Overwhelming Assault\*

**Skills** Intimidate +17, Knowledge (the planes) +10 Ride +19, Survival +0 (+2 on other planes)

**Possessions** combat gear plus +3 *full plate*, *cloak of resistance* +3, *ring of protection* +1, *amulet of natural armor* +1, *gloves of ogre power*, *boots of speed*



**3: BARREN REINFORCEMENTS**

**ELITE ADVANCED DREAD WRAITH** CR 16

LE Large undead (incorporeal)  
**Init** +15; **Senses** darkvision 60 ft., lifesense 60 ft.; Listen +42, Spot +42  
**Aura** unnatural aura  
**Languages** Common, Abyssal

**AC** 31, touch 31, flat-footed 20 (-1 size, +11 Dex, +11 deflection)  
**hp** 288 (32 HD)  
**Miss** 50% ignore (incorporeal)  
**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage, anything that requires a Fort save (unless effect affects objects)

**Resist** Turn Resistance +4  
**Weakness** daylight powerlessness  
**Fort** +11, **Ref** +29, **Will** +25  
**Speed** fly 60 ft. (12 squares) (Good)  
**Melee** incorporeal touch +26 (2d6 plus 1d8 Constitution drain) or  
**Melee (Bounding Assault)** incorporeal touch +26/+21 (2d6 plus 1d8 Constitution drain)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +16; **Grp** --  
**Atk Options** Spring Attack, Bounding Assault

**Abilities** Str --, Dex 32, Con --, Int 18, Wis 21, Cha 33  
**SQ** incorporeal traits, undead traits  
**Feats** Alertness<sup>B</sup>, Blind Fight, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Ability Focus (Constitution Drain), Flyby Attack, Bounding Assault, Improved Turn Resistance, Great Fortitude, Iron Will  
**Skills** Balance +13, Diplomacy +11, Hide +40, Intimidate +44, Jump +2, Knowledge (Religion) +38, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks), Tumble +27

**Bounding Assault (feat, PH2)** When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke Attacks of Opportunity from any of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use all attacks against one of the opponents targeted with this feat, or split your attacks between them.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they remain within that range.

**Daylight Powerlessness (Ex)** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Lifesense (Su)** A dread wraith notices and locates creatures within 60 feet, just as if it possessed the

blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

**Constitution Drain (Su)** Living creature's hit by a dread wraith's incorporeal touch attack must succeed on a DC 39 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

**Create Spawn (Su)** Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**ELITE NALFASHNEE CRIANCA** CR 17

CE Huge undead (augmented outsider, chaotic, extraplanar, evil, tanar'ri)  
**Init** +9; **Senses** darkvision 60 ft., *true seeing*; Listen +31, Spot +31

**Aura** *unholy aura* (if a good attacker succeeds on a melee attack against him, the offending attacker takes 1d6 points of temporary Strength damage; Fort DC 23 negates)

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**AC** 47, touch 17, flat-footed 42 (-2 size, +5 Dex, +5 armor, +4 deflection, +23 natural)  
**hp** 168 (14 HD); **DR** 10/good

**Immune** electricity, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, ability damage, anything that requires a Fort save (unless effect affects objects), possession and mental influence (*unholy aura*)

**Resist** acid 10, cold 10, fire 20, sonic 20, Turn Resistance +8; **SR** 24 (25 vs. good, *unholy aura*)  
**Fort** +13, **Ref** +18, **Will** +20

**Speed** 30 ft. (6 squares, fly 70 ft. (average))  
**Melee** bite +25 (2d8+13 plus 2d6 fire) and 2 claws +23 each (2d6+6 plus 2d6 fire)  
**Space** 15 ft.; **Reach** 15 ft.  
**Base Atk** +14; **Grp** +35

**Atk Options** Smite, Power Attack, Improved Sunder  
**Special Actions** *summon tanar'ri*

**Spell-Like Abilities** (CL 14th):  
 At Will—*burning hands* (DC 16), *call lightning* (DC 18), *feblemind* (DC 20), *fireball* (DC 18), *flamestrike* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23) †  
 3/day—**quicken** *fireball* (DC 18)  
 1st—*fire storm* (DC 23)  
 † Already cast

**Abilities** Str 37, Dex 20, Con --, Int 22, Wis 24, Cha 21  
**SQ** undead traits, tanar'ri traits, dismissive turning, explosive death, sonic fire, turn resistance

**Feats** Improved Turn Resistance<sup>B</sup>, Multiattack, Improved Natural Attack (claw), Power Attack, Improved Sunder, Quicken Spell-like Ability (*fireball*)

**Skills** Bluff +22, Concentration +17, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (arcana) +23, Listen +32, Move Silently +16, Search +23, Sense Motive +24, Spellcraft +25 (+27 scrolls), Spot +32, Survival +7 (+9 following tracks), Use Magic Device +22 (+24 scrolls)

**Possessions** combat gear plus *bracers of armor* +5, *amulet of natural armor* +3, *belt of giant strength* +4

**Smite (Su):** Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

**Summon Tanari'ri (Sp):** Twice per day a nalfeshnee can attempt to summon 1d4 vrocks, 1d4 hezrous, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

**True Seeing (Su):** Nalfeshnees continuously use true seeing, as the spell (caster level 14th).

**Breath Weapon (Su):** 30-ft. cone, once every 1d4 rounds, damage 14d6, half fire, half sonic, Reflex DC 22 half. The save DC is Dexterity-based. This breath weapon does not affect worshippers of luz.

**Dismissive Turning (Ex):** When a demundead is destroyed by a turning attempt on any plane other than the Abyss, it instead is banished to the Abyss. Demundead destroyed by a turning attempt in the Abyss are affected normally.

**Explosive Death (Ex):** When killed, a demundead explodes in a concussive blast of fire in a 100-foot radius burst that deals 1d6 points of damage per HD of the demundead. Half of this damage is fire and half is sonic. Reflex DC 22 half. The save DC is Dexterity-based. This explosion does not affect worshippers of luz.

**Sonic Fire (Ex):** Any fire-based attacks of a demundead are changed to half fire damage and half sonic damage. Any attacks that are already half fire damage have the other half replaced with sonic damage; for example, a *flamestrike* from a demundead does sonic damage, rather than divine damage.

**Turn Resistance (Ex):** A demundead gains +4 Turn Resistance.

**Skills** Nalfeshnees have a +8 racial bonus on Listen and Spot checks. A demundead has a -4 penalty to Hide and Move Silently checks, due to the constant fire and sound emitted from its body.

LE Huge aberration

**Init** +5; **Senses** all around vision, darkvision 60 ft.; Listen +27, Spot +31

**Aura** antimagic (150 ft. cone)

**Languages** Common

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**AC** 34, touch 13, flat-footed 33

(-2 size, +1 Dex, +4 deflection, +21natural)

**hp** 228 (19 HD)

**Fort** +14, **Ref** +9, **Will** +16

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**Speed** 5 ft. (1 square), fly 20 ft. (good);

**Melee** bite +16 (2d6+6) and\*

**Ranged** eye rays +13 (varies)

\*A beholder may use its eye rays in the same round that it makes melee attacks

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +14; **Grp** +26

**Atk Options** eye rays, Point Blank Shot, Precise Shot

**Special Actions** anti-magic cone

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**Abilities** Str 18, Dex 12, Con 22, Int 17, Wis 16, Cha 20

**SQ** all-around vision, antimagic cone

**Feats** Alertness<sup>B</sup>, Improved Initiative, Iron Will, Ability Focus (eye rays), Point Blank Shot, Precise Shot, Great Fortitude, Lightning Reflexes

**Skills** Hide +15, Knowledge (arcana) +25, Listen +27, Search +29, Spot +31, Survival +3 (+5 following tracks)

**Possessions** combat gear plus *cloak of charisma* +4, *ring of protection* +4, *amulet of natural armor* +3,

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**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, a beholder can aim only three eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell, but follows the rules for a ray (PHB 175).

Each of a beholder's ten eye rays resembles a spell cast by a 19th-level caster. Each eye ray has a range of 150 feet and a save DC of 26. The save DCs are Charisma-based. The ten eye rays include:

*Charm Monster*; Will negates.

*Charm Person*; Will negates.

*Disintegrate*; Fort negates.

*Fear*; Will negates.

*Finger of Death*; Fort partial.

*Flesh to Stone*; Fort negates.

*Inflict Moderate Wounds*; Will half.

*Sleep*; Will negates.

*Slow*; Will negates.

*Telekinesis*; 475 pound limit, creatures can resist with a successful Will save.

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

**Flight (Ex)** A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This

## 4: DRAGON'S DAUGHTER

ADVANCED BEHOLDER

CR 16

buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

**Antimagic Cone (Su)** A beholder's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (CL 19th). All magical and supernatural powers and effects 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. This counts as a free action).

#### EMBER GUARD

CR 13

LE Huge outsider (evil, extraplanar, fire, lawful)

**Init** +6; **Senses** darkvision 60 ft.; Listen +20, Spot +20

**Aura** fire (30 ft.); see text

**Languages** Infernal, Ignan

**AC** 33, touch 10, flat-footed 31; 25% fortification (-2 size, +2 Dex, +23 natural)

**hp** 175 (13 HD); fast healing 5; **DR** 15/good; death throes

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 23

**Fort** +18, **Ref** +12, **Will** +12

**Weakness** vulnerability to cold

**Speed** 30 ft. (6 squares)

**Melee** 2 slams +22 each (1d8+10 plus 1d6 fire)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +13; **Grp** +31

**Atk Options** aligned strike (evil, lawful)

**Special Actions** fire breath

**Abilities** Str 30, Dex 15, Con 26, Int 3, Wis 18, Cha 9

**SA** aligned strike, death throes, fire aura, fire breath

**Feats** Ability Focus (fire breath), Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

**Skills** Balance +18, Climb +26, Listen +20, Spot +20

**Fire Aura (Su)** If an ember guard is reduced to half of its full normal hit points or fewer, it emits a fire aura as flames start leaking from its body. Creatures take 1d6 points of fire damage at the end of each of the ember guard's turns if they are within 30 feet of it. Creatures within range can attempt a DC 24 Fort save for half damage. The save DC is Constitution-based.

**Fortification (Ex)** 25% chance to ignore the extra damage dealt by a critical hit or sneak attack.

**Death Throes (Su)** When killed, an ember guard explodes in a 60-foot radius burst that deals 3d6 points of bludgeoning damage and 3d6 points of fire damage to everything in the area (Reflex DC 24 half). The save DC is Constitution-based.

**Fire Breath (Su)** 30-foot cone, once every 4 rounds, damage 6d6 fire plus *slow*, as the spell, for 4 rounds, Reflex DC 24 half. The save DC is Constitution-based.

#### ELITE HALF-RED DRAGON MARILITH CR 20

CE large dragon (augmented outsider, tanar'ri, evil, extraplanar, chaotic)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, see *invisibility*, *true seeing*; Listen +23, Spot +23

**Aura** *unholy aura* (if a good attacker succeeds on a melee attack against her, the offending attacker takes 1d6 points of temporary Strength damage; Fort DC 28 negates)

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**AC** 48, touch 19, flat-footed 42

(-1 size, +6 Dex, +5 armor, +2 shield, +4 deflection, +22 natural)

**hp** 296 (16 HD)

**DR** 10/good and cold iron

**Immune** electricity, fire, paralysis, poison, possession and mental influence, *sleep*

**Resist** acid 10, cold 10; **SR** 25

**Fort** +25, **Ref** +18, **Will** +18

**Speed** 40 ft. in light armor (8 squares), fly 80 ft. (average)

**Melee** *death's kiss* +35/+30/+25/+20 (2d6+20/19-20 plus life steal on a confirmed crit, DC 20 Fort save or die) and

4 +1 *longswords* +34 each (2d6+10/19-20) and tail slap +28 (4d6+9 plus improved grab) and bite +28 (1d8+9) or

**Melee** 5 slams +33 each (1d8+18) and

tail slap +28 (4d6+9 plus improved grab) and bite +28 (1d8+9) or

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +16; **Grp** +38

**Atk Options** aligned strike (chaotic, evil), Combat Expertise, Power Attack, Improved Sunder, improved grab, constrict

**Special Actions** Quick Draw, breath weapon, *summon tanar'ri*

**Spell-Like Abilities** (CL 16th):

At will—*align weapon*, *blade barrier* (DC 26), *magic weapon*, *project image* (DC 26), *polymorph*, see *invisibility* †, *telekinesis* (DC 25), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 28) †

† Already cast

**Abilities** Str 47, Dex 22, Con 33, Int 18, Wis 18, Cha 30

**SQ** *true seeing*

**Feats** Combat Expertise, Quick Draw, Multiweapon Fighting, Power Attack, Leadership, Improved Sunder

**Skills** Concentration +30, Diplomacy +12, Hide +21, Intimidate +29, Listen +23, Move Silently +25, Search +23, Sense Motive +23, Spellcraft +23, Spot +23, Use Magic Device +29 (+31 with scrolls), Survival +8 (+10 following tracks)

**Possessions:** +1 *mithral shirt*, +1 *darkwood buckler*, *amulet of natural armor* +2, *belt of giant strength* +6, *boots of speed*, *cloak of charisma* +2

**Death's Kiss** *adamantine nine lives stealer* (+2 *longsword*); AL CE; Int 19, Wis 19, Cha 10; Speech (Common, Abyssal, Draconic, Infernal, Celestial), telepathy, can read all languages, *read magic*, darkvision 120 ft., blindsense, hearing; Ego score 29.

**Lesser Powers:** At Will—*detect magic*; 3/day—*bles*, *cure moderate wounds* (2d8+3), *darkness*.

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**Greater Powers:** 1/day—*dimensional anchor*, *dismissal* (DC = 32 – creature's HD).

**Special Purpose:** Defend half-dragons.

**Dedicated Power:** At Will—*greater dispel magic* (CL 20).

Strong necromancy [evil]; CL 20th; Craft Magic Armors and Armor, *finger of death*; Price 255,657 gp.

**Constrict (Ex):** A marilith deals 4d6+27 points of damage with a successful grapple check. The constricted creature must succeed on a DC 36 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

**Breath Weapon (Su):** 30-ft. cone, once per day, damage 6d8 fire, Reflex DC 29 half. The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple attempt, it can constrict.

**Summon Tanar'ri (Sp):** Once per day, a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5<sup>th</sup> level spell.

**True Seeing (Su):** Mariliths continuously use this ability, as the spell (caster level 16<sup>th</sup>).

**Skills** Mariliths have a +8 racial bonus on Listen and Spot checks.

**Feats** In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

**Hasted Melee** *death's kiss* +36/+36/+31/+26/+21 (2d6+20/19-20 plus life steal on a confirmed crit, DC 20 Fort save or die) and

4 +1 *longswords* +35 each (2d6+10/19-20) and tail slap +29 (4d6+9 plus improved grab) and bite +29 (1d8+9) or

#### GITHYANKI COHORT

CR 18

Male githyanki fighter 17

CE medium humanoid (extraplanar)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Draconic, Githyanki

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**AC** 27, touch 12, flat-footed 24  
(+1 Dex, +14 armor, +1 deflection, +1 natural) [+1 Dodge]

**hp** 179 (17 HD)

**SR** 22

**Fort** +18, **Ref** +11, **Will** +12

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**Speed** 20 ft. in +3 *full plate* (4 squares), base movement 30 ft.

**Melee** +1 *psychokinetic silver sword* +28/+23/+18/+13 (2d6+14/17-20 plus 1d4 force) or

**Melee (Slashing Flurry/standard action)** +1 *psychokinetic silver sword* +23/+18 (2d6+14/17-20 plus 1d4 force) or

**Melee (Slashing Flurry/full attack)** +1 *psychokinetic silver sword* +23/+23/+18/+13/+8 (2d6+14/17-20 plus 1d4 force)

**Ranged** mwk composite longbow (+6 Str) +19/+14/+9/+4 (1d8+6/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with Lunging Strike\*)

**Base Atk** +17; **Grp** +23

**Atk Options** Power Attack, Improved Sunder, Overwhelming Assault

**Special Actions** Lunging Strike\*, Slashing Flurry

**Combat Gear** dagger, 20 arrows, mwk greatsword, *potion of cure serious wounds*, *potion of displacement*

**Spell-Like Abilities** (CL 17th):

3/day—*blur*, *daze* (DC 9), *mage hand*, *dimension door*, *telekinesis* (DC 14)

1/day—*plane shift* (DC 16)

† Already cast

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**Abilities** Str 22, Dex 13, Con 16, Int 13, Wis 10, Cha 8

**Feats** Power Attack, Iron Will, Lunging Strike\*, Weapon Focus (greatsword), Combat Expertise, Weapon Specialization (greatsword), Improved Sunder, Melee Weapon Mastery (slashing)\*, Improved Critical (greatsword), Greater Weapon Focus (greatsword), Heavy Armor Optimization\*, Greater Weapon Focus (greatsword), Slashing Flurry\*, Overwhelming Assault, Dodge

**Skills** Intimidate +19, Knowledge (the planes) +11 Ride +21, Survival +0 (+2 on other planes)

**Possessions** combat gear plus +5 *full plate*, *cloak of resistance* +5, *ring of protection* +1, *amulet of natural armor* +1, *belt of giant strength* +4, *boots of speed*

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Awaken Spell Resistance [Monstrous] (Dra p67)

You gain spell resistance.

**Prerequisites:** Con 13, dragon type.

**Benefits:** You gain innate spell resistance equal to your racial Hit Dice.

**Special:** If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, whichever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2. For example, an old silver dragon that has taken this feat twice has spell resistance 30.

#### Bounding Assault

You can move and attack with superior speed and power.

**Prerequisites:** Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12.

**Benefit:** When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

**Source:** *Player's Handbook II* 75.

#### Improved Toughness [General]

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

**Source:** *Libris Mortis* 27.

#### Improved Turn Resistance [Monstrous]

You have a better than normal chance to resist turning.

**Prerequisite:** Undead type.

**Benefits:** You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke,

command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

**Source:** *Libris Mortis* 27.

#### Lunging Strike (PHB2 p80)

You make a single attack against a foe who stands just beyond your reach.

**Prerequisite:** Base attack bonus +6.

**Benefits:** As a full-round action, you can make a single strike with a 5-foot bonus to your attack's reach. This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

**Special:** A fighter can select Lunging Strike as one of his fighter bonus feats.

### DEMUDEAD (CRIANCA)

Demundead are the pinnacle of research of one of luz's Greater Boneheart, the Archmage Null. Through decades of research, he has discovered how to twist a demon into an undead version of the fiend, overflowing with energy. This energy manifests as explosive sound and fire when the creature strikes something and when the creature dies. The last several years of Null's research were devoted to making the demundead's abilities ineffectual against worshippers of the Old One.

Demundead is an acquired template that can be applied to any demon. This template may be modified to suit other creature types.

**Type:** The creature's type changed to undead; it gains all appropriate undead traits. The creature gains the augmented (outsider) subtype and retains all other subtypes; it retains all traits appropriate for its subtypes.

**Hit Dice:** Increase all current and future racial Hit Dice to d12s. Demundead gain 3 bonus hit points per racial HD, irrespective of any other hit point modifications from feats, abilities, or changes to Hit Die type. Class HD are not changed, nor does the demundead gain bonus hit points, as listed above, for class HD.

**Initiative:** Demundead gain a +4 bonus to initiative checks.

**Challenge Rating:** Same as the base creature +2.

**Alignment:** Always Chaotic Evil.

**AC:** A demundead gains a +2 natural armor bonus. If the creature already has a natural armor bonus, it increases by 2.

**Speed:** A demundead gains wings, giving it a fly speed of 60 feet (average). If the creature already has a fly speed, it increases by 30 feet and its maneuverability improves by one category, to a maximum of good. Other modes of movement remain unchanged.

**Resist:** A demundead has Spell Resistance equal to 10 + HD. It also gains resistance to fire and sonic based on its HD (see table). If the creature already had any of these resistances, it gains the higher value.

**Damage:** When a demundead hits with a natural attack or a melee weapon, a concussive explosion of fire occurs, dealing bonus damage based on the demundead's HD (see table). Half of this damage is fire and half is sonic. This bonus damage does not affect worshippers of luz.

**Atk Options:** A demundead gains the following attack options:

**Breath Weapon (Su):** A demundead gains a breath weapon that can be used every 1d4 rounds. This is a 30-foot cone that deals damage equal to the demundead's HD in d6 (a 10 HD demundead would deal 10d6 damage). (Reflex half, DC = 10 + ½ HD + Dex modifier). This breath weapon does not affect worshippers of luz.

**Spell-like Abilities:** A demundead gains spell-like abilities with a CL equal to its HD. The abilities it gains are dependent on its HD (see table). The save DCs are Charisma-based. The offensive spells do not affect worshippers of luz.

**Abilities:** A demundead's ability scores are modified as follows: Str +4, Dex +4, Cha -2. As an undead creature, a demundead has no Constitution score.

**SQ:** A demundead gains the following special qualities:

**Dismissive Turning (Ex):** When a demundead is destroyed by a turning attempt on any plane other than the Abyss, it instead is banished to the Abyss. Demundead destroyed by a turning attempt in the Abyss are affected normally.

**Explosive Death (Ex):** When killed, a demundead explodes in a concussive blast of fire in a 100-foot radius burst that deals 1d6 points of damage per HD of the demundead (a 20 HD demundead would deal 20d6 damage). Half of this damage is fire and half is sonic. (Reflex half, DC = 10 + ½ HD + Dex modifier). This explosion does not affect worshippers of luz.

**Sonic Fire (Ex):** Any fire-based attacks of a demundead are changed to half fire damage and half sonic damage. Any attacks that are already half fire damage have the other half replaced with sonic damage; for example, a *flamestrike* from a demundead does sonic damage, rather than divine damage.

**Turn Resistance (Ex):** A demundead gains +4 Turn Resistance.

**Skills:** A demundead has a -4 penalty to Hide and Move Silently checks, due to the constant fire and sound emitted from its body.

**Feats:** A demundead gains Improved Turn Resistance as a bonus feat.

**Advancement:** Calculate advanced demundead by advancing the base demon, then applying the demundead template.

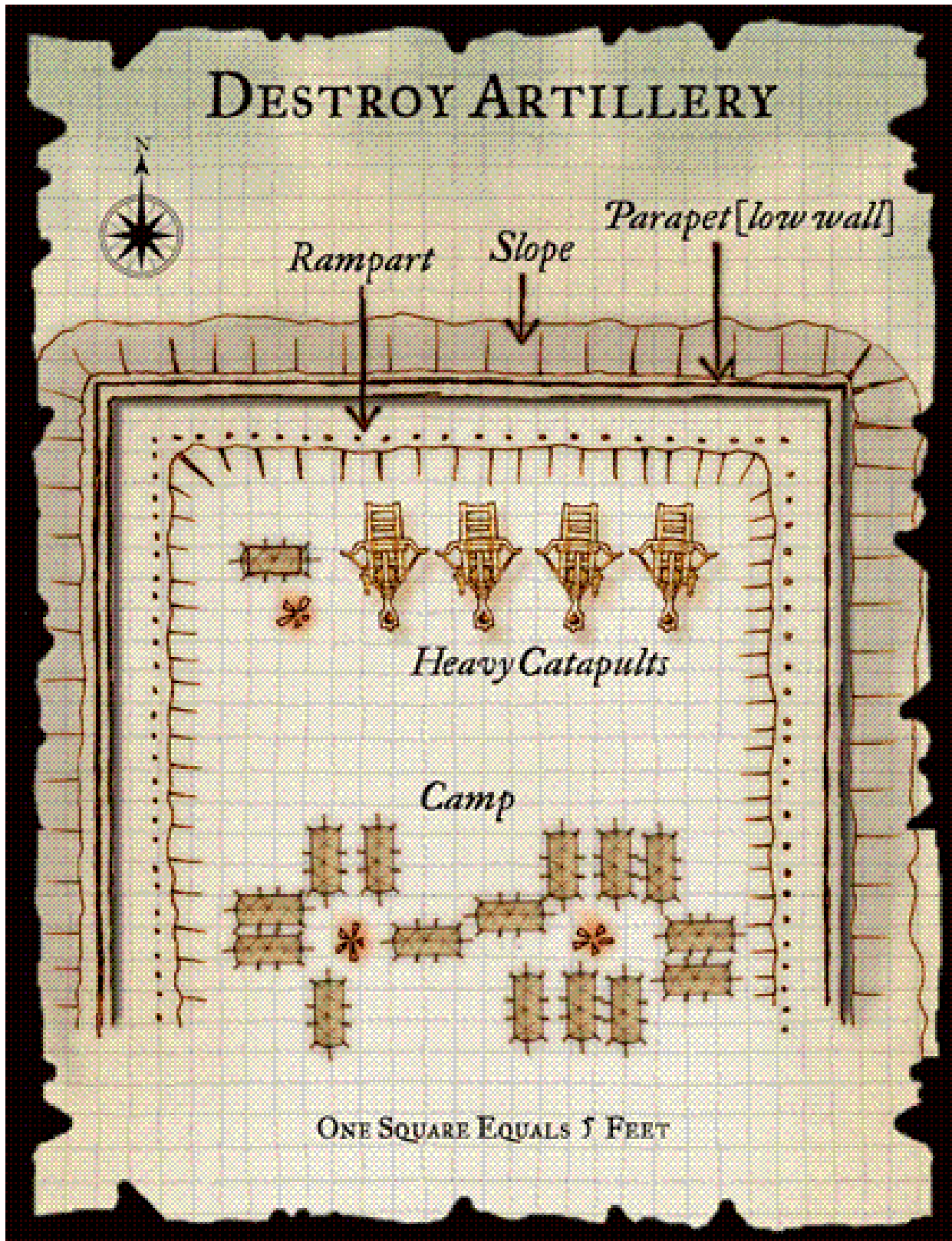
HD	Resist	Extra Damage	Spell-like Abilities
1-4	5	1d4	1/day: <i>burning hands</i> (DC 11 + mod)
5-8	10	1d6	At will: <i>burning hands</i> ; 1/day: <i>fireball</i> (DC 13 + mod)
9-12	15	1d8	At will: <i>burning hands</i> , <i>fireball</i> ; 1/day: <i>flamestrike</i> (DC 15 + mod)
13-16	20	2d6	At will: <i>burning hands</i> , <i>fireball</i> , <i>flamestrike</i> ; 1/day: <i>fire storm</i> (DC 17 + mod)
17-20	Immune	3d6	At will: <i>burning hands</i> , <i>fireball</i> , <i>flamestrike</i> , <i>fire storm</i> ; 1/day: <i>meteor swarm</i> (DC 19 + mod)

Map originally created by Eric Anondson of the Shield Lands Triad.



# ENCOUNTER 1 MAPS

Encounter 1B Map, source *Heroes of Battle*





## ENCOUNTER 2 MAPS

Encounter 1B Map, source *Monster Manual IV*



# ENCOUNTER 4 MAPS

Encounter 4B and 4C Map, source

[http://www.wizards.com/dnd/images/mapofweek/sept2006/03\\_DragonMagic\\_72\\_ppi.jpg](http://www.wizards.com/dnd/images/mapofweek/sept2006/03_DragonMagic_72_ppi.jpg)

