

ULP8-02

Sundered Bonds

A One-Round D&D[®] LIVING GREYHAWK[™]

Principality of Ulek Regional Adventure

Version 1.0

by Bill W. Baldwin

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The charismatic freedom fighter, Scarred Fox, has been seen much lately in Ulek; drumming up support for the war on the Pomarj and his crusade to rid the world of slavery. And the Principality's recent successes in their war have done much to bolster his cause. But the Mak is even now suing for peace with Greyhawk, and soon he can turn his attentions elsewhere. The time for talk is over. The time for action is at hand. And the enemies of both Axe and Fox are not the forgiving kind. An intensive combat, Principality of Ulek regional adventure for character levels 2-15 (APLs 4-16), and Part Two of the *Cry Freedom* series.

Resources: *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Lique], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Fiendish Codex II* [Robin D. Laws, Robert J. Schwalb], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K. C. Stephens, John Snead], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Player's Handbook II* [David Noonan], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Spell Compendium* [Mathew Sernett, Jeff Grubb, Mike McArtor].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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 DM 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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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 may also wish to have the PCs generate 6 to 8 pre-made Spot and Listen checks due to the nature of Encounters 8 & 10.

LIVING GREYHAWK LEVELS OF PLAY

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 determine this modified Average Party Level (APL) follow the steps below:

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

- 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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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:

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two 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 who 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 Survival check (DC 20), 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

The Principality of Ulek has made amazing gains in the last year, reclaiming the Disputed Territories and launching an invasion into Pomarj itself. For some this is a blessing. The freedom fighter Scarred Fox has used the euphoria of these successes to forward his cause of freeing all from the depredations of the Slave Lords. He has made the rounds of the major cities of the Sheldomar shouting a cry of "Freedom," and he has gained much popular support with the masses and a good deal of respect from those in power. He has arranged for a clandestine meeting in but a few days to solidify support for his fight against the slavers.

But for others, Ulek's success is an affront not to be forgotten. Even now Turrosh Mak sues for peace with the Free City of Greyhawk to better turn his attentions south to these dwarven

upstarts. His ally the Earth Dragon roars in its lair at the infidels who would invade its land. Soon there will be a reckoning.

Scarred Fox is not blind to this. He knows now the time of talking is at an end. It is now a time for action and he needs to return to his faithful band of freedom fighters, the Chain Breakers, to spur both them and their supporters into further action. But his enemies and those of Ulek have grown warier, and Scarred Fox will need the assistance of heroes to return to the Pomarj.

ADVENTURE SUMMARY

There is no true introduction to this adventure. It begins suddenly with Encounter 1 which serves also as the introduction.

Encounter 1 – Roll for Initiative

The PCs are given a short history of their recent events. Namely that they have been trudging around the Mangrove Swamps of the Adirole Peninsula for over 6 hours trying to track down the 'pack of giant swamp serpents' that having been plaguing a local fishing village. They are on their way back when they stumble on their lair and are immediately thrown into a fight (PCs are assumed to have cast appropriate hour+ long buff spells).

Unfortunately, the swamps beasts they fight are not a pack of giant swamp serpents, but rather a hydra (the villagers only ever saw it from the neck up).

This encounter is designed to get things going quickly and 'wake the PCs up.'

After the battle is over, the PCs find several identified lesser magic items that they can use during the rest of the adventure.

Encounter 2 – An Invitation to the Ball

The PCs have barely finished their fight in the swamp when a royal Ulekian herald shows up mysteriously and invites all of them to a ball at the royal palace in Gryrax celebrating the heroes of Ulek. He strongly advises they attend, but PCs can opt out on this and leave the adventure with the spoils of Encounter 1.

Encounter 3 – A Night at the Ball

The PCs arrive at the ball. After some role-playing opportunities they each receive a note from either Prince Corond, Scarred Fox or a

metaorg, requesting a private meeting immediately.

Encounter 4 – Behind Closed Doors

If the PCs accept the invitation, they are taken to a meeting hall where they find the Prince and several other important personages, and 4 other groups of adventurers similar to themselves. They also find their adventuring equipment has been brought here. The PCs, as well as the other 4 groups of adventurers are asked to take on an immediate assignment. The time has come for Scarred Fox to return to his men, and the adventurers are to escort him back, but certain precautions are necessary as the Army of the Reclamation's victories have made the Pomarj forces very wary. At this point, the Prince introduces 5 Scarred Foxes (actually they are disguise experts) and tells the adventurers that each of the five groups will escort one, along with carrying a vital message. No one will know which Scarred Fox is the real one and he has been asked to avoid combat or use his abilities to avoid giving himself away. In reality, none of these is actually the real Scarred Fox. Scarred Fox is using a double ploy that only he and Magnus know about. Scarred Fox had Magnus cast Trap the Soul on him to place him safely inside a gem. The vital message handed to the PCs contains the gem and the message to shatter the gem.

Encounter 5 – The Earth Dragon Strikes Back

Angered at the ousting of his worshippers in the Disputed Territories and the Invasion of his homeland, the Earth Dragon has allied himself with other worldly forces to strike back at his enemies. And he sees the Heroes' Ball as an opportunity to kill many of Ulek's elite. No sooner are the PCs given their assignments than the Earth Dragon's attack begins. It starts with an earthquake that rocks Gryrax. The earthquake shatters the magical wards protecting the palace, allowing a horde of Devils to teleport in and begin wreaking havoc. A Pit Fiend and many lesser minions appear in the meeting room to attack the Prince. The PCs are ordered to follow Scarred Fox to a teleportation room, their mission more important than tossing their lives away against such a dire threat, while the Prince and others hold off the devils.

Encounter 6 – Hell's Kitchen

The PCs are lead towards the teleportation room but are forced to take a detour through the royal kitchens to avoid some of the thicker fighting. Once there, they are attacked by a group of

Devils. The PCs may kill them, or simply try to make it past them to get to the teleportation circle just down the hall.

Encounter 7 – Ruined Runes

The PCs are teleported to an isolate ruin in the Pomarj. It is one of the many locations the Chain Breakers use to leave messages for one another should they get separated. The faux Scarred Fox reads the coded runes of the message which indicates the next location the group needs to travel to in order to find out the actual location of the Chain Breakers.

Encounter 8 – Out Foxed?

The PCs arrive at a hidden cave in the Pomarj in order to find the next clue to contacting the Chain Breakers. The faux Scarred Fox explains that once he triggers a signaling device, this will alert the Chain Breakers to their presence here and a group of them should arrive within a few hours. Unfortunately, there is a traitor in the Chain Breakers and he has arranged for a trap in hopes of catching the returning Scarred Fox unawares. When the signal is activated, a magical trap kills the faux Scarred Fox (unless the PCs somehow stop it first) and alerts a team of Earth Dragon agents waiting to strike. Two minutes after Scarred Fox is killed, the team arrives and attacks, hoping to secure or destroy Scarred Foxes body in order to prevent him from being raised. They do not realize they have only killed a faux Scarred Fox.

Encounter 9 – The Reports of My Demise are greatly Exaggerated

The runes may have been a trap, but they also did their normal job of alerting the Chain Breakers. Two hours after Encounter 7, they arrive. Once the PCs hand them the message they follow the instructions and release the real Scarred Fox who thanks the PCs for delivering him safely back to the Chain Breakers.

Optional Encounter 10 – Sundered Bonds

Assuming enough time and the PCs are willing, they can undertake an additional mission for additional XP & gold at the cost of 1 extra TU. Scarred Fox now realizes there is a traitor amongst them and he has suspicions as to whom, but needs proof. He has received information of a slave caravan passing nearby and suspects this information is actually a trap (it is). Fox wants to take advantage of this opportunity by announcing to a limited number of people that the Chain Breakers will be attacking the caravan. In reality, the Chain Breakers will use the diversion of the

trap to attack a large slave facility in the area. But to complete the ruse, the caravan trap needs to be trigger, if it is one, and the guilty party revealed. Scarred Fox requests the PCs be the ones to attack the caravan. He tells them they need only trigger the trap and cause as much damage as possible, but if things get too hairy, they can retreat, as they are only really a diversion. Though it would be nice if they could also free the slaves the Pomarj forces will obviously be using as bait.

If the PCs accept the mission they are given an opportunity to scout out the caravan before attacking it. The caravan force appears fairly normal, but there are elite troops flying in the night sky above it.

PREPARATION FOR PLAY

The DM should check to see if any of the PCs received “Honorary Chain Breaker” from ULP7-04 Broken Chains.

She should also verify if any of the PCs are members of the following MetaOrgs:

- Liegeman of Prince
- Any branch of the Royal Military
- Congregation of the Hills
- Talons of Retribution
- Guardians of the Soul Forged

The DM should familiarize herself with the rules on Marsh Terrain (DMG, page 88) and Hydras (MM, page 155). In addition, she should study Encounter 8 & optional Encounter 10 as these involve classed characters with complicated options.

A new statistic has been added to the stat blocks in the appendix of this adventure. The “Bolster” statistic lists all additional sources for bonuses the creature may gain due to prepping before or in the pre-combat portions of the encounter, such as buff spells. Bolster statistics are usually listed in parentheses. This allows the DM to more easily keep track of such buffs, especially if a targeted *dispel magic* is thrown.

It is highly recommended that this adventure not be run cold due to the complexity of the encounters.

INTRODUCTION

There is no true introduction to this adventure. It begins suddenly with Encounter 1 which serves also as the introduction.

ENCOUNTER 1: ROLE FOR INITIATIVE

This portion of the adventure assumes the PCs, for whatever reason, are already in the midst of an adventure. It is designed to wake the players up and shake them from the rut that is typical of adventure introductions. Give them a brief moment to introduce their characters to each other, but don't hint they are going to be dropped right into the action.

For the last 7 hours you and your companions have been slogging through the labyrinthine mangrove swamps of the Adirole Peninsula south of Gryrax. You've been looking for the mob of "giant swamp serpents" that have plagued the local fishing villages, but so far all you have gotten to battle was biting insects and the myriad slimy little creatures that squirm around your feet and into your boots as you sink knee deep into the muck.

You'd finally decided its time to call it quits for the day and return to the slightly better fetid shack amongst many fetid shacks that the villagers kindly offered you as a base of operations. But then one of your group spied an odd glint of white and gold from amidst a nearby copse of mangroves.

You had barely begun to investigate when the enemy was upon you. A roiling mass of great serpents broke the surface of the swamp water, but it soon became obvious as the creatures rose from the depths that this was no 'mob of giant swamp serpents.' The serpents were not snakes, but the multiple serpentine heads of one of the swamps most feared denizens. A hydra!

At this point the DM should ask the players to roll for initiative. Allow the players to assume, within reason, that they have cast any long duration adventuring spells, such as *mage armor*, *endure elements*, or *heroes' feast*, that they would normally have cast before trekking into a hot, humid swamp searching for a mob of giant swamp serpents. And give the non-spontaneous casters a few minutes to select their spells. But do not allow

them more than a few minutes to avoid slowing down the table.

Use DM AID: Map #1 to help with this encounter.

Conditions: It is late in the afternoon on a hot, cloudless day. The terrain on the map consists of shallow bog, deep bog, some sand bars, and heavy undergrowth (mangrove copses). See Marsh Terrain on page 88 of the DMG.

Creatures: The players have, perhaps unintentionally, encountered the beast in its lair. This area is the stomping grounds of a fearsome hydra (or hydras depending on APL). It is hungry and eager to protect its lair and attacks the PCs on sight.

APL 4 (EL 6)

Five-Headed Pyro-hydra (1): hp 60; see *Appendix 1*.

APL 6 (EL 8)

Seven-Headed Pyro-hydra (1): hp 80; see *Appendix 2*.

APL 8 (EL 10)

Nine-Headed Pyro-hydra (1): hp 105; see *Appendix 3*.

APL 10 (EL 12)

Eleven-Headed Pyro-hydra (1): hp 125; see *Appendix 4*.

APL 12 (EL 15)

Twelve-Headed Pyro-hydra of Legend (1): hp 180; see *Appendix 5*.

APL 14 (EL 17)

Twelve-Headed Pyro-hydra of Legend (1): hp 180; see *Appendix 6*.

Twelve-Headed Half-Black Dragon Pyro-hydra (1): hp 165; see *Appendix 6*.

APL 16 (EL 19)

Twelve-Headed Pyro-hydra of Legend (1): hp 180; see *Appendix 6*.

Twelve-Headed Half-Black Dragon Pyro-hydra (1): hp 165; see *Appendix 6*.

Twelve-Headed Half-White Dragon Pyro-hydra (1): hp 165; see *Appendix 6*.

Twelve-Headed Half-Fiend Pyro-hydra (1): hp 145; see *Appendix 6*.

Tactics: Hydras are not intelligent and use straight forward tactics.

APL 4-12: The hydra moves towards the closest target and attacks. If possible, it stays in the deep bog in order to take advantage of its swim speed as it suffers the same penalty for movement in shallow bog as any other creature. Each of its heads attacks independently, choosing targets at random within range unless one target proves to be especially dangerous. A head bites most of the time but uses its breathe weapon about one-third of the time if it can.

If it cannot reach its targets, such as if they are all flying out of range, it retreats under the deep bog and waits for them to get closer.

APL 14: The hydras move towards the closest target and attacks. If possible, the hydra of legend stays in the deep bog in order to take advantage of its swim speed as it suffers the same penalty for movement in shallow bog as any other creature, while the half-dragon hydra uses its fly speed to close rapidly. Each of their heads attacks independently, choosing targets at random within range unless one target proves to be especially dangerous. A head bites most of the time but uses its breathe weapon about one-third of the time if it can. The half-dragon seldom uses its draconic breath unless it is the only way to reach prey.

If they cannot reach its targets, such as if they are all flying out of range, they retreat under the deep bog and wait for them to get closer.

APL 16: The hydras move towards the closest target and attacks. If possible, the hydra of legend stays in the deep bog in order to take advantage of its swim speed as it suffers the same penalty for movement in shallow bog as any other creature, while the half-dragon hydras use their fly speed to close rapidly. Each of their heads attacks independently, choosing targets at random within range unless one target proves to be especially dangerous. A head bites most of the time but uses its breathe weapon about one-third of the time if it can. The half-dragon seldom uses its draconic breath unless it is the only way to reach prey.

If they cannot reach its targets, such as if they are all flying out of range, they retreat under the deep bog and wait for them to get closer.

The half-fiend hydra is the smartest of the hydras and is more likely to use its attacks intelligently. It starts off the battle with *unholy smite* but then otherwise closes like its brethren. It

uses *blasphemy* if mobbed by lesser creatures and *darkness* in order to gain concealment.

Treasure: If the PCs explore the area they find that the gleam of white and gold they caught before in the copse of mangroves was actually the bleached bones of the hydra's victims and its treasure.

There are quite a few coins along with several minor magic items. The items do not change with the APL, but the coin does. The PCs have plenty of time to identify the items before the next encounter so the DM should just tell them what they are and allow them to temporarily distribute the items amongst themselves.

APL 4: L: 0 gp, C: 100 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 6: L: 0 gp, C: 200 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 8: L: 0 gp, C: 300 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 10: L: 0 gp, C: 500 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 12: L: 0 gp, C: 700 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 14: L: 0 gp, C: 800 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 16: L: 0 gp, C: 1,000 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

Development: If the PCs win, give them enough time to explore the area and find the treasure, then move immediately to **Encounter 2**.

If the PCs lose, go to **Conclusion 1: What's Eating You?**

ENCOUNTER 2: AN INVITATION TO THE BALL

This encounter occurs just as the PCs finish exploring the hydra's den.

Having defeated the 'mob of giant swamp serpents' and looted the den, you see there is just enough sunlight left to make back to the fishing village you rescued for the usual celebration; complete with food of questionable age, flat beer, amateur musicians and a dance with the not-quite-homely mayor's daughter (or son) who smells vaguely of 3-day old mackerel.

But before you can take a muddy step towards tonight's festivities, you hear the sound of something approaching through the swamp. What horror awaits you now? Did the monster have a mate? Did the sounds of battle draw something even worse? Weapons drawn at the ready, you can only wonder in anticipation as from around a copse of mangroves come an immaculately dressed young man with sharp features and a haughty demeanor mounted on an equally immaculate white horse. They both bear the livery of Prince Corond of Ulek.

The young man pauses when he sees you, clears his throat and unrolls an ornately illuminated scroll, then begins to read: "To the slayers of the dreaded hydra of Adirole. In honor of your courageous deeds in safeguarding the citizens of the Principality of Ulek, His Royal Highness Prince Olinstaad Corond would like to extend a personal invitation for you to attend the Heroes' Ball at the Royal Palace in Gryrax, three days hence. There you will be honored along with other heroes of the realm in a lavish ball."

At this, the young man, having barely glanced at you the whole time, rolls the scroll back up and states, "I will inform His Royal Highness that the invitation has been delivered and you will be attending."

This last statement seemed to be more of a command than a question, and seemed to carry an unspoken threat, though it could just be the messenger's haughtiness that gives you that opinion.

Without another word, the young man turns his horse about and rides it back into the swamp, leaving you all with the same unanswered question, 'How do you keep a white horse clean in a swamp?'

Agents of the Prince have been keeping tabs on the success of PCs in their mission to save the fisher folk of the Adirole peninsula (along with other adventurers elsewhere in the realm). After scrying on the PCs and seeing their success, they teleported the messenger to a nearby location to deliver the message. If any of the PCs attempt to follow the messenger, they find he has disappeared (having been teleported back to the palace).

After this brief interruption, the PCs are now free to return to fishing village and receive their hero's welcome, such that it is. It takes about 2 days of travel to reach Gryrax from here, so the PCs will likely make it there on the day of the ball. Any PC who wishes may refuse the invitation. Hand them their AR with the XP and treasure they earned in Encounter 1 and politely ask them to leave the table. This adventure is over for them.

ENCOUNTER 3: A NIGHT AT THE BALL

When the PCs arrive in Gryrax, they may wish to do a little information gathering. If they do, use the following based on their Gather Information results:

DC10: The Prince is holding a ball in honor of the many heroes of the Principality. He's never done anything like that before, but I have heard anyone who is anybody will be there.

DC15: I heard that freedom fighter, Scarred Fox, will be honored at the ball. He is a handsome rogue, isn't he?

DC 18: Scarred Fox has been visiting many important dignitaries in the Principality and its close allies, drumming up support for the war against the Slavers. But somehow he still manages to make it to even some of the seedier dives to get popular support, as well.

DC 20: There are quite a few groups of well-known adventurers attending the ball. It's supposed to be a formal affair but more likely than not the uncouth lugs will be there in rusty chain shirts and battle-dented axes.

DC 30: A lot of the people Scarred Fox has been meeting with are scheduled to attend the ball, as well.

After the PCs have had a chance to do some carousing, rest up, spend some cash and do whatever they want to before the ball, its time to move on to the Ball proper. The ball is formal, but wearing their adventuring gear is acceptable considering the nature of the honor.

This section of the adventure can take as much or as little time as the players want as it is entirely role-playing. The ball is indeed a lavish affair and most Principality dignitaries can be found here. If a PC is looking for someone specifically, odds are they can find them here. There is great food, entertainment and dancing into the wee hours. The DM should feel free to elaborate on this part of the adventure as much as he wants, describing the grandeur of the palace ballroom, the many well-coiffed attendees and the seemingly endless parade of delicious foods.

After the players have had a chance to mingle and do whatever role-playing they wish, a waiter steps up to each of them with a letter on a tray. Give each player the appropriate note from **Player Handout 1: Notes at the Party**. There are seven separate handouts of which each PC should receive only one. There is a handout for players who are Honorary Chain Breakers; one for members of the PoU military; one for Liegeman of the Prince; one for the Talons of Retribution; one for the Congregation of the Hills; one for the Guardians of the Soul Forged; and one for everyone else.

The handouts are invitations to a clandestine meeting with Scarred Fox and the Prince. Give the PCs a chance to read the handout then ask them if they are going to attend. If they say no, the adventure ends for them here. Else wise, continue to the next encounter.

ENCOUNTER 4: BEHIND CLOSED DOORS

(The author of this adventure would like to extend his apologies to the judges of this adventure for making them read aloud the following extended

cinematic sequences and dedicates them in the name of Rene' Aflonso.)

You follow the waiter as ordered and find yourself in a hallway next to a large door. Surprisingly, you see your adventuring companions are here, as well. Before you can ask each other about this, the door swings open and you are quickly ushered in. As the door swings shut behind you, it appears you are now standing in a large meeting room.

Standing at the other end of the hall is Prince Olinstaad Corond himself. With him are Chaos Hawk, court wizard standing in for the infirmed Pengellan, Magnus Loudrin, head of the Talons of Retribution, Keeper Karin Whytsmyth, head of the Church of Ulaa, Commander of the Royal Army, Marshal Augustus Clinkerfire, Admiral of the Fleet, Tiberius Mansfield III, General Brunar Blackhand, head of Mine Rangers, and Patriarch Cedric Rocksoul, head of the Guardians of the Soul Forged. And, like statues lining the walls, stand a dozen of the Prince's vaunted Adamantine Guard.

One can only wonder at the significance of so many powerful personages being behind closed doors during the middle of a ball. But as if that were not enough to wrap your head around, you notice there are 5 tables set in front of them. At each of 4 of these tables sits a small group of 5 or 6 people, many of whom you recognize as fellow adventurers. The fifth table has no current occupants, but set in front of each seat on the table is small pile of equipment. It soon becomes obvious, as you are escorted to the vacant table, that the equipment is your own. The very same adventuring equipment you left behind to attend the ball.

As you sit, Prince Corond steps forward and announces, "Good, we are all here at last. Adventurers, we have called upon you to do great service for the Principality. As you know, we have ousted the vile forces of the Pomarj and have begun our conquest of the Poor March itself. We have met with much success, but the enemy is not blind to the threat we pose to him. Even now the Mak sues for peace with the Domain of Greyhawk to better turn his attentions back south, and the attack on the village of Jewelside makes it clear that the Earth Dragon has no intention of simply rolling over to our forces."

“Victory will not be easy, and to gain it, we need allies. Scarred Fox and his rebel band, the Chain Breakers, is one such ally. He has been doing much here in the Principality, and free men everywhere owe him a debt. But he has been away from the fight for too long, and it is time for him to return. We know this...and so do his enemies.”

“Therefore, his return is anticipated. The Mak has many spies and we must assume that our enemy knows of Fox’s plan to return. It is for this reason we have summoned you all here. You are to escort Scarred Fox safely back to his men in the Pomarj. And before you ask why so many of you are needed, perhaps I should let Scarred Fox explain.”

With this, the Prince gestures and a rugged looking, but handsome half-elf whom you recognize as the legendary Scarred Fox, steps out from an alcove behind the Prince. He is followed shortly there after by another, and then another, and then another, and another; until there are no less than 5 Scarred Foxes standing in front of you.

One of the Scarred Foxes clears his throat and smiles. “Don’t worry,” he says with a glint in his eye. “There is only one real Scarred Fox. I am sure the ladies couldn’t stand any more. But the rest of us are talented ruses set to foil attempts at capturing such a handsome rogue as myself. Each of your groups will escort one of us via a different route which we will explain only after having left this chamber. None of you will know which of us are fakes until we arrive at our destination. We are also the only ones who know how to get there, so it is vital you keep us alive either way. And in order to add to the deception, we must refrain from using our powers to help you as that would surely give us away. So can I count of you doughty adventurers to help us out?”

Before anyone can answer that, a gruff looking dwarf adventurer at one of the other tables slams his axe down and stands. “What’s it pay?” he bellows. The room goes deathly silent and all eyes turn to the dwarf who seems oblivious. Quickly, one of his teammates stands and bows courteously to the Prince.

“My apologies,” she says. “Our teammate Grothguld is new to both the Principality and our company. He does not understand...”

“The hell I don’t, woman!” the dwarf interrupts. “Grothguld Irontooth don’t do nuthin’ without getting paid fer it. Just cause some hoity-toity dwarf cousin with an axe-handle rammed up his...” At this the dwarf stops in mid sentence. He grasps at his throat as if choking. A thin wisp of blue mist is wrapped around his throat, its origin the arcane fingers of Magnus Loudrim.

At this, the Prince signals the archmage to cease. Magnus releases the spell and the dwarf drops to his knees as he regains his breath.

“Do not worry,” says the Prince calmly. “If you will do nothing without being paid, then you do not have to do anything. I wish to extend an apology as it appears we erred in extending this offer to you. As recompense, you will be given lavish quarters here in the palace until this affair is over.”

“Guards!” the Prince snaps briskly. Immediately two of the Adamantine Guard are at the dwarf’s side and he is quickly escorted from the chamber.

“Now then,” says the Prince, “for Prince and Country? What say you?”

“And,” Scarred Fox adds, “for Freedom and the People?”

Any PC who decides they are not interested or who asks for payment is escorted out of the chamber and confined for the remainder of the adventure. At the end of the adventure, they are let go without word or explanation.

The PCs may ask questions now if they wish, though, in order to maintain secrecy, there is little more they will be told. Here is what they can find out:

- Only their Scarred Fox knows the route they are to take and the codes they are to use to meet with the Chain Breakers. For security reasons, he will tell the PCs none of this until the last moment necessary.
- For security reasons, the PCs are to leave on their adventure immediately. There will be no time for shopping. However, an additional week’s worth of supplies has been provided with their equipment.
- There is no other aid they will provide the PCs at this moment. The PCs were

chosen because of their skill and ingenuity.

- Do not ask for aid in combat from Scarred Fox as using his powers would surely give him away to his enemies.
- The only thing they will be told about their destination is that it lies somewhere in the Pomarj.
- The groups chosen for this mission were chosen based on observations, divinations, and investigations made of several adventuring groups. It was deemed, for reasons not fully revealed, that your group would be an excellent choice for this mission.

After a brief period of discussion, continue with the following:

All questions being answered. It is apparent it is time for your mission to begin when Magnus Loudrim, head of the Talons of Retribution, steps forward.

“One more thing,” he announces. “I am giving each of your Scarred Foxes a scroll tube with a message in it. This message is very important to the cause and needs to be delivered to the Chain Breakers at all costs. Even if you fail in your mission to escort the Fox to his men, you must succeed in this one. The tube is to remain sealed until delivered to the Chain Breakers.”

With that, he hands a sealed tube to each of the Scarred Foxes and they move to join their assigned group.

In reality, none of the Scarred Foxes are actually the real one. They are all talented disguise artists and spies pretending to be Scarred Fox. But only the real Scarred Fox and Magnus Loudrim know this. Scarred Fox had Magnus cast *trap the soul* on him and place him in a gem. The gem had a note wrapped around it and it was sealed in a scroll tube. This tube is what was given to the PC's Scarred Fox as the important message to be delivered. If the PCs break the seal and read the message, it simply says, “Shatter this gem.”

For more information on the faux Scarred Fox the PCs are escorting, refer to *Appendix 9*.

Give the PCs time to cast any preparatory spells and equip themselves, then go immediately to Encounter 5.

ENCOUNTER 5: THE EARTH DRAGON STRIKES BACK

Excitement is palpable in the chamber, as the assignments have now been completed and each group is ready to conduct their mission.

Suddenly, a slight rumbling can be felt beneath your feet. The chandeliers above your head jingle and small pieces of loose masonry fall from the walls with a clatter. Then all is silent for a moment as the minor tremor passes.

The Prince looks quizzically at his advisors, hoping for a simple explanation, but Chaos Hawk's wide-eyed gaze makes it apparent something is wrong.

“Your Highness!” the Court Wizard announces in excitement. “The palace wards! They’ve been breached!”

Instantly, the Prince responds, “This is the Earth Dragon’s doing! Magnus! Chaos! Repair the wards! Call out the Adamantine Guard! Our guests are in danger! Karin, can you tell where the attack is coming from?”

An instant later, small popping sounds can be heard coming from directions all about the palace, accompanied shortly thereafter by panicked screams. With a rush of wind and a smell of rotten eggs, more popping sounds are heard within the chamber you stand in. Appearing from puffs of smoke are a score of hideous otherworld creatures. One in particular stands out. Cloaked in fire and as tall as two humans, this hulking monster spreads its batlike wings and cracks its whiplike tail. Great scales cover its body like armor. It smiles, revealing large fangs that drip with a hissing venom. With a deep, rumbling voice it states, “The Earth Dragon sends you greetings, Prince Corond!” then steps forward to attack. But it barely takes a step before it slams into something hard and invisible.

“Your Highness,” Magnus Loudrim says, lowering his hands from having just cast a spell. “That won’t hold them for but a moment.”

“No matter,” states the Prince. He draws the legendary Axe of Corond and a nearly forgotten battle-gleam can be seen shining in his eyes. He turns abruptly to the gathered adventurers and commands, “We have this

fight! Your mission is paramount and cannot be delayed by this distraction lest the enemy use it to compromise the mission. Follow your assigned charge and complete your mission! GO NOW!"

The leader of the devils in this chamber is a Pit Fiend and the others with him are lesser, if still very powerful devils. It should be made clear to the PCs that fighting these creatures would be suicide for all but the most experienced.

This is an assault by the allies of the Earth Dragon who are taking advantage of the gathering of so many important enemies in one place. It is a quick assault designed to make use of surprise, cause as much death as possible, and then retreat before the palace forces have had a chance to organize. As such, the battle lasts only for a few minutes.

The PCs may choose to stay and fight or help others, but their efforts will have little effect on the battle, and it will be in violation of a direct order from the Prince. If any do disobey the Prince and stay to fight, have them battle the creatures from Encounter 6, and describe in lavish depiction the epic battles the Prince and his advisors wage alongside them. The Prince succeeds in repelling his attackers at the same time the PCs defeat theirs. After the battle, the PCs are reprimanded for disobeying orders and jeopardizing the mission but thanked for their help in the battle. They are then sent immediately upon their mission.

If the PCs do decide to follow the Prince's command, their faux Scarred Fox leads them immediately out of the meeting chamber as the Prince and his minions engage the Baatezu. Go immediately to Encounter 6.

ENCOUNTER 6: HELL'S KITCHEN

As the battle engages behind you, Scarred Fox hurriedly rushes you from the chamber. He starts to head down a corridor, but the intersection up ahead is quickly embroiled in yet another battle between devils and the Prince's forces. Scarred Fox turns back around, looks down several corridors and commands, "This way," as he heads down one. "We'll have to cut through the kitchen."

Fox takes several more turns avoiding various melees as they break out in the halls. Then opens a door in one of them and steps in.

You enter a large, kitchen filled with still simmering pots and cooking fires. The staff that would otherwise be busy feeding the palace guests have apparently all fled to safer locals. Fox heads for another door on the other side of the kitchen.

"We're almost there," he proclaims. Just then, the door burst open wide and a cadre of foul Baatezu step into the kitchen, blocking your path.

The faux Scarred Foxes' destination is a teleportation room only 60 feet down a corridor from the kitchen. The PCs do not need to defeat all of the Baatezu to defeat this encounter, they only have to reach the teleportation room with Scarred Fox. The PCs do not need to be made aware of this, however. Let them figure it out on their own. Once there, a member of the Talons of retribution is waiting for them. He immediately teleports them to their destination and then turns to defeat the devils. He is unaware of the PCs current predicament and cannot help them till they get to him.

Use **DM's Aid: Map #2** to aid in this encounter. As ordered, the faux Scarred Fox avoids combat or using any abilities that might give him away. If it is relatively safe to do so, he will do simple things such as pick up a dropped weapon and toss it to the PC, or use a *potion of cure moderate wounds* on a fallen PC.

Conditions: The kitchen has no other occupants. The walls are well crafted reinforced masonry. The ceiling is 15 feet high. There are several large tables, various barrels, crates and stacks of wood. Twelve foot chains dangle from the ceiling above the tables, holding various cooking utensils on hooks. A fire roars in the fireplace.

Creatures: The PCs have to deal with a powerful mixed group of baatezu. It is possible they may find themselves overwhelmed. If this is the case, the DM may offer assistance in the following way: once, and only once during this battle, an allied cleric (level = APL+3) stops briefly to help them by casting a single spell he is capable of casting before moving on to help others. The DM can decide what spell will best help the party.

APL 4 (EL 7)

Nupperibo (3): hp 16 each; see *Appendix 1*.

Spined Devil (Spinagon) (2): hp 24 each; see *Appendix 1*.

APL 6 (EL 9)

Chain Devil (Kyton) (1): hp 64; see *Appendix 2*.

Legion Devil (Merregon) (5): hp 27 each; see *Appendix 2*.

APL 8 (EL 11)

Hellcat (Bezekra) (1): hp 72; see *Appendix 3*.

Bearded Devil (Barbaz) (4): hp 54 each; see *Appendix 3*.

APL 10 (EL 13)

Orthon (3): hp 98 each; see *Appendix 4*.

Steel Devil (Buroza) (6): hp 60 each; see *Appendix 4*.

APL 12 (EL 16)

Ice Devil (Gelugon) (2): hp 168 each; see *Appendix 5*.

Barbed Devil (Hamatula) (2): hp 144 each; see *Appendix 5*.

APL 14 (EL 18)

Xerfistyx (2): hp 195 each; see *Appendix 6*.

Ice Devil (Gelugon) (2): hp 168 each; see *Appendix 6*.

APL 16 (EL 20)

Paeliryon (1): hp 270; see *Appendix 7*.

Horned Devil (Cornegon) (2): hp 195 each; see *Appendix 7*.

Tactics: The baatezu are lawful evil, and most of them are intelligent. They use coordinated group tactics except where otherwise noted. The devils were *gated* in rather than summoned and can thus use their *summon baatezu* abilities if pressed. Unless otherwise mentioned, all of the devils fight to the death.

APL 4: The Spinegons have the Nupperibos form a front line to engage the PCs in melee while they use their spines as ranged attacks to stop enemy spell casters and archers. One of them starts off the battle with a *stinking cloud*, while the other one saves his for emergencies. They use *produce flame* to attack PCs who seem especially difficult to hit with non-touch attacks.

The Spinegons only use their *summon baatezu* ability if sorely pressed or the PCs prove to be very powerful from the outset.

APL 6: On the first round, the Merregon's all attempt to use their *summon baatezu* ability to increase their number. The Kyton animates the chains hanging from the ceiling of the kitchen to protect the Merregons while they summon. Once they have increased their number, the Merregon's form a line and advance while the Kyton attacks with its chains from safely behind the front line.

APL 8: On the first round the Bezekra attempts to pounce on any target it can. If it can't, it spends the first round positioning itself for a charge, and then charges on the second round. Half the Barbaz attempt to summon another Barbaz using their *summon baatezu* ability, while the other half protect them. Then they switch places with the other two attempting to summon their own Barbaz while the first two enter battle frenzy and attack.

APL 10: On the first round, the Buroza form a line in front of the Orthons and use both their *haste* and *chant* abilities. On following rounds they use *greater command* in an attempt to draw spellcasters to them, then advance in formation. The Orthons form a line behind the Buroza, activate their dimensional interference and use their hellfire crossbows at any targets of opportunity. If the majority of the enemy close with the Buroza, the Orthons switch to their hellspears and attack over the heads of the Buroza.

APL 12: Both the Hamatulas and the Gelugons have already been bolstered by *unholy aura*.

The Hamatulas form a front line to protect the Gelugons. On the first round, one of the Hamatulas uses *order's wrath* while the others uses *unholy blight*. If the enemy doesn't close, they attempt to use their *summon baatezu* ability to summon bearded devils (use statistics for APL 8). They then close to engage others in grapples.

The Gelugons coordinate their tactics, one uses *summon baatezu* to summon bearded devils (use statistics for APL 8), while the other uses *ice storm* to slow and confound the enemy. On round two, they reverse this strategy. If given the opportunity, they bolster their summoned allies with *unholy aura*. They then use *cone of cold* and other offensive spells until forced into melee.

APL 14: Both the Xerfistyx and the Gelugons have already been bolstered by *unholy aura*.

The Xerfilxstyx take point using *power word blind* on spell casters, then using *Powerful Charge* to engage the enemy in melee. Once in melee they use their breath weapons and attack furiously. They only use their *summon baatezu* ability if the Gelugons have been destroyed.

The Gelugons coordinate their tactics, one uses *summon baatezu* to summon bearded devils (use statistics for APL 8), while the other uses *ice storm* to slow and confound the enemy. On round two, they reverse the strategy. If given the opportunity, they bolster their summoned allies with *unholy aura*. They then use *cone of cold* with no fear of catching the Xerfilstyx in them as they are immune to cold.

APL 16: Both the Paeliryon and the Cornugons have already pre-cast some spells before this encounter starts. The Paeliryon was instructed to use its *blasphemies* only on important personages, so avoids using it except as a last resort.

The Paeliryon uses its invisibility to protect itself while it uses its *summon baatezu* ability to summon a Gelugon (use stats for APL 14). It follows this up with empowered *meteor swarm*. When done with this it activates its intoxicating perfume and closes to use its *Belittle* ability. It then uses its quicken *hold monster* in conjunction with its retractable claws to attack outside its *antilife shell*.

The Cornugons cast a *lightning bolt* and a *fireball* respectively, then close to engage in melee.

Development: If the PCs win, they can continue on to the teleportation chamber safely. A Talon of Retribution is waiting there to teleport them to their next destination, and does so as soon as the party has recomposed itself.

If the PCs lose or their Scarred Fox is slain, go to **Conclusion 2: The Last Supper**.

ENCOUNTER 7: RUINED RUNES

You finally made it to the chamber Scarred Fox was leading you to; one of the palace's teleportation chambers. One of the Talons of Retribution hastily rushes you into the chamber, tosses a lightning bolt down the hall towards a group of fiends, then arcane locks the door. In short order, he prepares the

teleportation circle, and transports you and your charge to their destination.

The world shifts and the chaotic noise of battle and austere walls of the palace are replaced by the peaceful buzzing of insects and the crumbled walls of an ancient ruin. It is dark, save for the starlight shining in through the collapsed roof.

The Talon states succinctly, "You are in the Pomarj now. Be careful, and may Ulaa guide you." With that he does a quick incantation and disappears, no doubt back where he came from. You are now alone in enemy territory with your charge.

The PCs have been teleported to the ruins of an ancient keep at the foothills of the Drachenburg Mountains. This is the first stop in their journey to reach the Chain Breakers. The Chain Breakers are constantly on the move from one safe location to another, staying only a few days in one area. Whenever they move on to a new location, they leave behind a secret code of rune carved rocks that tell those few who know how to read them where their next stop will be. Members of the Chain Breakers who become separated from the main group use these signs to find their way back to the group. The last stone has a depression in it for holding water. The level of evaporation in this stone gives a clue as to how long it has been since the Chain Breakers were last here. There is a tiny amount of water in the bottom of this one, indicating the Chain Breakers left here about a week ago.

The party's Scarred Fox does not explain this unless pressured, as the less the PCs know about how the Chain Breakers work, the better. As soon as the Talon leaves he goes to the hidden location in this ruin to find the arrangement of stones that tells the next location to travel to. He tells the PCs to get some rest, as it is not safe to travel the Pomarj at night.

In the morning, he leads them towards their next destination, a cave a day's travel to the north.

ENCOUNTER 8: OUT FOXED?

After a day's travel north, Scarred Fox leads you down a gorge and into a large cave that would have been nearly impossible to find without knowing where to look.

The inside of the cave looks well used by a large number of personnel. The floor has been smoothed out, there are several stone benches, tables and chairs, as well as straw mattresses and sanitary facilities. The air still carries the scent of people. This place has been occupied within the last few days.

Scarred Fox has noticed this and his spirits obviously pick up. He moves over to a small stone shelf and examines the arrangement of several marked rocks lying on it. After looking at the last one, he looks elated.

Scarred Fox turns to you and states, "The Chain Breakers are near. All I need do now is alert them to our presence and they will send guides to lead us to their current camp. In only a few hours, we will all be safe with the Chain Breakers and our real work can begin."

If asked about this last bit, the faux Scarred Fox does not elaborate. His next action is to walk over to a small rune etched in the wall. A successful Knowledge (religion) check (DC 14), identifies this as the Rune of Pursuit, the holy symbol of Trithereon, god of liberty. He explains this is how he alerts the nearby Chain Breakers he is here. He places his hand on the rune and says, "Freedom."

Unfortunately, a trap has been set up next to the symbol by the forces of the Pomarj and a traitor in the Chain Breakers. It appears as nothing more than one more mug on a shelf of mugs (note that it has a *non-detection* spell on it). When Scarred Fox touches the symbol and states the command word, it activates a magical trap.

All APLs (EL 10)

Disintegrate/Non-Detection Trap (1): magic device; command word/location trigger; no reset; spell effect (*disintegrate*, 20th-level wizard, +10 ranged touch, Fort DC 20 save for 5d6 damage; *non-detection*, 20th-level wizard); Search DC 34; Disable Device DC 34.

Assuming the PCs do not interfere with Scarred Fox or somehow disarm the trap, it goes off, successfully hitting and disintegrating the faux Scarred Fox. The trap also signals a team of Earth Dragon agents waiting for the trap to be triggered.

If the PCs managed to disarm the trap without setting it off, the Pomarj agents are still alerted by another agent *scrying* on the location at that moment. The DC to detect this *scrying* is equal to the APL +12. If the PCs also have some way of

defeating the *scrying*, they have successfully defeated this encounter and gain full experience, but no treasure for it.

Conditions: The faux Scarred Fox has lit the many torches in the cave before proceeding on. The cavern section is well lit, but the entry tunnel is in shadow. The cavern is natural and arches up to about 20 feet in height. The floor has been smoothed out and provides no hindrance to movement.

Creatures: Two minutes after the trap is triggered, a team of Pomarj agents are teleported to a location 90 feet from the entrance to the cave. This is a precaution against spells such as *anticipate teleport* and other area wards. Their mission is to make sure Scarred Fox is destroyed, finish the job if he isn't and kill anyone else they find.

APL 4 (EL 6)

Hurock Shroon, male hobgoblin druid 5: hp 45; see *Appendix 1*.

Hardhead, medium earth elemental companion: hp 36; see *Appendix 1*.

Krixus Ourg, male hobgoblin fighter 1/rogue 1: hp 16; see *Appendix 1*.

Uglucks Globner, male hobgoblin monk 2: hp 16; see *Appendix 1*.

APL 6 (EL 8)

Hurock Shroon, male hobgoblin druid 7: hp 63; see *Appendix 2*.

Hardhead, medium earth elemental companion: hp 36; see *Appendix 2*.

Krixus Ourg, male hobgoblin fighter 2/rogue 1: hp 25; see *Appendix 2*.

Uglucks Globner, male hobgoblin fighter 1/monk 2: hp 25; see *Appendix 2*.

APL 8 (EL 10)

Hurock Shroon, male hobgoblin druid 7/earth dreamer 2: hp 75; see *Appendix 3*.

Hardhead, medium earth elemental companion: hp 36; see *Appendix 3*.

Krixus Ourg, male hobgoblin fighter 2/rogue 3: hp 39; see *Appendix 3*.

Uglucks Globner, male hobgoblin fighter 3/monk 2: hp 44; see *Appendix 3*.

APL 10 (EL 12)

Hurock Shroon, male hobgoblin druid 7/earth dreamer 4: hp 87; see *Appendix 4*.

Hardhead, medium earth elemental companion: hp 36; see *Appendix 4*.

Krixus Ourg, male hobgoblin fighter 2/rogue 4/master thrower 1: hp 53; see *Appendix 4*.

Uglucks Globner, male hobgoblin fighter 5/monk 2: hp 63; see *Appendix 4*.

APL 12 (EL 14)

Hurock Shroon, male hobgoblin druid 8/earth dreamer 5: hp 99; see *Appendix 5*.

Hardhead, medium earth elemental companion: hp 36; see *Appendix 5*.

Krixus Ourg, male hobgoblin fighter 2/rogue 4/master thrower 3: hp 69 (87); see *Appendix 5*.

Uglucks Globner, male hobgoblin fighter 5/monk 2/exotic weapon master 2: hp 82 (100); see *Appendix 5*.

APL 14 (EL 16)

Hurock Shroon, male hobgoblin druid 10/earth dreamer 5: hp 120 (150); see *Appendix 6*.

Hardhead, large earth elemental companion: hp 80; see *Appendix 6*.

Krixus Ourg, male hobgoblin fighter 2/rogue 4/master thrower 5: hp 85 (107); see *Appendix 6*.

Uglucks Globner, male hobgoblin fighter 5/monk 2/exotic weapons master 3: hp 99 (121); see *Appendix 6*.

APL 16 (EL 18)

Hurock Shroon, male hobgoblin druid 12/earth dreamer 5: hp 45; see *Appendix 7*.

Hardhead, large earth elemental companion: hp 36; see *Appendix 7*.

Krixus Ourg, male hobgoblin fighter 4/rogue 4/master thrower 5: hp 16; see *Appendix 7*.

Uglucks Globner, male hobgoblin fighter 7/monk 2/exotic weapon master 3: hp 16; see *Appendix 7*.

Tactics: Just prior to being teleported to their starting location, the agents spend time casting some of their longer lasting buff spells. When they arrive, they continue prepping for battle while traveling to the entrance, though their tactics may change depending on whether or not they are detected during their approach. If the faux Scarred Fox is still alive, they target him whenever possible.

APL 4: On the first round, Hurock, Hardhead, Krixus and Uglocks double move towards the entrance to the cave leaving them approximately 30 feet from the entrance.

On round 2, Hurock casts *summon nature's ally II* to summon a small earth elemental which he bolsters by using his *summoner's totem* and casting *charge of the triceratops* on it. Krixus drinks his *potion of invisibility* and sneaks up to the entrance of the cavern.

On round 3, Hurock repeats what he did on round 2. Krixus drinks his *potion of bull's strength* and sneaks 15 feet more into the cave. Uglocks drinks his *potion of enlarge person* and moves to the cave mouth.

On round 4, Hurock casts *bull's strength* on Hardhead, sends him and the two other elementals double moving through the rock walls towards the cavern, then moves to the cavern entrance. Krixus sneaks another 30 feet down the entrance. Uglucks drinks his *potion of displacement* then sneaks 15 feet down the entrance.

On round 5, Hurock moves into the cavern to a position he can cast spells. Krixus sneaks 15 feet more into the cavern then throws a javelin at the nearest target. The elementals all move out of the cavern walls and attack the nearest targets. Uglucks moves to the cavern and attacks any target he can reach.

Once the battle is finally joined, Hurock orders the elementals to block attackers from reaching the hobgoblins. He then casts *produce flame* and attacks from a distance. Hurock avoids melee if possible. Krixus throws javelins until he runs out or is engaged in melee. He then uses his falchion and tries to create a flank with the elementals or Uglucks to get his sneak attack damage. Uglucks tries to position himself to control the battle field with his 10-reach reach.

Krixus and Uglucks fight to the death. If Hurock is the only one left and is obviously losing,

he uses his *wild shape* ability to turn into a hawk and fly away.

APL 6: On the first round, Hurock, Hardhead, Krixus and Uglucks double move towards the entrance to the cave leaving them approximately 30 feet from the entrance.

On round 2, Hurock casts *summon nature's ally IV* to summon a medium earth elemental which he bolsters by using his *summoner's totem* and casting *charge of the triceratops* on it. Krixus drinks his *potion of invisibility* and sneaks up to the entrance of the cavern.

On round 3, Hurock repeats what he did on round 2. Krixus drinks his *potion of bull's strength* and sneaks 15 feet more into the cave. Uglucks drinks his *potion of enlarge person* and moves to the cave mouth.

On round 4, Hurock casts *bull's strength* on Hardhead, sends him and the two other elementals double moving through the rock walls towards the cavern, then moves to the cavern entrance. Krixus sneaks another 30 feet down the entrance. Uglucks drinks his *potion of displacement* then sneaks 15 feet down the entrance.

On round 5, Hurock moves into the cavern to a position he can cast spells. Krixus sneaks 15 feet more into the cavern then throws a javelin at the nearest target. The elementals all move out of the cavern walls and attack the nearest targets. Uglucks moves to the cavern and attacks any target he can reach with his spiked chain.

Once the battle is finally joined, Hurock orders the elementals to block attackers from reaching the hobgoblins. He then casts *produce flame* and attacks from a distance. Hurock avoids melee if possible. Krixus throws javelins until he runs out or is engaged in melee. He then uses his falchion and tries to create a flank with the elementals or Uglucks to get his sneak attack damage. Uglucks tries to position himself to control the battle field with his 20-foot reach.

Krixus and Uglucks fight to the death. If Hurock is the only one left and is obviously losing, he uses his *wild shape* ability to turn into a hawk and fly away.

APL 8: On the first round, Hurock, Hardhead, Krixus and Uglucks double move towards the entrance to the cave leaving them approximately 30 feet from the entrance.

On round 2, Hurock casts *summon nature's ally IV* to summon a medium earth elemental which he bolsters by using his *summoner's totem* and casting *charge of the triceratops* on it. Krixus drinks his *potion of invisibility* and sneaks up to the entrance of the cavern.

On round 3, Hurock repeats what he did on round 2. Krixus drinks his *potion of bull's strength* and sneaks 15 feet more into the cave. Uglucks drinks his *potion of enlarge person* and moves to the cave mouth.

On round 4, Hurock casts *bull's strength* on Hardhead, sends him and the two other elementals double moving through the rock walls towards the cavern, then moves to the cavern entrance. Krixus sneaks another 30 feet down the entrance. Uglucks drinks his *potion of displacement* then sneaks 15 feet down the entrance.

On round 5, Hurock moves into the cavern to a position he can cast spells. Krixus sneaks 15 feet more into the cavern then throws a javelin at the nearest target. The elementals all move out of the cavern walls and attack the nearest targets. Uglucks moves to the cavern and attacks any target he can reach with his spiked chain.

Once the battle is finally joined, Hurock orders the elementals to block attackers from reaching the hobgoblins. He then casts *produce flame* and attacks from a distance and uses *earth bind* to bring fliers back down to the elementals. Hurock avoids melee if possible. Krixus throws javelins until he runs out or is engaged in melee. He then uses his falchion and tries to create a flank with the elementals or Uglucks to get his sneak attack damage. Uglucks tries to position himself to control the battle field with his 20-foot reach.

Krixus and Uglucks fight to the death. If Hurock is the only one left and is obviously losing, he uses his *wild shape* ability to turn into a hawk and fly away.

APL 10: On the first round, Hurock, Hardhead, Krixus and Uglucks double move towards the entrance to the cave leaving them approximately 30 feet from the entrance.

On round 2, Hurock casts *summon nature's ally V* to summon a large earth elemental which he bolsters by using his *summoner's totem* and casting *greater magic fang* on it. Krixus drinks his *potion of invisibility* and sneaks up to the entrance of the cavern.

On round 3, Hurock repeats what he did on round 2. Krixus drinks his *potion of cat's grace* and sneaks 15 feet more into the cave. Uglocks activates his *belt of growth* and moves to the cave mouth.

On round 4, Hurock moves up to the cave mouth and casts *mass bull's strength* on everyone, then sends the elementals double moving through the rock walls towards the cavern. Krixus delays until Hurock casts his spell, then sneaks another 30 feet down the entrance. Uglucks also waits for Hurock, then drinks his *potion of displacement* then sneaks 15 feet down the entrance.

On round 5, Hurock moves into the cavern to a position he can cast spells. Krixus sneaks 15 feet more into the cavern then throws a javelin at the nearest target. The elementals all move out of the cavern walls and attack the nearest targets. Uglucks moves to the cavern and attacks any target he can reach with his spiked chain.

Once the battle is finally joined, Hurock orders the elementals to block attackers from reaching the hobgoblins. He then casts offensive ranged spells and attacks from a distance and uses *earth bind* to bring fliers back down to the elementals. Hurock avoids melee if possible. Krixus rapid throws javelins until he runs out or is engaged in melee. If he has trouble hitting with his rapid shot he switches to sneaky shot. Krixus then uses his falchion and tries to create a flank with the elementals or Uglucks to get his sneak attack damage. Uglucks tries to position himself to control the battle field with his 20-foot reach and trip attack.

Krixus and Uglucks fight to the death. If Hurock is the only one left and is obviously losing, he uses his *wild shape* ability to turn into a hawk and fly away.

APL 12: On the first round, Hurock, Hardhead, Krixus and Uglocks double move towards the entrance to the cave leaving them approximately 30 feet from the entrance.

On round 2, Hurock casts *summon nature's ally VI* to summon a huge earth elemental which he bolsters by using his *summoner's totem* and casting *greater magic fang* on it. Krixus drinks his *potion of invisibility* and sneaks up to the entrance of the cavern.

On round 3, Hurock repeats what he did on round 2. Krixus drinks his *potion of cat's grace* and sneaks 15 feet more into the cave. Uglocks

activates his *belt of growth* and moves to the cave mouth.

On round 4, Hurock moves up to the cave mouth and casts *aura of vitality* on Hardhead, Krixus, Uglocks and the summoned elementals, then sends the elementals double moving through the rock walls towards the cavern. Krixus delays until Hurock casts his spell, then sneaks another 30 feet down the entrance. Uglucks also waits for Hurock, then drinks his *potion of displacement* and sneaks 15 feet down the entrance.

One round 5, Hurock uses his earth glide ability and enters the rock wall. The elementals move into positions below the PCs. Krixus and Uglucks wait.

On round 6, Hurock uses his earth sight ability and studies the opposition. Everyone else waits.

On round 7, Hurock uses mobile spellcasting to move out of the wall, cast a spell, then retreat into the earth. Krixus sneaks 15 feet more into the cavern then throws a javelin at the nearest target. The elementals all move out of the cavern floors and attack the nearest targets. Uglucks moves to the cavern and attacks any target he can reach with his spiked chain.

Once the battle is finally joined, Hurock orders the elementals to block attackers from reaching the hobgoblins. He then continues using mobile spellcasting to attack with offensive ranged spells and retreat into the rock. He uses *earth bind* to bring fliers back down to the elementals. Hurock avoids melee if possible. Krixus rapid throws force javelins until engaged in melee. If he has trouble hitting with his rapid shot he switches to sneaky shot. Krixus then uses his falchion and tries to create a flank with the elementals or Uglucks to get his sneak attack damage. Uglucks tries to position himself to control the battle field with his 20-foot reach and trip attack.

Krixus and Uglucks fight to the death. If Hurock is the only one left and is obviously losing, he uses his *wild shape* or earth glide ability to turn into a hawk and fly away.

APL 14: On the first round, Hurock, Hardhead, Krixus and Uglocks double move towards the entrance to the cave leaving them approximately 30 feet from the entrance.

On round 2, Hurock casts *summon nature's ally VII* to summon a greater earth elemental which he bolsters by using his *summoner's totem* and casting *greater magic fang* on it. Krixus drinks

his *potion of invisibility* and sneaks up to the entrance of the cavern.

On round 3, Hurock repeats what he did on round 2. Krixus drinks his *potion of cat's grace* and sneaks 15 feet more into the cave. Uglocks activates his *belt of growth* and moves to the cave mouth.

On round 4, Hurock moves up to the cave mouth and casts *aura of vitality* on Hardhead, Krixus, Uglocks and the summoned elementals, then sends the elementals double moving through the rock walls towards the cavern. Krixus delays until Hurock casts his spell, then sneaks another 30 feet down the entrance. Uglocks also waits for Hurock, then drinks his *potion of displacement* and sneaks 15 feet down the entrance.

One round 5, Hurock uses his earth glide ability and enters the rock wall. The elementals move into positions below the PCs. Krixus and Uglocks wait.

On round 6, Hurock uses his earth sight ability and studies the opposition. Everyone else waits.

On round 7, Hurock uses mobile spellcasting to move out of the wall, cast *bombardment*, then retreat into the earth. Krixus sneaks 15 feet more into the cavern then throws a javelin at the nearest target. The elementals all move out of the cavern floors and attack the nearest targets. Uglocks moves to the cavern and attacks any target he can reach with his spiked chain.

Once the battle is finally joined, Hurock orders the elementals to block attackers from reaching the hobgoblins. He then continues using mobile spellcasting to attack with offensive ranged spells and retreat into the rock. He uses *earth bind* to bring fliers back down to the elementals. Hurock avoids melee if possible. Krixus rapid throws force javelins using his trip shot trick until engaged in melee. He uses the speed ability of his armor every round he can get a full attack in. If he has trouble hitting with his rapid shot he switches to sneaky shot. Krixus then uses his falchion and tries to create a flank with the elementals or Uglocks to get his sneak attack damage. Uglocks tries to position himself to control the battle field with his 20-foot reach and trip attack.

Krixus and Uglocks fight to the death. If Hurock is the only one left and is obviously losing, he uses his *wild shape* or earth glide ability to turn into a hawk and fly away.

APL 16: On the first round, Hurock, Hardhead, Krixus and Uglocks double move towards the

entrance to the cave leaving them approximately 30 feet from the entrance.

On round 2, Hurock casts *summon nature's ally VII* to summon a greater earth elemental which he bolsters by using his *summoner's totem* and casting *greater magic fang* on it. Krixus drinks his *potion of invisibility*, activates his *boots of speed*, and sneaks up to the entrance of the cavern.

On round 3, Hurock repeats what he did on round 2. Krixus drinks his *potion of cat's grace* and sneaks 15 feet more into the cave. Uglocks activates his *belt of growth* and moves to the cave mouth.

On round 4, Hurock moves up to the cave mouth and casts *aura of vitality* on Hardhead, Krixus, Uglocks and the summoned elementals, then sends the elementals double moving through the rock walls towards the cavern. Krixus delays until Hurock casts his spell, then sneaks another 30 feet down the entrance. Uglocks also waits for Hurock, then drinks his *potion of displacement* and sneaks 15 feet down the entrance.

One round 5, Hurock uses his earth glide ability and enters the rock wall. The elementals move into positions below the PCs. Krixus and Uglocks wait.

On round 6, Hurock uses his earth sight ability and studies the opposition. Everyone else waits.

On round 7, Hurock uses mobile spellcasting to move out of the wall, cast *bombardment*, then retreat into the earth. Krixus sneaks 15 feet more into the cavern then throws a javelin at the nearest target. The elementals all move out of the cavern floors and attack the nearest targets. Uglocks moves to the cavern and attacks any target he can reach with his spiked chain.

Once the battle is finally joined, Hurock orders the elementals to block attackers from reaching the hobgoblins. He casts *cast in stone*, then continues using mobile spellcasting to attack with offensive ranged spells and retreat into the rock. He uses *earth bind* to bring fliers back down to the elementals. If his allies are having trouble hitting targets, he casts *brilliant aura*. Hurock avoids melee if possible. Krixus rapid throws force javelins using his trip shot trick until engaged in melee. If he has trouble hitting with his rapid shot he switches to sneaky shot. Krixus then uses his falchion and tries to create a flank with the elementals or Uglocks to get his sneak attack damage. Uglocks tries to position himself to

control the battle field with his 20-foot reach and trip attack, and activates the *blink* ability of his armor.

Krixus and Uglucks fight to the death. If Hurock is the only one left and is obviously losing, he uses his *wild shape* or earth glide ability to turn into a hawk and fly away.

Development: If the PCs win, continue to Encounter 9.

If the PCs lose, the Pomarj agents leave them for dead and take the message and the faux Scarred Fox's remains with them. A few hours later the Chain Breakers show up and recover the PCs, healing and resurrecting them as necessary. Go to **Conclusion 3: Six Feet Under**.

ENCOUNTER 9: THE REPORTS OF MY DEMISE ARE GREATLY EXAGGERATED

Regardless of whether the trap is triggered in Encounter 8, the faux Scarred Fox's signal to the Chain Breakers is still sent. Two hours after the signal is triggered, a contingent of 4 Chain Breakers arrives at the cavern. They are lead by Scarred Fox's second-in-command, Scarlet Crow. She is accompanied by Gentle Owl, their highest ranking priest of Tritherion and two additional body guards.

Scarlet Crow doesn't know Scarred Fox's full plan, but knows he is far too adept at Pomarj traps to have been killed by such an obvious one. She is confident, if saddened, that it was not the real Scarred Fox that was killed.

When the PCs hand her the tube read the following:

The attractive auburn-haired woman opens the tube and removes its contents; a single scroll and a large gem. Scarlet Crow reads the scroll, places the gem on the ground, takes a large rock and smashes it. The gem almost seems to explode with swirling light that rapidly coalesces into humanoid form. The light fades away leaving behind a half-elf whose face you have become very familiar with.

Scarred Fox grins and stretches. "Do you have any idea how cramped it was in there?" he chortles. "Here I swore I would never let

anyone else ever imprison me and I go and do it myself."

Scarlet Crow lunges towards her leader, wrapping her arms around him, and burying her head in his shoulder.

Scarred Fox answers any questions the PCs may have about what has been going on. He then invites them all back to the Chain Breakers for a welcoming celebration. Gentle Owl heals any wounds and removes any ill effects a 14th-level cleric could. He also casts *raise dead* or *resurrection* on the faux Scarred Fox and any PCs that may need it.

If the PCs wish to continue, go to Encounter 10. Otherwise go to **Conclusion 4: Feast of Freedom**.

OPTIONAL ENCOUNTER 10: SUNDERED BONDS

Time and player desire willing, the PCs are offered the opportunity to help the Chain Breakers in one final mission. This is an optional encounter that costs the PCs 1 additional TU. Only run it if there is time remaining.

You have all spent the last several days celebrating the return of Scarred Fox with the Chain Breakers. You are well rested and healed of your injuries.

You are woken in the wee hours of the morning by Scarred Fox himself, who shushes you to silence. In a low whisper he states, "My friends, you have done much for both me and your prince, but I would ask you one last favor."

If the PCs agree to help, Scarred Fox continues:

"The events that have transpired since the Ball of Heroes has made it obvious there is a traitor in our midst. I believe I know who it is, but I must be sure before I act. Fortunately, an opportunity has arisen to do just that."

"We have received information that Pomarj slavers are moving three wagonloads of slaves from the coast to the Mines of Lost Souls. I have informed the Chain Breakers we will be attacking the caravan and freeing the slaves. But I have let only a few select people know when and where. In truth, I believe this to be a trap meant to lure me out, as it is way too

tempting a target. If I am right, then triggering the trap will prove who the traitor is."

"Yet triggering the trap could cost many casualties amongst my men. You have proven yourselves to be very capable in a tight spot. I would have you go in our stead. What say you?"

If the PCs decline the offer, Scarred Fox thanks them. Go to **Conclusion 4: Feast of Freedom**.

If they accept, Scarred Fox imparts the following information:

- Discuss this with no one save himself and Scarlet Crow, who is above reproach.
- The ambush on the caravan is set to take place tonight at a ravine well suited for such things. The PCs should have plenty of time to prepare their ambush.
- The caravan is only known to be guarded by goblins. If it is not a trap, they should prove no threat to the PCs. Otherwise it is hard to tell what they might face, but there have been rumors of an elite force of goblins trained to deal with the Chain Breakers. The PCs should be on their guard.
- The PC's mission is to trigger the trap, and if possible, free the slaves. They are not required to defeat the ambushers and if things get too hairy, they should withdraw. No one will think less of them. After all, this is a threat meant to take on all the Chain Breakers.
- Do not return to this camp after the mission. The Chain Breakers will have moved to a new location by then. We will find you afterwards and escort you to the new camp.

Once the PCs have readied themselves, Scarred Fox gives them directions to the ambush sight. The PCs have roughly 12 hours to prepare for the ambush. Allow them any reasonable preparations during this time. Once they are prepared, read the following:

It is near midnight when the inky blackness of the overcast, moonless night is broken by distant lights. You spy what must be the torch lights of the slave caravan enter the other end of the ravine. They will be here in about 20 minutes.

Allow the PCs to take any additional preparatory actions they wish at this point then continue.

The slave caravan rumbles around a curve in the ravine and comes fully into view below you. Some 2 dozen torch bearing goblins in light armor escort three caged wagons each bearing some 3 dozen slaves of varying races. The wagons slowly creak forward as goblins talk in their guttural language.

The torches each goblin bears are actually javelins with a *continual flame* spell cast on the butt end and held like a torch. A successful Spot check (DC 12 plus distance) reveals this.

Conditions: The area is mostly rugged hills and ravines with occasional scrub. Finding hiding places is easy here. The sky is overcast and there is no moon. Visibility is only about 20 feet of shadowy illumination if there is no light source. It is a slightly balmy evening with a light breeze. The edge of the ravine is 20 feet above the bottom which has been smoothed out to form a road. The slope of the ravine is fairly steep, costing double movement to go down and triple movement to go up. Refer to DM's etc. etc.

There are also 3 wagons. Each wagon is essentially a wooden cage on wheels. It is drawn by 2 mules, has a front bench for the driver and a solid top for guards to ride. Each wagon has 36 slaves crammed in it. The bars are wooden (Break DC 20, hardness 5, hp 30). A door in the back has a poor quality lock on is (Open Lock DC 20).

Creatures: There are 24 goblin warriors here. They should pose no serious threat to the PCs. The real threat is from the Night Hunters, an elite band of goblins trained to deal with enemy strike forces and commandoes.

The Night Hunters consist of 6 elite Goblins. Glubox, Huluck, and Glibulex are each mounted on dire bats, with Hobb, Knobb and Lupex mounted behind them as passengers. They are flying stealthily above the caravan, about 240 feet in the air. They fly in a loose formation about 50 feet apart from each other. Because of the darkness and distance, it is nearly impossible for the PCs to spot them without a strong light source. Of course, the same is true for the Night Hunters. They are not likely to spot the PCs unless they are foolish enough to have a light source going.

Hearing them is possible but still difficult. The Night Hunters know this is the ambush location, and are currently communicating only in sign

language (or Rary's Telepathic Bond at higher APLs). To hear them, the PCs must succeed in a Listen check opposed by the dire bats' Move Silently check and adjusted for distance. The chance the Night Hunters have of hearing the PCs depends entirely upon the actions of the PCs.

The 108 slaves are a mix of humans, half-elves, dwarves, gnomes and halflings. All are starved and exhausted. They can take only 1 move action every round.

The dire bats are mostly just mounts. While mounted, they do as their riders instruct. If their riders have dismounted and are still alive, they hover around their positions defending them. Once their riders have been killed, they flee.

The EL for this encounter has been adjusted downward to account for the amount of preparation and planning available to the PCs.

APL 4 (EL 7)

Goblin Warrior (24): 1 hp each; *everburning javelin*; see Monster Manual, page 133.

Human Slave (108): 1 hp each.

Mule (6): 22 hp each; see Monster Manual, page 276.

Glubox Nugrot, male goblin sorcerer 3: hp 12; see *Appendix 1*.

Nibble, bat familiar: hp 6; see *Appendix 1*.

Huluck Throne, female goblin cleric 3: hp 18; see *Appendix 1*.

Glibulex the Lance, female goblin fighter 3: hp 28; see *Appendix 1*.

Hobb, Knobb & Lupex, male goblin duskblade 2 (3): hp 14; see *Appendix 1*.

Dire Bat (3): hp 36; see *Appendix 1*.

APL 6 (EL 9)

Goblin Warrior (24): 1 hp each; *everburning javelin*; see Monster Manual, page 133.

Human Slave (108): 1 hp each.

Mule (6): 22 hp each; see Monster Manual, page 276.

Glubox Nugrot, male goblin sorcerer 5: hp 20; see *Appendix 2*.

Nibble, bat familiar: hp 10; see *Appendix 2*.

Huluck Throne, female goblin cleric 5: hp 30; see *Appendix 2*.

Glibulex the Lance, female goblin fighter 5: hp 47; see *Appendix 2*.

Hobb, Knobb & Lupex, male goblin duskblade 4 (3): hp 28; see *Appendix 2*.

Dire Bat (3): hp 36; see *Appendix 2*.

APL 8 (EL 11)

Goblin Warrior (24): 1 hp each; *everburning javelin*; see Monster Manual, page 133.

Human Slave (108): 1 hp each.

Mule (6): 22 hp each; see Monster Manual, page 276.

Glubox Nugrot, male goblin sorcerer 7: hp 28; see *Appendix 2*.

Nibble, imp familiar: hp 14; see *Appendix 3*.

Huluck Throne, female goblin cleric 7: hp 42; see *Appendix 3*.

Glibulex the Lance, female goblin fighter 7: hp 66; see *Appendix 3*.

Hobb, Knobb & Lupex, male goblin duskblade 6 (3): hp 42; see *Appendix 3*.

Advanced Dire Bat (3): hp 63; see *Appendix 3*.

APL 10 (EL 13)

Goblin Warrior (24): 1 hp each; *everburning javelin*; see Monster Manual, page 133.

Human Slave (108): 1 hp each.

Mule (6): 22 hp each; see Monster Manual, page 276.

Glubox Nugrot, male goblin sorcerer 8/fate spinner 2: hp 40; see *Appendix 4*.

Nibble, imp familiar: hp 20; see *Appendix 4*.

Huluck Throne, female goblin cleric 10: hp 60; see *Appendix 4*.

Glibulex the Lance, female goblin fighter 8/cavalier 1: hp 85; see *Appendix 4*.

Hobb, Knobb & Lupex, male goblin duskblade 8 (3): hp 56; see *Appendix 4*.

Advanced Dire Bat (3): hp 63; see *Appendix 4*.

APL 12 (EL 15)

Goblin Warrior (24): 1 hp each; *everburning javelin*; see Monster Manual, page 133.

Human Slave (108): 1 hp each.

Mule (6): 22 hp each; see *Monster Manual*, page 276.

Glubox Nugrot, male goblin sorcerer 8/fate spinner 4: hp 50; see *Appendix 5*.

Nibble, imp familiar: hp 25; see *Appendix 5*.

Huluck Throne, female goblin cleric 12: hp 72; see *Appendix 5*.

Glibulex the Lance, female goblin fighter 8/cavalier 3: hp 104; see *Appendix 5*.

Hobb, Knobb & Lupex, male goblin duskblade 10 (3): hp 70; see *Appendix 5*.

Advanced Dire Bat (3): hp 100; see *Appendix 5*.

APL 14 (EL 17)

Goblin Warrior (24): 1 hp each; *everburning javelin*; see *Monster Manual*, page 133.

Human Slave (108): 1 hp each.

Mule (6): 22 hp each; see *Monster Manual*, page 276.

Glubox Nugrot, male goblin sorcerer 10/fate spinner 4: hp 56; see *Appendix 6*.

Nibble, imp familiar: hp 28; see *Appendix 6*.

Huluck Throne, female goblin cleric 14: hp 84; see *Appendix 6*.

Glibulex the Lance, female goblin fighter 8/cavalier 6: hp 157; see *Appendix 6*.

Hobb, Knobb & Lupex, male goblin duskblade 12 (3): hp 84; see *Appendix 6*.

Advanced Dire Bat (3): hp 100; see *Appendix 6*.

APL 16 (EL 19)

Goblin Warrior (24): 1 hp each; *everburning javelin*; see *Monster Manual*, page 133.

Human Slave (108): 1 hp each.

Mule (6): 22 hp each; see *Monster Manual*, page 276.

Glubox Nugrot, male goblin sorcerer 12/fate spinner 4: hp 64; see *Appendix 7*.

Nibble, imp familiar: hp 32; see *Appendix 7*.

Huluck Throne, female goblin cleric 16: hp 96; see *Appendix 7*.

Glibulex the Lance, female goblin fighter 8/cavalier 8: hp 194; see *Appendix 7*.

Hobb, Knobb & Lupex, male goblin duskblade 14 (3): hp 98; see *Appendix 7*.

Advanced Dire Bat (3): hp 120; see *Appendix 7*.

Tactics:

All APLs: These tactics are general tactics used at all APLs. More specific tactics are listed below for each APL. As with all tactics, the creatures change their tactics to adapt to the situation.

The goblins know that the ambush will occur sometime during their 40 minute trip through the ravine, though they don't know exactly when. The goblins are under simple orders. When the ambush occurs, they are to hurl their *everburning javelins* in the direction of their attackers, then guard the prisoners. They are cowardly, however, and once they have thrown their javelins, they run away.

If the PCs have done nothing obvious to give themselves away, they are likely to gain a surprise round. Once the Night Hunters are aware of the PCs, they immediately dive down towards a location where they can each come in from a different direction. Note that double moving and casting spells while mounted requires a successful Concentration check (DC 10 + spell level). Glubox ends his move approximately 70 feet above the PCs and 80 feet from the middle of the party. Huluck ends her move 100 feet above the PCs and 80 feet from the middle of the party. Glibulex ends her move 10 feet above the party and 80 feet from their middle. The 3 Duskblades ready an action to fast dismount (Ride check DC 20) on the following round when their riders are above the party, use their *safewing emblems* (or *rings of feather falling* at higher levels) to float to the ground, casting an offensive spell as they do so (assuming they succeed on the fast dismount). Otherwise they just float down into position.

On the second full round, Glubox dives towards the party for 80 feet (this is a standard move while diving), casts an offensive spell (which requires the Concentration check mentioned above), then levels off at 30 feet above the PC and flies away as part of a double move. He continues using this tactic as long as he can.

Huluck dives towards the PCs for 80 feet, then hovers as she readies an action to use her Divine Counterspell ability to counterspell the first PC that

attempts to cast a spell. She likes nothing more than to see the look of frustration on a spellcaster's face when his spells are disrupted. She continues this tactic, using her spells and Dampen Spell ability as needed to aid in the disruption of spell-casting.

Glibulex charges the heaviest armored PC using Ride-by Attack and Spirited Charge. He continues using Ride-by Attack and Powerful Charge as much as he can.

In all cases, these three attempt to end their moves in areas of darkness where the PCs cannot target them, or at least in shadowy illuminated areas to gain concealment. The dusk blades attempt to dismount in positions that allow them to surround the PCs.

APL 4: During the positioning round, Hulock casts *shield of faith* on herself and Glibulex drinks her *potion of bull's strength*. The others simply wait. Nibble hovers around his master, looking for danger.

On round 2, Glubox activates his *arcanist's gloves* and casts *ray of clumsiness* on any obvious archers or spellcasters. On following rounds he uses *lesser orbs of fire* combined with either his *arcanist's gloves* or *burning veil*. Hulock moves into a position to counterspell. Glibulex uses Ride-by Attack and Spirited Charge. The duskblades use their readied actions to dismount and, if their fast dismount works, they each cast *ray of enfeeblement* on any strong looking characters in the party. On following rounds, they engage the enemy in melee, using *blade of blood* to enhance their attacks. They are skilled tacticians and use flanking and other combat techniques to their maximum advantage.

APL 6: During the positioning round, Hulock casts *shield of faith* on herself and Glibulex drinks her *potion of bull's strength*. The others simply wait. Nibble hovers around his master, looking for danger.

On round 2, Glubox activates his *arcanist's gloves* and casts *ray of clumsiness* on any obvious archers or spell casters. On following rounds he uses *lesser orbs of fire* and *magic missiles* combined with either his *arcanist's gloves* or *burning veil*. Hulock moves into a position to counterspell. Glibulex uses Ride-by Attack and Spirited Charge, combined with the Dire Bat's Wingover feat to position himself for another charge at the end of each pass. The duskblades use their readied actions to dismount and, if their fast dismount works, each cast *ray of*

enfeeblement on any strong looking characters in the party. On following rounds, they engage the enemy in melee, using Arcane Channel with *shocking grasp* and *blade of blood* to enhance their attacks. They are skilled tacticians and use flanking and other combat techniques to their maximum advantage.

APL 8: During the positioning round, Glubox casts *arcane sight* on himself to help select targets, Hulock casts *shield of faith* on herself and Glibulex drinks her *potion of bull's strength*. The duskblades cast *animalistic power* on themselves. Nibble dives invisibly towards the PCs.

On round 2, Glubox casts *ray of clumsiness* on any obvious archers or spell casters. On following rounds he uses *scorching ray* combined with his *burning veil*. Hulock moves into a position to counterspell. Glibulex uses Ride-by Attack and Spirited Charge, combined with the Dire Bat's Wingover feat to position himself for another charge at the end of each pass. The duskblades use their readied actions to dismount and, if their fast dismount works, each cast *ray of enfeeblement* on any strong looking characters in the party, followed by a quick casting of *ray of enfeeblement* on anyone they might have missed (they quick cast even if they fail their fast dismount attempt). On following rounds, they engage the enemy in melee, using Arcane Channel with *shocking grasp* and *blade of blood* to enhance their attacks. They are skilled tacticians and use flanking and other combat techniques to their maximum advantage. Nibble stays invisible, strategically scattering caltrops about the battlefield. He avoids combat except to save his master.

APL 10: During the positioning round, Glubox casts *shield* on himself, Hulock casts *shield of faith* on herself and Glibulex drinks her *potion of bull's strength*. The duskblades cast *animalistic power* on themselves. Nibble dives invisibly towards the PCs.

On round 2, Glubox casts *reciprocal gyre* on any obvious targets, using his maximum Spin Fate to enhance the DC and Fickle Finger of Fate if the target saves. On following rounds he uses either more *reciprocal gyres* or *orb of fire* combined with his *burning veil*. Hulock moves into a position to counterspell. Glibulex uses Ride-by Attack and Spirited Charge, combined with the Dire Bat's Wingover feat to position himself for another charge at the end of each pass. The duskblades use their readied actions to dismount and, if their fast dismount works, each cast *ray of*

enfeeblement on any strong looking characters in the party, followed by a quick casting of *ray of enfeeblement* on anyone they might have missed (they quick cast even if they fail their fast dismount attempt). On following rounds, they engage the enemy in melee, using *surestrike* and Arcane Channel with *shocking grasp* to enhance their attacks. They are skilled tacticians and use flanking and other combat techniques to their maximum advantage. Nibble remains invisible and pulls animals out of his *bag of tricks* whenever he can (no more than one animal is allowed at a time). He avoids combat except to protect his master.

APL 12: During the positioning round, Glubox casts *arcane sight* and rapid casts *shield* on himself, Hulock casts *zone of revelation* in the middle of the PCs and Glibulex drinks her *potion of bull's strength*. The duskblades cast *animalistic power* on themselves. Nibble dives invisibly towards the PCs.

On round 2, Glubox rapid casts *glitterdust* on concealed enemies, then casts *chain lightning* on any obvious targets, using his maximum Spin Fate to enhance the DC. On following rounds he uses *reciprocal gyres* on highly magical targets he sees using his *arcane sight*, throwing in Fickle Finger of Fate if necessary. Hulock moves into a position to counterspell. Glibulex uses Ride-by Attack and Spirited Charge, combined with the Dire Bat's Wingover feat to position himself for another charge at the end of each pass. The duskblades use their readied actions to dismount and, if their fast dismount works, each cast *ray of enfeeblement* on any strong looking characters in the party, followed by a quick casting of *ray of enfeeblement* on anyone they might have missed (they quick cast even if they fail their fast dismount attempt). On following rounds, they engage the enemy in melee, using *surestrike*, Arcane Strike, and Arcane Channel with *vampiric touch* to enhance their attacks. They are skilled tacticians and use flanking and other combat techniques to their maximum advantage. Nibble remains invisible outside of the *zone of revelation* and pulls animals out of his *bag of tricks* whenever he can (no more than one animal is allowed at a time). He avoids combat except to protect his master.

APL 14: During the positioning round, Glubox casts *globe of invulnerability* and rapid casts *arcane sight* on himself, Hulock casts *zone of revelation* in the middle of the PCs and Glibulex drinks her *potion of bull's strength*. The

duskblades cast *animalistic power* on themselves. Nibble dives invisibly towards the PCs.

On round 2, Glubox casts *radiant assault* on any obvious targets, using his maximum Spin Fate to enhance the DC. On following rounds he uses heightened *reciprocal gyres* on highly magical targets he sees using his *arcane sight*, throwing in Fickle Finger of Fate if necessary. Hulock moves into a position to counterspell. Glibulex uses Ride-by Attack and Spirited Charge, combined with the Dire Bat's Wingover feat to position himself for another charge at the end of each pass. The duskblades use their readied actions to dismount and, if their fast dismount works, each cast *ray of enfeeblement* on any strong looking characters in the party, followed by a quick casting of *ray of enfeeblement* on anyone they might have missed (they quick cast even if they fail their fast dismount attempts). On following rounds, they engage the enemy in melee, using *surestrike*, Arcane Strike, and Arcane Channel with *vampiric touch* to enhance their attacks. They are skilled tacticians and use flanking and other combat techniques to their maximum advantage. Nibble remains invisible outside of the *zone of revelation* and pulls animals out of his *bag of tricks* whenever he can (no more than one animal is allowed at a time). He avoids combat except to protect his master.

APL 16: During the positioning round, Glubox casts *globe of invulnerability* and rapid casts *arcane sight* on himself. Hulock casts *zone of revelation* in the middle of the PCs and Glibulex drinks her *potion of bull's strength*. The duskblades cast *animalistic power* on themselves. Nibble dives invisibly towards the PCs.

On round 2, Glubox casts heightened *radiant assault* on any obvious targets, using his maximum Spin Fate to enhance the DC. On following rounds he uses chained *reciprocal gyre*, then heightened *reciprocal gyres* on highly magical targets he sees using his *arcane sight*, throwing in Fickle Finger of Fate if necessary. Hulock moves into a position to counterspell. If she is sorely pressed, she swoops down to the ground near the slave wagons and casts *heat drain*, hoping for it to effect at least one wagonload of slaves, the mules, his bat, and perhaps a few PCs. Glibulex uses Ride-by Attack and Spirited Charge, combined with the Dire Bat's Wingover feat to position himself for another charge at the end of each pass. The duskblades use their readied actions to dismount and, if their fast dismount works, each cast *ray of enfeeblement* on any strong looking characters in the party,

followed by a quick casting of *ray of enfeeblement* on anyone they might have missed (they quick cast even if they fail their fast dismount attempts). On following rounds, they engage the enemy in melee, using *surestrike*, Arcane Strike, and Arcane Channel with *vampiric touch* or *channeled pyroblast* to enhance their attacks. They are skilled tacticians and use flanking and other combat techniques to their maximum advantage. Nibble remains invisible outside of the *zone of revelation* and pulls animals out of his *bag of tricks* whenever he can (no more than one animal is allowed at a time). He avoids combat except to protect his master.

Development: If the PCs survive their mission, go to **Conclusion 6: Cry of Freedom**. If they fail, go to **Conclusion 5: Cry for Freedom**.

CONCLUSION

Below are the various results of the adventure depending on the actions of the PCs.

CONCLUSION 1: WHAT'S EATING YOU?

This conclusion occurs if the PCs were defeated in Encounter 1. Fortunately, certain powerful individuals were *scrying* on them and later recover what remains of the bodies. There is not enough remaining for a *raise dead*. A *resurrection* is required.

CONCLUSION 2: LAST SUPPER

This conclusion occurs if the PCs were defeated in Encounter 6. The remains of the dead are easily recovered and will normally only require a *raise dead*.

CONCLUSION 3: SIX FEET UNDER

This conclusion occurs if the PCs were defeated in Encounter 8. Fortunately, the Chain Breakers show up a few hours later and recover the bodies. Unfortunately, the ambush squad has taken the gem with the real Scarred Fox in it.

CONCLUSION 4: FEAST OF FREEDOM

This conclusion occurs if the PCs were successful in their mission. It occurs whether they choose to continue on to optional Encounter 10 or not.

With rousing applause, Scarred Fox returns to the Chain Breakers. A great feast is set and you are treated as quests of honor. Scarred Fox informs you he will have his men escort you back to the Principality in a few days when it is safe. A mission well done, you can sit back and relax for a few days before heading home for more rewards...or can you?

If the PCs obeyed Prince Olinstaad's order to leave on their mission immediately despite the attacking devils, they receive **Loyal Defender of the Crown**, **Order of the Adamantine Axe**, and **Favor of the Chain Breakers** on their AR. If they are also a member of Liegeman of the Prince, the Royal Army, the Royal Navy, the Mine Rangers, the Congregation of the Hills, the Talons of Retribution, or the Guardians of the Soul Forged, they also receive **Favor of the Hierarchy** on their AR.

If the PCs disobeyed Prince Corond's order to leave on their mission immediately, and stayed to fight by his side, they receive only **Brave Defender of the Crown** and **Favor of the Chain Breakers** on their AR.

CONCLUSION 5: CRY FOR FREEDOM

You return to the Chain Breakers defeated but your efforts where not completely in vain. It seems Scarred Fox did not just use your efforts to root out a traitor, but he took advantage of the fact that the eyes of the Pomarj where elsewhere, and lead a daring raid on the Mines of Lost Souls itself. Thousands of slaves have been freed from the clutches of the Slave Lords and a traitor has been dealt with.

This conclusion occurs if the PCs were defeated in optional Encounter 10. The Chain Breakers are able to recover any bodies after the battle for purposes of a *raise dead*. Any PC that was captured receives **Captured** on their AR.

Regardless of whether or not they were defeated, the PCs still completed the first part of their mission, i.e. to trigger the trap if there is one. So the PCs receive **Honorary Chain Breaker** on their AR. The DM should select an appropriate animalistic name for the PC that the PC is willing to accept and right it in the space provided on the AR. Some examples of Chain Breaker names include: prancing leopard, curious maggot, soaring eagle, rooting boar, and wounded ox. If the PC already has **Honorary Chain Breaker** from ULP7-

04 *Broken Chains*, then they receive **Chain Breaker** on their AR instead.

If the PCs somehow managed to free all 108 slaves without any of the slaves being killed, they receive **Boon of Freedom** on their AR.

CONCLUSION 6: CRY OF FREEDOM

Victory! You have defeated the ambush meant for the Chain Breakers and freed the caravan slaves. When you return to the Chain Breakers you are greeted with whoops of joy and a celebration already in progress. It seems Scarred Fox did not just use your efforts to root out a traitor, but he took advantage of the fact that the eyes of the Pomarj were elsewhere, and lead a daring raid on the Mines of Lost Souls itself. Thousands of slaves have been freed from the clutches of the Slave Lords today and a traitor has been dealt with. There is much to celebrate before you return home.

This conclusion occurs if the PCs were successful in optional Encounter 10.

The PCs receive **Honorary Chain Breaker** on their AR. The DM should select an appropriate animalistic name for the PC that the PC is willing to accept and write it in the space provided on the AR. Some examples of Chain Breaker names include: prancing leopard, curious maggot, soaring eagle, rooting boar, and wounded ox. If the PC already has **Honorary Chain Breaker** from *ULP7-04 Broken Chains*, then they receive **Chain Breaker** on their AR instead.

If the PCs were able to free all 108 slaves without any of the slaves being killed, they receive **Boon of Freedom** on their AR.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Roll for Initiative

The PCs defeated the hydra(s).

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.

Encounter 6: Hell's Kitchen

The PCs made it to the teleportation circle with the faux Scarred Fox and teleported to their destination.

APL 4: 202 xp.

APL 6: 279 xp.

APL 8: 337 xp.

APL 10: 405 xp.

APL 12: 472 xp.

APL 14: 540 xp.

APL 16: 607 xp.

Encounter 9: Out Foxed?

The PCs successfully returned Scarred Fox to the Chain Breakers.

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.

Story Award

The PCs successfully complete all parts of this adventure.

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.

Discretionary Roleplaying Award

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

APL 12: 158 xp.

APL 14: 180 xp.

APL 16: 203 xp.

Total possible experience

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.

Optional Encounter 10: Sundered Bonds

Total possible experience

The PCs defeated the Night Hunters.

APL 4: 338 xp.

APL 6: 450 xp.

APL 8: 563 xp.

APL 10: 675 xp.

APL 12: 788 xp.

APL 14: 900 xp.

APL 16: 1,013 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. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 1: Roll for Initiative

APL 4: L: 0 gp, C: 100 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 6: L: 0 gp, C: 200 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 8: L: 0 gp, C: 300 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of*

bent sight (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 10: L: 0 gp, C: 500 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 12: L: 0 gp, C: 700 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 14: L: 0 gp, C: 800 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

APL 16: L: 0 gp, C: 1,000 gp, M: 207 gp; *arcane scroll of seeking ray* (13 gp), *armor crystal of bent sight* (42 gp), *charm of countersong* (33 gp), *darkwood buckler* (18 gp), *eternal wand of detect magic* (38 gp), *healing belt* (63 gp).

Encounter 6: Hell's Kitchen

APL 4: L: 8 gp, C: 0 gp, M: 0 gp.

APL 6: L: 173 gp, C: 0 gp, M: 0 gp.

APL 8: L: 3 gp, C: 0 gp, M: 0 gp.

APL 10: L: 165 gp, C: 0 gp, M: 0 gp.

APL 12: L: 1 gp, C: 0 gp, M: 0 gp.

APL 14: L: 1 gp, C: 0 gp, M: 0 gp.

APL 16: L: 3 gp, C: 0 gp, M: 750 gp; *bracers of armor* +3 (750 gp).

Encounter 9: Out Foxed?

APL 4: L: 197 gp, C: 0 gp, M: 535 gp; +1 *hide armor* (110 gp), *least weapon crystal of return* (25 gp), *potion of bull's strength* (25 gp), 2x *potion of cure light wounds* (4 gp ea.), *potion of displacement* (63 gp), *potion of enlarge person* (21 gp), *potion of invisibility* (25 gp), *summoner's totem* (258 gp).

APL 6: L: 234 gp, C: 0 gp, M: 926 gp; +1 *hide armor* (110 gp), *lesser weapon crystal of return* (83 gp), +2 *periapt of wisdom* (333 gp), *potion of bull's strength* (25 gp), *potion of cure light wounds* (4 gp ea.), *potion of cure moderate wounds* (25 gp), *potion of displacement* (63 gp), *potion of enlarge*

person (21 gp), *potion of invisibility* (25 gp), *summoner's totem* (258 gp).

APL 8: L: 169 gp, C: 0 gp, M: 1,601 gp; +1 *cloak of resistance* (83 gp), +1 *heavy wooden shield* (96 gp), *lesser weapon crystal of return* (83 gp), 2x +1 *mithral shirt* (175 gp ea.), +2 *periapt of wisdom* (333 gp), *potion of bull's strength* (25 gp), *potion of cure light wounds* (4 gp ea.), *potion of cure moderate wounds* (25 gp), *potion of displacement* (63 gp), *potion of enlarge person* (21 gp), *potion of invisibility* (25 gp), +1 *red dragonhide breastplate* (217 gp), +1 *scimitar* (193 gp), *summoner's totem* (258 gp).

APL 10: L: 29 gp, C: 0 gp, M: 2,756 gp; *belt of growth* (250 gp), +2 *cloak of resistance* (333 gp), *crimson dragonhide bracers* (417 gp), +1 *heavy wooden shield* (96 gp), *lesser weapon crystal of return* (83 gp), 2x +1 *mithral shirt* (175 gp ea.), +2 *periapt of wisdom* (333 gp), *potion of cat's grace* (25 gp), 2x *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of displacement* (63 gp), *potion of invisibility* (25 gp), +1 *red dragonhide breastplate* (217 gp), +1 *scimitar* (193 gp), *summoner's totem* (258 gp).

APL 12: L: 61 gp, C: 0 gp, M: 5,597 ; +1 *adamantine spiked chain* (444 gp), *belt of growth* (250 gp), +2 *cloak of resistance* (333 gp), *crimson dragonhide bracers* (417 gp), +1 *falchion* (198 gp), *gloves of endless javelins* (583gp), +1 *heavy wooden shield* (96 gp), *lesser weapon crystal of return* (83 gp), 2x +1 *mithral shirt* (175 gp ea.), +4 *periapt of wisdom* (1,333 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of displacement* (63 gp), *potion of invisibility* (25 gp), +2 *red dragonhide full plate* (883 gp), +1 *scimitar* (193 gp), *summoner's totem* (258 gp).

APL 14: L: 61 gp, C: 0 gp, M: 8,808 gp; +1 *adamantine living chain* (610 gp), *belt of growth* (250 gp), *crimson dragonhide bracers* (417 gp), +1 *falchion* (198 gp), *gloves of endless javelins* (583gp), +2 *heavy red dragonhide shield* (390 gp), *lesser weapon crystal of return* (83 gp), +3 *mithral shirt* (842 gp), +6 *periapt of wisdom* (3,000 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of displacement* (63 gp), *potion of invisibility* (25 gp), +2 *red dragonhide full plate* (883 gp), +1

scimitar (193 gp), +2 *speed mithral shirt* (925 gp), *summoner's totem* (258 gp).

APL 16: L: 61 gp, C: 0 gp, M: 14,617 gp; +1 *adamantine living chain* (610 gp), *belt of growth* (250 gp), +3 *blinking mithral shirt* (2,092 gp), *boots of speed* (1,000 gp), *crimson dragonhide bracers* (417 gp), +1 *falchion* (198 gp), *gloves of endless javelins* (583gp), +2 *heavy red dragonhide shield* (390 gp), *lesser weapon crystal of return* (83 gp), +2 *mithral shirt* (425 gp), *pearl of power 6th level* (3,000 gp), +6 *perapt of wisdom* (3,000 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* (63 gp), *potion of displacement* (63 gp), *potion of invisibility* (25 gp), +3 *red dragonhide full plate* (1,300 gp), +2 *ring of protection* (667 gp), +1 *scimitar* (193 gp), *summoner's totem* (258 gp).

Optional Encounter 10: Sundered Bonds

APL 4: L: 400 gp, C: 0 gp, M: 542 gp; *arcanist's gloves* (42 gp), *burning veil* (83 gp), 3x +1 *chain shirt* (108 gp ea.), 24x *everburning javelin* (9 gp ea.), *potion of bull's strength* (25 gp), *potion of protection from arrows* (25 gp), 6x *safewing emblem* (21 gp ea.).

APL 6: L: 203 gp, C: 0 gp, M: 1,797 gp; *arcanist's gloves* (42 gp), 3x +1 *breastplate* (113 gp ea.), *burning veil* (83 gp), *dispelling cord* (83 gp), 24x *everburning javelin* (9 gp ea.), 2x +1 *full plate* (221 gp), 3x +1 *light steel shield* (97 gp ea.), *potion of bull's strength* (25 gp), *potion of cure light wounds* (4 gp), *potion of fly* (63 gp), 6x *safewing emblem* (21 gp ea.), +1 *vest of resistance* (83 gp).

APL 8: L: 173 gp, C: 0 gp, M: 3,248 gp; *bag of endless caltrops* (67 gp), 3x +1 *breastplate* (113 gp ea.), *burning veil* (83 gp), +2 *cloak of charisma* (333 gp), +1 *cloak of resistance* (83 gp), *dispelling cord* (83 gp), 24x *everburning javelin* (9 gp ea.), 2x +1 *full plate* (221 gp), +1 *lance* (193 gp), 3x +1 *light steel shield* (97 gp ea.), *potion of bull's strength* (25 gp), 2x *potion of cure moderate wounds* (25 gp ea.), *potion of fly* (63 gp), *potion of remove blindness* (63 gp), 3x +1 *rapier* (193 gp), *ring of feather falling* (183 gp), 5x *safewing emblem* (21 gp ea.), *weapon crystal of energy assault, least electrical* (50 gp).

APL 10: L: 173 gp, C: 0 gp, M: 6,081 gp; *bag of tricks, tan* (525 gp), *burning veil* (83 gp), +2 *cloak of charisma* (333 gp), +2 *cloak of resistance* (333 gp), +3 *cloak of resistance*

(750 gp), *dispelling cord* (83 gp), 24x *everburning javelin* (9 gp ea.), 2x +1 *full plate* (221 gp), +1 *lance* (193 gp), 3x +1 *light steel shield* (97 gp ea.), +2 *gloves of dexterity* (333 gp), 3x +1 *mithral breastplate* (438 gp ea.), *potion of bull's strength* (25 gp), 3x *potion of cure moderate wounds* (25 gp ea.), *potion of heroism* (63 gp), *potion of fly* (63 gp), *potion of remove blindness* (63 gp), 3x +1 *rapier* (193 gp), *ring of feather falling* (183 gp), 4x *safewing emblem* (21 gp ea.), *weapon crystal of energy assault, least electrical* (50 gp).

APL 12: L: 272 gp, C: 0 gp, M: 9,686 gp; 3x +1 *adamantine rapier* (252 gp ea.), *bag of tricks, tan* (525 gp), *burning veil* (83 gp), *circlet of rapid casting* (1,250 gp), +2 *cloak of charisma* (333 gp), 2x +2 *cloak of resistance* (333 gp), *dispelling cord* (83 gp), 24x *everburning javelin* (9 gp ea.), +1 *full plate* (221 gp), 3x +1 *heavy mithral shield* (85 gp ea.), +1 *lance* (193 gp), +2 *gloves of dexterity* (333 gp), 3x +1 *mithral breastplate* (438 gp ea.), +1 *mithral full plate* (958 gp), +4 *perapt of wisdom* (1,333 gp), *potion of bull's strength* (25 gp), 6x *potion of cure moderate wounds* (25 gp ea.), *potion of heroism* (63 gp), *potion of fly* (63 gp), *potion of remove blindness* (63 gp), 4x *ring of feather falling* (183 gp), *safewing emblem* (21 gp ea.), *weapon crystal of energy assault, least electrical* (50 gp).

APL 14: L: 272 gp, C: 0 gp, M: 18,291 gp – Total: ; +1 *adamantine lance* (585 gp), 3x +1 *adamantine rapier* (252 gp ea.), +4 *amulet of health* (1,333 gp), *bag of tricks, tan* (525 gp), *burning veil* (83 gp), *circlet of rapid casting* (1,250 gp), +4 *cloak of charisma* (1,333 gp), 4x +1 *cloak of resistance* (83 gp), +2 *cloak of resistance* (333 gp), *dispelling cord* (83 gp), 24x *everburning javelin* (9 gp ea.), +1 *full plate* (221 gp), 3x +2 *headband of intellect* (333 gp ea.), 3x +2 *heavy mithral shield* (418 gp ea.), +2 *gloves of dexterity* (333 gp), 3x +2 *mithral breastplate* (688 gp ea.), +1 *mithral full plate* (958 gp), +6 *perapt of wisdom* (3,000 gp), *potion of bull's strength* (25 gp), 6x *potion of cure moderate wounds* (25 gp ea.), *potion of heroism* (63 gp), *potion of remove blindness* (63 gp), *riding boots* (1,000 gp), 5x *ring of feather falling* (183 gp), +1 *ring of protection* (167 gp), *weapon crystal of energy assault, lesser electrical* (250 gp).

APL 16: L: 272 gp, C: 0 gp, M: 28,812 gp – Total: ; 3x +1 *adamantine rapier* (252 gp ea.), +2 *amulet of health* (333 gp), *bag of tricks, tan*

(525 gp), *burning veil* (83 gp), *circlet of rapid casting* (1,250 gp), +6 *cloak of charisma* (3,000 gp), 4x +1 *cloak of resistance* (83 gp), +2 *cloak of resistance* (333 gp), *dispelling cord* (83 gp), 24x *everburning javelin* (9 gp ea.), +1 *full plate* (221 gp), *goggles of draconic vision* (1,200), 3x +2 *headband of intellect* (333 gp ea.), 3x +4 *heavy mithral shield* (1,418 gp ea.), +4 *gloves of dexterity* (1,333 gp), 3x *Kyton armor* (1,092 gp ea.), +1 *light mace* (192 gp), +1 *mithral full plate* (958 gp), +6 *periapt of wisdom* (3,000 gp), *potion of bull's strength* (25 gp), 6x *potion of cure moderate wounds* (25 gp ea.), *potion of heroism* (63 gp), *potion of remove blindness* (63 gp), *riding boots* (1,000 gp), 5x *ring of feather falling* (183 gp), 4x +1 *ring of protection* (167 gp), *ring of vanishing* (2,500 gp), +1 *slow burst adamantite lance* (834 gp), *weapon crystal of energy assault*, *lesser electrical* (250 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 205 gp, C: 100 gp, M: 742 gp – Total: 1,047 gp (650 gp).

APL 6: L: 407 gp, C: 200 gp, M: 1,133 gp – Total: 1,740 gp (900 gp).

APL 8: L: 172 gp, C: 300 gp, M: 1,601 gp – Total: 2,073 gp (1,300 gp).

APL 10: L: 194 gp, C: 500 gp, M: 2,963 gp – Total: 3,658 gp (2,300 gp).

APL 12: L: 62 gp, C: 700 gp, M: 5,804 gp – Total: 6,566 gp (3,300 gp).

APL 14: L: 62 gp, C: 800 gp, M: 9,015 gp – Total: 9,877 gp (6,600 gp).

APL 16: L: 64 gp, C: 1,000 gp, M: 15,574 gp – Total: 16,638 gp (9,900 gp).

Optional Encounter 10: Sundered Bonds

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 400 gp, C: 0 gp, M: 542 gp – Total: 942 gp (325 gp).

APL 6: L: 203 gp, C: 0 gp, M: 1,797 gp – Total: 2,000 gp (450 gp).

APL 8: L: 173 gp, C: 0 gp, M: 3,248 gp – Total: 3,421 gp (650 gp).

APL 10: L: 173 gp, C: 0 gp, M: 6,081 gp – Total: 6,254 gp (1,150 gp).

APL 12: L: 272 gp, C: 0 gp, M: 9,686 gp – Total: 9,958 gp (1,650 gp).

APL 14: L: 272 gp, C: 0 gp, M: 18,291 gp – Total: 18,563 gp (3,300 gp).

APL 16: L: 272 gp, C: 0 gp, M: 28,812 gp – Total: 29,084 gp (4,950 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Loyal Defender of the Crown: You have shown unwavering loyalty to the crown of the Principality of Ulek. As a reward, Prince Olinstaad Corond and his visiting royal guests use their resources to help you find an item you are looking for. Choose 1 item on this AR (including the AR for the bonus round) or on any previous AR from an adventure set within the Sheldomar Valley. You now have Access: Any to this item. This does not change any other limits imposed on purchasing this item on the AR. Note the item chosen below:

Brave Defender of the Crown: You have disobeyed a direct order from the Prince of Ulek in order to safeguard the lives of dignitaries and the crown. While the crown cannot openly reward such disobedience, its members are still grateful for your aid. They have secretly pooled their resources to aid you. You get a 10% discount on any items purchased on this AR.

Order of the Adamantine Axe: You have received one of the Principality of Ulek's highest awards for service to the crown. When wearing this medal you gain a +2 circumstance bonus to all Charisma-base skill checks when dealing with citizens of the Principality of Ulek. This bonus increases to +4 when dealing with dealing with any members of the Principality of Ulek military. The medal counts as a decoration for purposes of promotion in the Principality of Ulek military.

Favor of the Hierarchy: The leaders of your Metaorg have chosen to give you addition rewards for your loyalty to the crown. You may choose an additional item to gain Access: Any to with the same restrictions as those given under **Loyal Defender of the Crown**. List that item below:

Favor of the Chain Breakers: You have earned the respect of the famous Chain Breakers. As a

reward, they offer to train you in some of their techniques. By spending an additional week with them (at a cost of 1 TU), you gain access to the feats Coordinated Shot (HoB), Guerrilla Scout (HoB), Guerrilla Warrior (HoB), and Ready Shot (HoB).

Item Access

APL 4:

- *Arcane Scroll of Seeking Ray* (Adventure; PHB II; limit one)
- *Armor Crystal of Bent Sight* (Adventure; MIC; limit one)
- *Charm of Countersong* (Adventure; MIC; limit one)
- *Darkwood Buckler* (Adventure; MIC; limit one)
- *Eternal Wand of Detect Magic* (Adventure; MIC; limit one)
- *Healing Belt* (Adventure; MIC; limit one)
- *Summoner's Totem* (Adventure; MIC)
- *Weapon Crystal of Return, Least* (Adventure; MIC)

APL 6 (all of APL 4 plus the following):

- *Weapon Crystal of Return, Lesser* (Adventure; MIC)

APL 8 (all of APL 4-6 plus the following):

- +1 *Mithral Shirt* (Adventure; DMG)
- +1 *Red Dragonhide Breastplate* (Adventure; DMG)

APL 10 (all of APL 4-8 plus the following):

- *Belt of Growth* (Adventure; MIC)
- *Crimson Dragonhide Bracers* (Adventure; MIC)

APL 12 (all of APL 4-10 plus the following):

- +1 *Adamantine Spiked Chain* (Adventure; MIC)
- +2 *Red Dragonhide Full Plate* (Adventure; DMG)

APL 14 (all of APL 4-12 plus the following):

- +1 *Adamantine Living Chain* (Adventure; MIC)
- +2 *Heavy Dragonhide Shield* (Adventure; DMG)
- +3 *Mithral Shirt* (Adventure, DMG)

- +2 *Speed Mithral Shirt* (Adventure, DMG)

APL 16 (all of APL 4-14 plus the following):

- +3 *Blinking Mithral Shirt* (Adventure; MIC)
- *Boots of Speed* (Adventure; DMG)
- +2 *Mithral Shirt* (Adventure; DMG)
- +3 *Red Dragonhide Full Plate* (Adventure; DMG)

ITEMS FOR THE ADVENTURE RECORD-BONUS ROUND

Special

Everburning Javelin: This is a standard javelin with a *continual flame* spell cast on the butt end of it. It can be thrown like any standard javelin. If the damage done by the javelin exceeds the hardness of a surface it is thrown against, the point embeds itself. Cost: 111 gp.

Honorary Chain Breaker: You have been made an honorary member of the Chain Breakers and given the name of _____ in recognition of this.

Chain Breaker: You have been given full membership in the Chain Breakers. This gives you access to the prestige classes Combat Medic (HoB), Dread Commando (HoB), Spymaster (CAAd), and Master of Masks (CS).

Boon of Freedom: Your deeds in the cause of freedom have gained the notice of Trithereon, god of liberty. You may call upon his aid once when your liberty is threatened. This aid functions the same as a *ruby ray of reversal* (SC) (CL 20th) except it can be targeted only on you, or an object or person you are in contact with. Because it is the boon of a god, it can be used even when you cannot take any actions or make a conscious thought, such as when subject to *flesh to stone* or *baleful polymorph*. This is a supernatural ability. Cross this favor off once used.

Captured: You have been captured by the forces of the Pomarj and taken for interrogation. Fortunately for you, the Chain Breakers rescued you after only two weeks. This incarceration costs you 2 TUs

Item Access

APL 4:

- *Arcanist's Gloves* (Adventure, MIC)
- *Burning Veil* (Adventure; MIC)
- *Everburning Javelin* (Adventure; see above)
- *Safewing Emblem* (Adventure; MIC; limit one)

APL 6 (all of APL 4 plus the following):

- *Dispelling Cord* (Adventure; MIC)

APL 8 (all of APL 4-6 plus the following):

- *Bag of Endless Caltrops* (Adventure; MIC)
- *Ring of Feather Falling* (Adventure, DMG)
- *Weapon Crystal of Energy Assault, Least Electrical* (Adventure, MIC)

APL 10 (all of APL 4-8 plus the following):

- *Bag of Tricks, Tan* (Adventure; DMG)
- *+1 Mithral Breastplate* (Adventure; DMG)

APL 12 (all of APL 4-10 plus the following):

- *+1 Adamantine Rapier* (Adventure; DMG)
- *Circlet of Rapid Casting* (Adventure; MIC)
- *+1 Heavy Mithral Shield* (Adventure; DMG)
- *+1 Mithral Full Plate* (Adventure; DMG)

APL 14 (all of APL 4-12 plus the following):

- *+1 Adamantine Lance* (Adventure; DMG)
- *+2 Heavy Mithral Shield* (Adventure; DMG)
- *Weapon Crystal of Energy Assault, Lesser Electrical* (Adventure, MIC)

APL 16 (all of APL 4-14 plus the following):

- *Goggles of Draconic Vision* (Adventure; MIC)
- *+4 Heavy Mithral Shield* (Adventure; DMG)
- *Kyton Armor* (Adventure; MIC)
- *+1 Slow Burst Adamantine Lance* (Adventure; MIC)

APPENDIX 1 – APL 4

ENCOUNTER 1 – ROLL FOR INITIATIVE

FIVE-HEADED PYRO-HYDRA

CR 6

N Huge Magical Beast (Fire)

Init +1; **Senses** Listen +6, Spot +6; Darkvision 60 ft., low-light vision, scent

AC 15, touch 9, flat-footed 14

(-2 size, +1 Dex, +6 natural)

hp 60 (5 HD); fast healing 15

Immune Fire

Fort +9, **Ref** +5, **Will** +3

Weakness 50% greater damage from cold

Speed 20 ft. (4 squares), Swim 20 ft.

Melee 5 bites +6 (1d10+3)

Space 15 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +16

Atk Options Combat Reflexes

Special Actions Breath Weapon

Abilities Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9

Feats Combat Reflexes^B, Iron Will, Toughness

Skills Listen +6, Spot +6, Swim +11

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 17 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its

original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: This beast resembles some great, reddish-brown reptile with a veritable forest of heads on long, slender necks.

Sources Monster Manual

ENCOUNTER 6 – HELL'S KITCHEN

NUPPERIBO

CR 2

LE Medium Outsider (Baatezu, evil, extraplanar, lawful)

Init -4; **Senses** Listen n/a, Spot -2; Blindsight 30 ft.

Aura evil, fear (10 ft., DC 11)

Languages Infernal (receive telepathy only)

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 16 (2 HD); fast healing 3

Immune fire, poison, mind-affecting spells and abilities

Resist acid 10, cold 10

Fort +5, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares)

Melee halberd +5 (1d10+3/x3) or 2 claws +4 (1d4+2)

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

Base Atk +2; **Grp** +4

Abilities Str 15, Dex 10, Con 14, Int 4, Wis 7, Cha 3

SQ deaf

Feats Toughness^B, Weapon Focus (halberd)

Skills Balance +5, Climb +7, Hide +5, Jump +1, Swim +7

Possessions halberd

Blindsight (Ex) A nupperibo can sense all foes within 30 feet as a sighted creature would. Beyond that range, it treats all targets as having total concealment. A nupperibo is susceptible to scent-based attacks, however, and is affected normally by overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a nupperibo's sense of smell effectively blinds it.

Fear Aura (Su) At the end of each of a nupperibo's turns, creatures within 10 feet of it must succeed on a DC 11 Will saving throw or be panicked for 5 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected again by that same nupperibo's aura for 24 hours. Baatezu are immune to the aura.

Deaf (Ex) A nupperibo takes a -4 penalty on initiative checks and automatically fails listen checks.

Description *This bloated creature waddles about, clutching a massive saw-toothed halberd in its hands. Though its eyes and mouth are sewn shut, this thing mumbles a shriek as it senses your presence.*

Sources Fiendish Codex II

SPINAGON **CR 4**

LE Small outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** Listen +7, Spot +7; See in darkness

Aura evil

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 18, flat-footed 17
(+1 size, +7 Dex, +6 natural)

hp 24 (3 HD); **DR** 5/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 12

Fort +5, **Ref** +10, **Will** +4

Speed 20 ft. (4 squares), fly 120 ft. (average)

Melee talon +4 (1d3 + 1d4 fire)

Ranged spine +11 (1d3 plus 1d4 fire and see below)

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

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

Atk Options Point-blank Shot, Precise Shot

Special Actions spines, *summon baatezu*

Spell-Like Abilities (CL 5th):

1/day— *stinking cloud* (DC 14)

3/day— *disguise self*, *produce flame* (+4 melee touch or +11 ranged touch)

Abilities Str 10, Dex 25, Con 14, Int 8, Wis 13, Cha 13

SQ fiery spines and talons, spines, spell-like abilities, *summon baatezu*

Feats Point-blank Shot, Precise Shot

Skills Bluff +7, Diplomacy +11, Disguise +1 (+3 acting), Hide +17, Intimidate +3, Listen +7, Move Silently +13, Sense Motive +7, Spot +7

Fiery Spines and Talons (Su) A spinagon deals an extra 1d4 points of fire damage with its natural attacks.

Spines (Ex) Each round, a spinagon can pluck a spine from its body and hurl it as a standard action. This is a ranged attack with a range of 60 feet and no range increment. Each round, the spinagon automatically regrows the lost spine. The spine causes intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 13 Fortitude save or take a -2 penalty to AC and a -10 foot penalty to speed. This penalty lasts for 1 minute or until the target receives healing of any sort. The effects of multiple failed saves do not stack. The save DC is Constitution-based.

Summon Baatezu (Sp) Once per day, a spinagon can attempt to summon two spinagons with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Description *This small shrieking fiend looks like a gargoyle, but it bristles with sharp spikes. It has sharp talons on its hands and feet, and its eyes smolder with dark malevolence.*

Sources Fiendish Codex II

ENCOUNTER 8 – OUT FOXED?

HUROCK SHROON **CR 5**

Male hobgoblin druid 5

NE Medium humanoid (goblinoid)

Init +2; **Senses** Listen +3, Spot +3; Darkvision 60-ft.

Languages Common, druidic, goblin, terran

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 shield)

hp 45 (5 HD)

Fort +7, **Ref** +3, **Will** +7

Speed 30 ft. in hide armor (6 squares), base movement 30 ft.

Melee scimitar +4 (1d6+1, 18-20/x2)

Ranged acid flask +5 (1d6 acid)

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

Base Atk +3; **Grp** +4

Combat Gear Acid flask

Druid Spells Prepared (CL 5th):

3rd— ~~2x charge of the triceratops~~

2nd— ~~bull's strength~~, ~~2x summon nature's ally II~~

1st— ~~cure light wounds~~, ~~2x longstrider~~, *produce flame* (+5 ranged touch)

0— *create water*, *cure minor wounds*, *detect magic*, *flare* (DC 13), *guidance*

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

SQ Elemental companion, resist nature's lure, trackless step, wild shape 1/day, woodland stride

Bolster *longstrider* (CL 5th)

Feats Spell Focus (conjuration), Augment Summoning

Skills Concentration +11, Hide +4, Knowledge (nature) +6, Knowledge (the planes) +0, Speak Language (terran), Spellcraft +7, Survival +7

Possessions combat gear plus +1 *hide armor*, *summoner's totem*, heavy wooden shield, scimitar, dagger, 2x spell component pouch

Elemental Companion (Ex) This druid gains the companionship of a Medium earth elemental. The companion has normal statistics of an elemental of its

kind. It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack. He does not gain an animal companion, nor does he gain wild empathy.

Description *You see an aged, but toughened hobgoblin dressed in hide armor and carrying a wooden shield. A scimitar hangs at its side.*

Sources Complete Mage, Magic Item Compendium, Spell Compendium

HARDHEAD

CR -

Companion elemental

N Medium earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +4, Spot +3; 60-ft. Darkvision

Languages Terran

AC 18, touch 9, flat-footed 18

(-1 Dex, +9 natural)

hp 36 (4 HD)

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +7, **Ref** +0, **Will** +1; Evasion

Speed 30 ft. (6 squares); Earth glide

Melee slam +10(1d8+10)

Ranged rock +2 (1d4+7)

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

Base Atk +3; **Grp** +10

Atk Options Cleave, power attack

Special Actions Earth mastery, push

Abilities Str 21 (24), Dex 8, Con 17, Int 4, Wis 11, Cha 11

SQ Elemental traits, share spell

Bolster *bull's strength* (CL 5th), *longstrider* (CL 5th)

Feats Cleave, Power Attack

Skills Listen +3, Spot +4

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. It's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Evasion (Ex) If an elemental companion is subjected to an attack that normally allows a Reflex saving throw for half damage it takes no damage if it makes a successful saving throw.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Share Spell (Ex) At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his elemental companion. The elemental companion must be within 5 feet of him as the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental companion if the companion moves farther than 5 feet away and will not affect the elemental again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her elemental companions (as a touch range spell) instead of on himself. A druid and his elemental companion can share spells even if the spells normally do not affect creatures of the companion's type (elemental).

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.*

SUMMONED SMALL EARTH ELEMENTAL CR -

N Small earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +3, Spot +2; 60-ft. Darkvision

Languages Terran

AC 21, touch 10, flat-footed 21

(+1 size, -1 Dex, +11 natural)

hp 18 (2 HD)

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +6, **Ref** -1, **Will** +0

Speed 20 ft. (4 squares); Earth glide

Melee slam +7(1d6+7) or gore +7(1d6+7) or slam +7(1d6+7) and gore +2(1d6+2)

Ranged rock +1 (1d3+5)

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

Base Atk +1; **Grp** +2

Atk Options Power attack, double damage on charge with gore attack

Special Actions Earth mastery, push

Abilities Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11

SQ Elemental traits

Bolster – *charge of the triceratops* (CL 5th)

Feats Power Attack

Skills Listen +2, Spot +3

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction. It sprouts large horns and a stony skull plate.*

KRIXUS OURG **CR 2**

Male hobgoblin Fighter 1/Rogue 1

LE Medium humanoid (goblinoid)

Init +3; **Senses** Listen +4, Spot +4; Darkvision 60-ft.

Languages Common, goblin, orcish

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

Miss Chance 50% (*invisibility*)

hp 16 (2 HD)

Fort +4, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)

Melee mwk falchion +6 (2d4+6, 18-20/x2) or scimitar +5 (1d6+4, 18-20/x2)

Ranged mwk javelin +5 (1d6+4)

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

Base Atk +1; **Grp** +3 (+5)

Atk Options Point-blank shot, sneak attack +1d6

Combat Gear ~~*potion of bull's strength*~~, *potion of cure light wounds*, ~~*potion of invisibility*~~

Abilities Str 15 (19), Dex 17, Con 14, Int 13, Wis 10, Cha 8

SQ Trapfinding

Bolster *bull's strength* (CL 3rd), *invisibility* (CL 3rd)

Feats Precise Shot^B, Point-blank Shot

Skills Balance +9, Escape Artist +7, Hide +7, Jump +9 (+11), Listen +4, Move Silently +11, Sleight of Hand +7, Spot +4, Tumble +10

Possessions combat gear plus 3x masterwork javelin, masterwork studded leather armor, masterwork falchion, falchion, scimitar

Description *This ruff looking hobgoblin wears studded leather armor and holds a javelin in one hand and a scimitar in the other. A large falchion is strapped to his back.*

UGLUCKS GLOBNER **CR 2**

Male hobgoblin Monk 2

LE Large humanoid (goblinoid)

Init +3 (+2); **Senses** Listen +0, Spot +5; Darkvision 60-ft.

Languages Common, giant, goblin

AC 14, touch 11, flat-footed 12; Deflect Arrows (-1 size, +2 Dex, +3 armor)

Miss Chance 50% (*displacement*)

hp 16 (2 HD)

Fort +5, **Ref** +6 (+5), **Will** +3; Evasion

Speed 30 ft. (6 squares)

Melee mwk club +4 (1d8+4) or unarmed strike +3 (1d8+3)

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

Base Atk +1; **Grp** +7 (+12)

Atk Options Combat Reflexes, Improved Grapple

Combat Gear *potion of cure light wounds*, ~~*potion of displacement*~~, ~~*potion of enlarge person*~~

Abilities Str 15 (17), Dex 16 (14), Con 14, Int 13, Wis 10, Cha 8

SQ Evasion, unarmed strike

Bolster *displacement* (CL 5th), *enlarge person* (CL 5th)

Feats Combat Reflexes, Deflect Arrows^B, Improved Grapple^B

Skills Balance +10 (+9), Craft (weaponsmithing) +6, Jump +9 (+10), Move Silently +12 (+11), Spot +5, Tumble +10 (+9)

Possessions combat gear plus masterwork club, masterwork studded leather, *least weapon crystal of return*

Description *You see a large hobgoblin, almost 12-feet tall. He is dressed in studded leather and holds a club in two hands.*

ENCOUNTER 10 – SUNDERED BONDS

GLUBOX NUGROT **CR 3**

Male goblin Sorcerer 3

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +4, Spot +1; Darkvision 60-ft.

Languages Common, goblin

AC 18, touch 14, flat-footed 14

(+1 size, +3 Dex, +4 armor)

hp 12 (3 HD)

Fort +2, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)

Melee mwk small spear +2 (1d6-1)

Ranged mwk small light crossbow +6 (1d6)

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

Base Atk +1; **Grp** -4

Atk Options Empower spell, point-blank shot

Combat Gear *Arcanist's gloves*, *burning veil*, *safewing emblem*

Sorcerer Spells Known (CL 3rd):

1st (5/day, 2 used)— *lesser orb of fire* (+5 ranged touch), *mage armor*, *ray of clumsiness* (+5 ranged touch)

0 (6/day)— *acid splash* (+5 ranged touch), *daze* (DC 11), *detect magic*, *ghost sound* (DC 11), *ray of frost* (+5 ranged touch)

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

SQ Summon familiar

Bolster *mage armor* (CL 3rd)

Feats Alertness^B, Point-blank shot, Empower Spell

Skills Concentration +7, Hide +7, Knowledge (arcane) +5, Listen +4, Move Silently +7, Profession (gambler) +1, Ride +8, Spellcraft +6, Spot +1

Possessions combat gear plus masterwork small spear, masterwork small light crossbow, 10 bolts, exotic military saddle, 2x spell component pouch.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed from head to toe in bright red veils and holds a spear in one hand.*

Sources Spell Compendium

NIBBLE, FAMILIAR BAT**CR -**

N Diminutive magical beast

Init +2; **Senses** Listen +8, Spot +8; Blindsense 20-ft., low-light vision**Languages** None

AC 22, touch 16, flat-footed 20

(+4 size, +2 Dex, +4 armor +2 natural)

hp 6 (3 HD)**Fort** +2, **Ref** +4, **Will** +5; Improved Evasion

Speed 5 ft. (1 square), fly 40 ft. (good)**Melee** touch +0 (-)**Space** 1 ft.; **Reach** 0 ft.**Base Atk** +1; **Grp** -16

Abilities Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 4**SQ** Deliver touch spells, empathic link, improved evasion, share spells**Bolster** *mage armor* (CL 3rd)**Feats** Alertness**Skills** Concentration +6, Hide +14, Knowledge (arcane) +3, Listen +8*, Move Silently +6, Profession (gambler) +4, Ride +3, Spellcraft +3, Spot +8***Blindsense (Ex)** A bat notices and locates creatures within 20-feet. Opponents still have 100% concealment against a creature with blindsense.**Skills** *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.**Description** *A small black bat flitters about the battlefield.*

HULUCK TRONE**CR 3**

Female goblin Cleric of Maglubiyet 3

LE Size humanoid (goblinoid)

Init +0; **Senses** Listen +2, Spot +2; Darkvision 60-ft.**Languages** Common, goblin

AC 23, touch 13, flat-footed 23

(+1 size, +8 armor, +2 shield, +2 deflection)

hp 18 (3 HD)**Fort** +3, **Ref** +1, **Will** +5

Speed 20 ft. in plate armor (4 squares), base movement 30 ft.**Melee** small light mace +3 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** -2**Special Actions** Divine Counterspell, spontaneous inflict**Combat Gear** *potion of protection from arrows, safewing emblem***Cleric Spells Prepared** (CL 3rd):2nd— *invisibility*^D, *silence* x2 (DC 14)1st— *cure light wounds*, *doom* (DC 13), *protection from good*^D, *shield of faith*0— *create water*, *cure minor wounds* x2, *detect magic***D:** Domain spell. Deity: Maglubiyet. Domains: *Evil (+1 caster level with evil spells), Trickery (add Bluff, Disguise & Hide to cleric class skill list)

Abilities Str 11, Dex 10, Con 10, Int 12, Wis 15, Cha 12**Bolster** *shield of faith* (CL 3rd)**Feats** Dampen Spell, Improved Counterspell**Skills** Concentration +1, Hide -2, Knowledge (arcane) +6, Move Silently -2, Ride +7, Spellcraft +9**Possessions** combat gear plus masterwork small plate armor, masterwork small heavy wooden shield, small light mace, 2x iron holy symbol, 2x spell component pouch, exotic military saddle, small dagger.**Divine Counterspell (Su)** This creature gains the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using dispel magic to counter the spell, except that he adds your cleric level (instead of his caster level) to the d20 roll. He doesn't need to identify the spell the opposing spellcaster is casting to make the attempt. He can attempt to counterspell up to 4 times per day. He gains a +2 bonus on the counterspelling attempts when using this ability.

He does not gain the ability to turn or rebuke undead.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor with a large symbol of a bloody axe embossed on the breastplate.***Sources** Complete Mage, Player's Handbook II

GLIBULEX THE LANCE**CR 3**

Female goblin Fighter 3

LE Small humanoid (goblinoid)

Init +2; **Senses** Listen +0, Spot +0; Darkvision 60-ft.**Languages** Common, goblin

AC 20, touch 12, flat-footed 19

(+1 size, +1 Dex, +8 armor)

hp 28 (3 HD)**Fort** +5, **Ref** +3, **Will** +1

Speed 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** mwk small lance +9 (1d6+1, x3) or small greatsword +7 (1d10+3, 19-20/x2)**Ranged** small composite longbow +6 (1d6, x3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with lance)**Base Atk** +3; **Grp** +0 (+2)**Atk Options** Mounted Combat, Ride-by Attack, Spirited Charge**Combat Gear** ~~*potion of bull's strength*~~, *safewing emblem*

Abilities Str 13 (15), Dex 15, Con 14, Int 12, Wis 10, Cha 6**Bolster** *bull's strength* (CL 3rd)**Feats** Mounted Combat, Ride-by Attack^B, Spirited Charge^B, Weapon Focus (lance)**Skills** Handle Animal +4, Hide +1, Knowledge (nobility and royalty) +4, Move Silently +1, Ride +14**Possessions** combat gear plus small full plate, masterwork small lance, small lance, exotic military saddle, small greatsword, small composite longbow, quiver w/20 arrows.

Description *This little female humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor and wields a great lance.*

Sources Magic Item Compendium

HOBBS, KNOBB, & LUPEX

CR 2

Male goblin duskblade 2

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, goblin, orc

AC 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +5 armor, +1 shield)

hp 14 ea (2 HD)

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

Speed 30 ft. (6 squares)

Melee rapier +6 (1d4, 18-20/x2)

Ranged javelin +6 (1d4)

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

Base Atk +2; **Grp** -1

Combat Gear *safewing emblem*

Duskblade Spells Known (CL 2nd):

1st (4/day)— *blade of blood*, *ray of enfeeblement* (+5 ranged touch), *stand*

0 (4/day)— *acid splash* (+5 ranged touch), *disrupt undead* (+5 ranged touch), *ray of frost* (+5 ranged touch), *touch of fatigue* (+5 touch, DC 12)

Spell-Like Abilities (CL 2nd):

0 (5/day)— *dancing lights* (DC 12), *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *read magic*

Abilities Str 11, Dex 17, Con 12, Int 14, Wis 10, Cha 6

SQ Armored mage (light)

Feats Combat Casting^B, Weapon Finesse

Skills Concentration +6 (+10), Hide +5, Knowledge (arcana) +7, Move Silently +5, Ride +12, Spellcraft +9

Possessions combat gear plus +1 *small chain shirt*, small light wooden shield, small rapier, 3x small javelin, small short sword, small dagger, 2x spell component pouch

Armored Mage (light) (Ex) A duskblade's limited focus and specialized training allows him to avoid arcane spell failure so long as he sticks to light armor and light shields. This ability does not apply to spells gained from a different spellcasting class.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in a chain shirt and carries a light shield and rapier.*

Sources Player's Handbook II

DIRE BAT

CR 2

N Large animal

Init +6; **Senses** Listen +12, Spot +8; Blindsight 40-ft.

Languages None

AC 20, touch 15, flat-footed 14

(-1 size, +6 Dex, +5 natural)

hp 36 (4 HD)

Fort +7, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +5 (1d8+4)

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

Base Atk +3; **Grp** +10

Abilities Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy

Skills Hide +4, Listen +12, Move Silently +11, Spot +8

Blindsight (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot & Listen checks. These bonuses are lost if its blindsense is negated.

Description *This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy fur covers most of the body, with patches of bony armor showing through here and there.*

APPENDIX 2 – APL 6

ENCOUNTER 1

SEVEN-HEADED PYRO-HYDRA

CR 8

N Huge Magical Beast (Fire)

Init +1; **Senses** Listen +7, Spot +7; Darkvision 60 ft., low-light vision, scent

AC 16, touch 9, flat-footed 15

(-2 size, +1 Dex, +7 natural)

hp 80 (7 HD); fast healing 17

Immune Fire

Fort +10, **Ref** +6, **Will** +4

Weakness 50% greater damage from cold

Speed 20 ft. (4 squares), Swim 20 ft.

Melee 7 bites +8 (1d10+3)

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17

Atk Options Combat Reflexes

Special Actions Breath Weapon

Abilities Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9

Feats Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)

Skills Listen +7, Spot +7, Swim +11

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 18 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To

prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, reddish-brown reptile with a veritable forest of heads on long, slender necks.*

Sources Monster Manual

ENCOUNTER 6 – HELL'S KITCHEN

LEGION DEVIL (MERREGON)

CR 3

LE Medium Outsider (Baatezu, evil, extraplanar, lawful)

Init +3; **Senses** Listen +0, Spot +0; See in darkness

Languages Infernal; telepathy 100 ft.

AC 21, touch 13, flat-footed 18; Mobility

(+3 Dex, +3 armor, +3 shield, +2 natural)

hp 27 (3 HD); DR 5/magic; legion's strength

Immune fire, poison, fear

Resist acid 10, cold 10; Evasion

Fort +5, **Ref** +6, **Will** +5; legion's defenses, legions mind

Speed 30 ft. (6 squares);

Melee mwk longsword +8 (1d8+3/19-20) and shield arm bash +1 (1d6+1)

Ranged longbow +6 (1d8/x3)

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

Base Atk +3; **Grp** +6

Atk Options legion's battle skill

Special Actions legion's advance, *summon baatezu*

Abilities Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10
Feats Iron Will, Mobility ^B, Weapon Focus (longsword)
Skills Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9
Possessions studded leather armor, masterwork longsword, longbow with 20 arrows

Legion's Strength (Su) Legion devils combine their physical vitality into one single pool of strength. In many battles, legion devils seem to absorb blow after blow fighting on despite massive injuries, until a single decisive attack against one causes all of them to fall to the ground slain. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefits as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the legion devil reclaims some of its hit points. Divide the hit points in the pool by the number of devils in the group. The devil forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the devil immediately dies and the pool does not lose any points. By the same token, if any devil receives healing apply it to the devils' total pool.

Legion's Defenses (Su) If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result robbed by the group. If three legion devils are caught in a *fireball* and the d20 rolls for their saves are 17, 5, and 8, all three devils use 17 as the result of their roll before adding any modifiers.

Legion's Mind (Su) If a mind-affecting spell or ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

Legion's Shield Arm (Ex) The left arm of a legion devil is enlarged and heavily armored, providing it with a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make a bashing attack as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner. An arm bash deals 1d6 points of bludgeoning damage.

Legion's Battle Skill (Ex) Trained and experienced in working together, legion devils gain a +4 bonus to attack rolls for every other legion devil within 60 feet.

Legion's Advance (Su) As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

Summon Baatezu (Sp) Once per day, a legion devil can attempt to summon another legion devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Description *This creature is humanoid in shape, with deep red skin. It wears studded leather armor and a chain coif, and it sports a vicious snarl that reveals sharp teeth. It carries a longsword in one hand. Its other*

arm ends in a bloated, iron-studded forearm with a small, withered hand hanging from its end.

Sources Fiendish Codex II

CHAIN DEVIL (KYTON)

CR 6

LE Medium Outsider (baatezu, evil, extraplanar, lawful)

Init +6; **Senses** Listen +13, Spot +13; Darkvision 60 ft., see in darkness

Languages Infernal; telepathy 100 ft.

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 64 (8 HD); regeneration 2; DR 5/silver or good

Immune cold

SR 18

Fort +8, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares)

Melee 2 chains +10 (2d4+2/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with chains)

Base Atk +8; **Grp** +10

Special Actions dancing chains, unnerving gaze

Abilities Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12

Feats Alertness, Improved Critical (chain), Improved Initiative

Skills Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)

Possessions chains

Dancing Chains (Su) A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Su) Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Description *The clank and rattle of chains announces the arrival of this creature. It appears human in shape and size, but chains wrap it like a shroud, every length ending in a hook or a blade or a heavy ball. The chains*

seems to slither and slide over the creature's form, almost as if they were alive.

ENCOUNTER 8 – OUT FOXED?

HUROCK SHROON

CR 7

Male hobgoblin druid 7

NE Medium humanoid (goblinoid)

Init +2; **Senses** Listen +4, Spot +4; Darkvision 60-ft., Earth Sense

Languages Common, druidic, goblin, terran

AC 20, touch 12, flat-footed 18

(+2 Dex, +3 armor, +2 shield, +3 natural)

hp 63 (7 HD)

Fort +8, **Ref** +4, **Will** +9

Speed 30 ft. in hide armor (6 squares), base movement 30 ft.

Melee scimitar +6 (1d6+1, 18-20/x2)

Ranged acid flask +7 (1d6 acid)

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

Base Atk +5; **Grp** +6

Combat Gear acid flask

Druid Spells Prepared (CL 7th):

4th— ~~2x summon nature's ally IV~~

3rd— ~~2x charge of the triceratops, greater magic fang~~

2nd— ~~2x barkskin, bull's strength, cure moderate wounds~~

1st— ~~cure light wounds, 2x longstrider, magic stone~~ (ranged +8), ~~produce flame~~ (+7 ranged touch)

0— ~~create water, 2x cure minor wounds, detect magic, flare~~ (DC 14), ~~guidance~~

Abilities Str 13, Dex 14, Con 16, Int 8, Wis 18, Cha 10

SQ elemental companion, resist nature's lure, trackless step, wild shape 3/day, woodland stride

Bolster barkskin (CL 7th), longstrider (CL 7th)

Feats Augment Summoning, Earth Sense, Spell Focus (conjuratation)

Skills Concentration +13, Hide +3, Knowledge (nature) +7, Knowledge (the planes) +0, Speak Language (terran), Spellcraft +9, Survival +8

Possessions combat gear plus +2 *periapt of wisdom*, hide armor, *summoner's totem*, heavy wooden shield, scimitar, dagger, 2x spell component pouch

Elemental Companion (Ex) This druid gains the companionship of a Medium earth elemental. The companion has normal statistics of an elemental of its kind. It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack. He does not gain an animal companion, nor does he gain wild empathy.

Description You see an aged, but toughened hobgoblin dressed in hide armor and carrying a wooden shield. A scimitar hangs at its side.

Sources Complete Mage, Magic Item Compendium, Races of Stone, Spell Compendium

HARDHEAD

CR -

Companion elemental

N Medium earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +4, Spot +3; 60-ft. Darkvision

Languages Terran

AC 21, touch 9, flat-footed 21

(-1 Dex, +12 natural)

hp 36 (4 HD)

Immune poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +7, **Ref** +0, **Will** +1; Devotion, Evasion

Speed 30 ft. (6 squares); Earth glide

Melee slam +11(1d8+12 magic)

Ranged rock +2 (1d4+7)

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

Base Atk +3; **Grp** +10

Atk Options Cleave, power attack

Special Actions Earth mastery, push

Abilities Str 21 (24), Dex 8, Con 17, Int 4, Wis 11, Cha 11

SQ Elemental traits, share spell

Bolster barkskin (CL 7th), bull's strength (CL 7th), greater magic fang (CL 7th), longstrider (CL 7th)

Feats Cleave, Power Attack

Skills Listen +3, Spot +4

Devotion (Ex) An elemental companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Evasion (Ex) If an elemental companion is subjected to an attack that normally allows a Reflex saving throw for half damage it takes no damage if it makes a successful saving throw.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Share Spell (Ex) At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his elemental companion. The elemental companion must be within 5 feet of him as the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental companion if the companion moves farther than 5 feet away and will not affect the elemental again, even if it returns to the druid before the duration expires. Additionally, the

druid may cast a spell with a target of "You" on her elemental companions (as a touch range spell) instead of on himself. A druid and his elemental companion can share spells even if the spells normally do not affect creatures of the companion's type (elemental).

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.*

SUMMONED MEDIUM EARTH ELEMENTAL CR - N Medium earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +4, Spot +3; 60-ft. Darkvision
Languages Terran

AC 22, touch 9, flat-footed 22
(-1 Dex, +13 natural)

hp 44 (4 HD)

Immune poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +9, **Ref** +0, **Will** +1

Speed 20 ft. (4 squares); Earth glide

Melee slam +10(1d8+11) or gore +10(1d8+11) or slam +10(1d8+11) and gore +5(1d8+3)

Ranged rock +2 (1d4+7)

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

Base Atk +3; **Grp** +10

Atk Options Cleave, Power attack, double damage on charge with gore attack

Special Actions Earth mastery, push

Abilities Str 25, Dex 8, Con 21, Int 4, Wis 11, Cha 11

SQ Elemental traits

Bolster charge of the triceratops (CL 7th)

Feats Cleave, Power Attack

Skills Listen +3, Spot +4

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction. It sprouts large horns and a stony skull plate.*

KRIXUS OURG

CR 3

Male hobgoblin Fighter 2/Rogue 1

LE Medium humanoid (goblinoid)

Init +3; **Senses** Listen +4, Spot +4; Darkvision 60-ft.

Languages Common, goblin, orcish

AC 16, touch 13, flat-footed 13
(+3 Dex, +3 armor)

Miss Chance 50% (*invisibility*)

hp 25 (3 HD)

Fort +5, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)

Melee mwk falchion +7 (2d4+6, 18-20/x2) or mwk scimitar +7 (1d6+4, 18-20/x2)

Ranged mwk javelin +7 (1d6+4)

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

Base Atk +2; **Grp** +4 (+6)

Atk Options Point-blank shot, sneak attack +1d6

Combat Gear ~~potion of bull's strength~~, ~~potion of cure moderate wounds~~, ~~potion of invisibility~~

Abilities Str 15 (19), Dex 17, Con 14, Int 13, Wis 10, Cha 8

SQ Trapfinding

Bolster bull's strength (CL 3rd), *invisibility* CL 3rd)

Feats Farshot ^B, Precise Shot ^B, Point-blank Shot, Weapon Focus (javelin)

Skills Balance +9, Escape Artist +7, Hide +7, Jump +10 (+12), Listen +4, Move Silently +11, Sleight of Hand +8, Spot +4, Tumble +10

Possessions combat gear plus 3x masterwork javelin, masterwork studded leather armor, masterwork falchion, falchion, masterwork scimitar.

Description *This ruff looking hobgoblin wears studded leather armor and holds a javelin in one hand and a scimitar in the other. A large falchion is strapped to his back.*

UGLUCKS GLOBNER

CR 3

Male hobgoblin Fighter 1/Monk 2 (bolstered)

LE Large humanoid (goblinoid)

Init +3 (+2); **Senses** Listen +0, Spot +5; Darkvision 60-ft.

Languages Common, giant, goblin

AC 15, touch 11, flat-footed 13; Deflect Arrows
(-1 size, +2 Dex, +4 armor)

Miss Chance 50% (*displacement*)

hp 25 (3 HD)

Fort +8, **Ref** +6 (+5), **Will** +3; Evasion

Speed 30 ft. (6 squares)

Melee spiked chain +5 (2d6+4) or unarmed strike +4 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +2; **Grp** +8 (+13)

Atk Options Combat Reflexes, Improved Grapple

Combat Gear ~~potion of cure light wounds~~, ~~potion of displacement~~, ~~potion of enlarge person~~

Abilities Str 15 (17), Dex 16 (14), Con 14, Int 13, Wis 10, Cha 8

SQ Evasion, unarmed strike

Bolster *displacement* CL 5th), *enlarge person* (CL 5th)

Feats Combat Reflexes, Deflect Arrows ^B, Exotic Weapon Proficiency (spiked chain), Improved Grapple ^B, Weapon Focus (spiked chain) ^B
Skills Balance +9 (+8), Craft (weaponsmithing) +6, Jump +9 (+10), Move Silently +11 (+10), Spot +5, Tumble +10 (+9)
Possessions combat gear plus masterwork spiked chain, masterwork chain shirt, *lesser weapon crystal of return*, spiked chain
Description *You see a large hobgoblin, almost 12-feet tall. He is dressed in a chain shirt and holds a great spiked chain.*

ENCOUNTER 10 – SUNDERED BONDS

GLUBOX NUGROT

CR 5

Male goblin Sorcerer 5
 LE Small humanoid (goblinoid)
Init +3; **Senses** Listen +4, Spot +1; Darkvision 60-ft.
Languages Common, goblin

AC 18, touch 14, flat-footed 14
 (+1 size, +3 Dex, +4 armor)
hp 20+12 temp. (5 HD)
Fort +3, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk small spear +3 (1d6-1)
Ranged mwk small light crossbow +7 (1d6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -3
Atk Options Empower spell, point-blank shot
Combat Gear *Arcanist's gloves, burning veil, potion of fly, safewing emblem*
Sorcerer Spells Known (CL 5th):
 2nd (5/day, 2 used)— *dimension hop, false life*
 1st (7/day, 2 used)— *lesser orb of fire* (+6 ranged touch), *mage armor, magic missile, ray of clumsiness* (+6 ranged touch)
 0 (6/day)— *acid splash* (+6 ranged touch), *daze* (DC 12), *detect magic, ghost sound* (DC 12), *ray of frost* (+6 ranged touch), *read magic*

Abilities Str 8, Dex 16, Con 12, Int 13, Wis 8, Cha 14
SQ Summon Familiar
Bolster *false life* (CL 5th), *mage armor* (CL 5th)
Feats Alertness ^B, Empower Spell, Point-blank shot
Skills Concentration +9, Hide +7, Knowledge (arcane) +7, Listen +4, Move Silently +7, Profession (gambler) +4, Ride +8, Spellcraft +6, Spot +1
Possessions combat gear plus +1 vest of resistance, masterwork small spear, masterwork small light crossbow, 10 bolts, exotic military saddle, 2x spell component pouch.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed from head to toe in bright red veils and holds a spear in one hand.*

Sources Player's Handbook II, Spell Compendium

NIBBLE, FAMILIAR BAT

CR -

N Diminutive magical beast (bolstered)

Init +2; **Senses** Listen +8, Spot +8; Blindsight 20-ft., low-light vision

Languages None

AC 23, touch 16, flat-footed 21
 (+4 size, +2 Dex, +4 armor +3 natural)
hp 10+12 temp. (5 HD)
Fort +2, **Ref** +4, **Will** +6; Improved Evasion

Speed 5 ft. (1 square); fly 40 ft. (good)
Melee touch +1 (-)
Space 1 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** -15

Abilities Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 4
SQ Deliver touch spells, empathic link, improved evasion, share spells, speak with master, bolster – *false life* (CL 5th), *mage armor* (CL 5th)

Feats Alertness

Skills Concentration +8, Hide +14, Knowledge (arcane) +5, Listen +8*, Move Silently +6, Profession (gambler) +7, Ride +3, Spellcraft +4, Spot +8*

Blindsight (Ex) A bat notices and locates creatures within 20-feet. Opponents still have 100% concealment against a creature with blindsense.

Skills *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Description *A small black bat flitters about the battlefield.*

HULUCK TRONE

CR 5

Female goblin Cleric of Maglubiyet 5
 LE Size humanoid (goblinoid)
Init +0; **Senses** Listen +2, Spot +2; Darkvision 60-ft.
Languages Common, goblin

AC 24, touch 13, flat-footed 24
 (+1 size, +9 armor, +2 shield, +2 deflection)
hp 30 (5 HD)
Fort +4, **Ref** +1, **Will** +7

Speed 20 ft. in plate armor (4 squares), base movement 30 ft.
Melee small light mace +4 (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -1
Special Actions Divine Counterspell, spontaneous inflict

Combat Gear *dispelling cord, safewing emblem*

Cleric Spells Prepared (CL 5th):

3rd— *dispel magic, invisibility purge, ~~magic circle against good~~* ^{D*}

2nd— *invisibility* ^D, 2x *silence* (DC 15), *spiritual weapon* (+6 attack)

1st— *cure light wounds, doom* (DC 14), *protection from good* ^{D*}, *resurgence, ~~shield of faith~~*

0— *create water, cure minor wounds* x2, *detect magic, resistance*

D: Domain spell. Deity: Maglubiyet. Domains: *Evil (+1 caster level with evil spells), Trickery (add Bluff, Disguise & Hide to cleric class skill list)

Abilities Str 11, Dex 10, Con 10, Int 12, Wis 16, Cha 12

Bolster *magic circle against good* (CL 6th), *shield of faith* (CL 5th)

Feats Dampen Spell, Improved Counterspell

Skills Concentration +3, Hide -2, Knowledge (arcane) +6, Move Silently -2, Ride +8, Spellcraft +11

Possessions combat gear plus +1 *small plate armor*, masterwork small heavy wooden shield, small light mace, 2x iron holy symbol, exotic military saddle, small dagger, 2x spell component pouch.

Divine Counterspell (Su) This creature gains the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using dispel magic to counter the spell, except that he adds your cleric level (instead of his caster level) to the d20 roll. He doesn't need to identify the spell the opposing spellcaster is casting to make the attempt. He can attempt to counterspell up to 4 times per day. He gains a +2 bonus on the counterspelling attempts when using this ability.

He does not gain the ability to turn or rebuke undead.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor with a large symbol of a bloody axe embossed on the breastplate.*

Sources Complete Mage, Player's Handbook II, Spell Compendium

GLIBULEX THE LANCE

CR 5

Female goblin Fighter 5

LE Small humanoid (goblinoid)

Init +2; **Senses** Listen +0, Spot +0; Darkvision 60-ft.

Languages Common, goblin

AC 21, touch 12, flat-footed 20
(+1 size, +1 Dex, +9 armor)

hp 47 (5 HD)

Fort +6, **Ref** +3, **Will** +1

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee mwk small lance +10 (1d6+5, x3) or mwk small greatsword +9 (1d10+3, 19-20/x2)

Ranged mwk small composite longbow +9 (1d6+2, x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

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

Atk Options Mounted Combat, Ride-by Attack, Spirited Charge

Combat Gear *potion of cure light wounds*, ~~*potion of bull's strength*~~, *safewing emblem*

Abilities Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 6

Bolster *bull's strength* (CL 3rd)

Feats Mounted Combat, Ride-by Attack ^B, Spirited Charge ^B, Weapon Focus (lance), Weapon Specialization (lance) ^B

Skills Handle Animal +6, Hide +2, Knowledge (nobility and royalty) +5, Move Silently +2, Ride +16

Possessions combat gear plus +1 *small full plate*, masterwork small lance, small lance, exotic military saddle, masterwork small greatsword, masterwork

strength adjusted small composite longbow [+2], quiver w/20 arrows.

Description *This little female humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor and wields a great lance.*

Sources Magic Item Compendium

HOBBS, KNOBB, & LUPEX

CR 4

Male goblin duskblade 4

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, goblin, orc

AC 22, touch 14, flat-footed 19; Combat Expertise
(+1 size, +3 Dex, +6 armor, +2 shield)

hp 28 ea (4HD)

Fort +5, **Ref** +5, **Will** +4

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee rapier +9 (1d4, 18-20/x2)

Ranged javelin +9 (1d4)

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

Base Atk +4; **Grp** +0

Atk Options Arcane channeling, combat expertise

Combat Gear *safewing emblem*

Duskblade Spells Known (CL 4th):

1st (5/day)— *blade of blood*, *ray of enfeeblement* (ranged touch +8), *shocking grasp* (touch +8), *stand, swift expeditious retreat*

0 (6/day)— *acid splash* (ranged touch +8), *disrupt undead* (ranged touch +8), *ray of frost* (ranged touch +8), *touch of fatigue* (touch +8, DC 12)

Spell-Like Abilities (CL 4th):

0 (5/day)— *dancing lights* (DC 12), *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *read magic*

Abilities Str 11, Dex 18, Con 12, Int 14, Wis 10, Cha 6

SQ Arcane channeling, armored mage (medium)

Feats Combat Casting ^B, Combat Expertise, Weapon Finesse

Skills Concentration +8 (+12), Hide +5, Knowledge (arcana) +9, Move Silently +5, Ride +15, Spellcraft +11

Possessions combat gear plus +1 *small breastplate*, +1 *small light steel shield*, small rapier, 3x small javelin, small short sword, small dagger, 2x spell component pouch

Arcane Channeling (Su) Duskblades can use a standard action to cast any touch spell they know and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Armored Mage (medium) (Ex) A duskblade's limited focus and specialized training allows him to avoid arcane spell failure so long as he sticks to light or medium armor and light shields. This ability does not

apply to spells gained from a different spellcasting class.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in a breastplate and carries a light shield and rapier.*

Sources Player's Handbook II

DIRE BAT

CR 2

N Large animal

Init +6; **Senses** Listen +12, Spot +8; Blindsense 40-ft.

Languages None

AC 20, touch 15, flat-footed 14

(-1 size, +6 Dex, +5 natural)

hp 36 (4 HD)

Fort +7, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +5 (1d8+4)

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

Base Atk +3; **Grp** +10

Abilities Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy

Skills Hide +4, Listen +12, Move Silently +11, Spot +8

Blindsense (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot & Listen checks. These bonuses are lost if its blindsense is negated.

Description *This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy fur covers most of the body, with patches of bony armor showing through here and there.*

APPENDIX 3 – APL 8

ENCOUNTER 1

NINE-HEADED PYRO-HYDRA

CR 10

N Huge Magical Beast (Fire)

Init +1; **Senses** Listen +8, Spot +8; Darkvision 60 ft., low-light vision, scent

AC 19, touch 9, flat-footed 18

(-2 size, +1 Dex, +10 natural)

hp 105 (9 HD); fast healing 19

Immune Fire

Fort +11, **Ref** +7, **Will** +5

Weakness 50% greater damage from cold

Speed 20 ft. (4 squares), Swim 20 ft.

Melee 9 bites +13 (1d10+5)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +22

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9

Feats Blind-Fight, Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)

Skills Listen +8, Spot +8, Swim +13

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 19 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To

prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, reddish-brown reptile with a veritable forest of heads on long, slender necks.*

Sources Monster Manual

ENCOUNTER 6 – HELL'S KITCHEN

HELLCAT (BEZEKIRA)

CR 7

LE Large outsider (evil, extraplanar, lawful)

Init +9; **Senses** Listen +17, Spot +13; Scent, see in darkness

Languages Infernal; telepathy 100 ft.

AC 21, touch 14, flat-footed 16; Dodge

(-1 size, +5 Dex, +7 natural)

Miss Chance 50% (invisible)

hp 72 (8 HD); DR 5/good

Resist fire 10; **SR** 19

Fort +9, **Ref** +11, **Will** +8

Speed 40 ft. (8 squares)

Melee 2x claws +13 (1d8+6) and bite +8 (2d8+3)

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

Base Atk +8; **Grp** +18

Atk Options Improved Grab, pounce

Abilities Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10

SQ Improved grab, invisible in light, pounce, rake 1d8+3,

Feats Dodge, Improved Initiative, Track

Skills Balance +16, Climb +17, Hide +12, Jump +21, +17, Move Silently +20, Spot +13, Swim +17

Improved Grab (Ex) To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Invisible in Light (Ex) A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Pounce (Ex) If a hellcat charges, it can make a full attack including 2 rake attacks.

Rake (Ex) Attack bonus +13 melee, damage 1d8+3

Skills Hellcats have a +4 racial bonus on Listen and Move Silently checks.

Description *Silently, with grace and power, a creature emerges on the path ahead. It has the shape of an enormous lion, but its form consists of blinding light and fiery sparks, as though its body were made of energy and not flesh and bone.*

BEARDED DEVIL (BARBAZU) CR 5

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

Init +6; **Senses** Listen +9, Spot +9; See in darkness

Aura evil

Languages Infernal; telepathy 100 ft.

AC 19 [17], touch 12 [10], flat-footed 17 [15]

(+2 Dex, +7 natural)

hp 54 [66] (6 HD); DR 5/silver or good

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +8 [+10], **Ref** +7, **Will** +5 [+7]

Speed 40 ft. (8 squares)

Melee glaive +9/+4 [+11/+6] (1d10+3 [1d10+6] plus infernal wound) or 2 claws +8/+8 [+10/+10] (1d6+2 [1d6+4])

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Base Atk +6; **Grp** +8 [+10]

Atk Options Battle Rage, Power Attack

Special Actions Summon Baatezu

Spell-Like Abilities (CL 12th):

At will— *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 15 [19], Dex 15, Con 17 [21], Int 6, Wis 10, Cha 10

SQ Infernal wound, beard, battle frenzy [modified stats], *summon baatezu*

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +11 [+13], Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9,

Possessions combat gear plus glaive

Battle Frenzy (Ex) Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 moral bonus on Will saves, -2 AC penalty). The

frenzy lasts for 6 rounds, and the bearded devil suffers no ill effect afterwards.

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Infernal Wound (Su) The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Summon Baatezu (Sp) Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Description *The first thing that stands out about this creature is the massive saw-toothed glaive it carries. The creature's pointed ears and moist, scaly skin mark it as an outsider. It has a long tail, clawed hands and feet, and a snaky, disgusting beard.*

ENCOUNTER 8 – OUT FOXED?

HUROCK SHROON CR 9

Male hobgoblin druid 7/earth dreamer 2

NE Medium humanoid (goblinoid)

Init +2; **Senses** Listen +4, Spot +4; Darkvision 60-ft., Earth Sense

Languages Common, druidic, goblin, terran

AC 25, touch 12, flat-footed 23

(+2 Dex, +6 armor, +3 shield, +4 natural)

hp 75 (9 HD)

Fort +12, **Ref** +5, **Will** +13

Speed 30 ft. in hide armor (6 squares), base movement 30 ft.

Melee +1 *scimitar* +8/+3 (1d6+2, 18-20/x2)

Ranged acid flask +8 (1d6 acid)

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

Base Atk +6; **Grp** +7

Combat Gear acid flask

Druid Spells Prepared (CL 9th):

5th— *stoneskin*

4th— ~~freedom of movement, 2x summon nature's ally~~
4th
3^d— ~~2x charge of the triceratops, cure moderate wounds, greater magic fang~~
2nd— ~~2x barkskin, bull's strength~~, earth bind (DC 16), heat metal (DC 16)
1st— cure light wounds, ~~2x longstrider~~, magic stone (+9 ranged), produce flame (+8 ranged touch)
0— create water, 2x cure minor wounds, detect magic, flare (DC 14), guidance

Abilities Str 13, Dex 14, Con 16, Int 8, Wis 19, Cha 10

SQ earth dream, earth friend, elemental companion, resist nature's lure, trackless step, wild shape 3/day, woodland stride

Bolster barkskin (CL 9th), freedom of movement (CL 9th), longstrider (CL 9th)

Feats Augment Summoning, Earth Sense, Spell Focus (conjunction), Steady Concentration

Skills Concentration +15, Hide +3, Knowledge (nature) +7, Knowledge (the planes) +1, Speak Language (terran), Spellcraft +11, Survival +8

Possessions combat gear plus +2 periapt of wisdom, +1 red dragonhide breastplate, summoner's totem, +1 cloak of resistance, +1 heavy wooden shield, +1 scimitar, dagger, 2x spell component pouch

Earth Dream (Sp) By attuning himself to the earth, an earth dreamer can pull knowledge from mountains. This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one and receive a short, often cryptic, answer. An earth dreamer's chance of receiving a correct answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations. As with *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Earth Friend (Ex) An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they normally would; their initial attitude is improved by one step.

Elemental Companion (Ex) This druid gains the companionship of a Medium earth elemental. The companion has normal statistics of an elemental of its kind. It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack. He does not gain an animal companion, nor does he gain wild empathy.

Description You see an aged, but toughened hobgoblin dressed in armor made from the scales of a red dragon and carrying a wooden shield. A scimitar hangs at its side.

Sources Complete Mage, Magic Item Compendium, Races of Stone, Spell Compendium

HARDHEAD

CR -

Companion elemental

N Medium earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +4, Spot +3; 60-ft. Darkvision

Languages Terran

AC 22, touch 9, flat-footed 22

(-1 Dex, +13 natural)

hp 36 (4 HD); **DR** 10/adamantine

Immune poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +7, **Ref** +0, **Will** +1; Devotion, Evasion

Speed 30 ft. (6 squares); Earth glide

Melee slam +12(1d8+13 magic)

Ranged rock +2 (1d4+7)

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

Base Atk +3; **Grp** +10

Atk Options Cleave, power attack

Special Actions Earth mastery, push

Abilities Str 21 (24), Dex 8, Con 17, Int 4, Wis 11, Cha 11

SQ Elemental traits, share spell

Bolster – barkskin (CL 9th), bull's strength (CL 9th), greater magic fang (CL 9th), stoneskin (CL 9th)

Feats Cleave, Power Attack

Skills Listen +3, Spot +4

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Devotion (Ex) An elemental companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex) If an elemental companion is subjected to an attack that normally allows a Reflex saving throw for half damage it takes no damage if it makes a successful saving throw.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Share Spell (Ex) At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his elemental companion. The

elemental companion must be within 5 feet of him as the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental companion if the companion moves farther than 5 feet away and will not affect the elemental again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her elemental companions (as a touch range spell) instead of on himself. A druid and his elemental companion can share spells even if the spells normally do not affect creatures of the companion's type (elemental).

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.*

SUMMONED MEDIUM EARTH ELEMENTAL CR -
N Medium earth elemental (earth, extraplanar)
Init -1; **Senses** Listen +4, Spot +3; 60-ft. Darkvision
Languages Terran

AC 22, touch 9, flat-footed 22
(-1 Dex, +13 natural)

hp 44 (4 HD)

Immune poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +9, **Ref** +0, **Will** +1

Speed 20 ft. (4 squares); Earth glide

Melee slam +10(1d8+11) or gore +10(1d8+11) or slam +10(1d8+11) and gore +5(1d8+3)

Ranged rock +2 (1d4+7)

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

Base Atk +3; **Grp** +10

Atk Options Cleave, Power attack, double damage on charge with gore attack

Special Actions Earth mastery, push

Abilities Str 25, Dex 8, Con 21, Int 4, Wis 11, Cha 11

SQ Elemental traits

Bolster *charge of the triceratops* (CL 9th)

Feats Cleave, Power Attack

Skills Listen +3, Spot +4

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction. It sprouts large horns and a stony skull plate.*

KRIXUS OURG

CR 5

Male hobgoblin Fighter 2/Rogue 3

LE Medium humanoid (goblinoid)

Init +4; **Senses** Listen +5, Spot +5; Darkvision 60-ft.

Languages Common, goblin, orcish

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 armor)

Miss Chance 50% (*invisibility*)

hp 39 (5 HD)

Fort +6, **Ref** +7, **Will** +1; Evasion

Speed 30 ft. (6 squares)

Melee mwk falchion +9 (2d4+6, 18-20/x2) or mwk scimitar +9 (1d6+4, 18-20/x2)

Ranged mwk javelin +10 (1d6+4)

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

Base Atk +4; **Grp** +6 (+8)

Atk Options Point-blank shot, sneak attack +2d6

Combat Gear ~~*potion of bull's strength*~~, *potion of cure moderate wounds*, ~~*potion of invisibility*~~

Abilities Str 15 (19), Dex 18, Con 14, Int 13, Wis 10, Cha 8

SQ Evasion, trapfinding, trapsense +1

Bolster *bull's strength* (CL 3rd), *invisibility* (CL 3rd)

Feats Farshot ^B, Precise Shot ^B, Point-blank Shot, Weapon Focus (javelin)

Skills Balance +10, Escape Artist +12, Hide +9, Jump +12 (+14), Listen +5, Move Silently +13, Sleight of Hand +12, Spot +5, Tumble +14

Possessions combat gear plus 3x masterwork javelin, +1 *mithral shirt*, masterwork falchion, masterwork scimitar, falchion.

Description *This ruff looking hobgoblin wears studded leather armor and holds a javelin in one hand and a scimitar in the other. A large falchion is strapped to his back.*

UGLUCKS GLOBNER

CR 5

Male hobgoblin Fighter 3/Monk 2

LE Large humanoid (goblinoid)

Init +3 (+2); **Senses** Listen +0, Spot +5; Darkvision 60-ft.

Languages Common, giant, goblin

AC 16, touch 11, flat-footed 14; Deflect Arrows

(-1 size, +2 Dex, +5 armor)

Miss Chance 50% (*displacement*)

hp 44 (5 HD)

Fort +9, **Ref** +7 (+6), **Will** +4; Evasion

Speed 30 ft. (6 squares)

Melee spiked chain +9 (2d6+6) or unarmed strike +7 (1d8+4)

Space 10 ft.; **Reach** 10 ft. (20ft. with spiked chain)

Base Atk +4; **Grp** +11 (+16)

Atk Options Combat Expertise, Combat Reflexes, Improved Grapple

Combat Gear *potion of displacement, potion of enlarge person*

Abilities Str 16 (18), Dex 16 (14), Con 14, Int 13, Wis 10, Cha 8

SQ Evasion, unarmed strike

Bolster *displacement* (CL 5th), *enlarge person* (CL 5th)

Feats Combat Expertise ^B, Combat Reflexes, Deflect Arrows ^B, Exotic Weapon Proficiency (spiked chain), Improved Grapple ^B, Weapon Focus (spiked chain) ^B

Skills Balance +10 (+9), Craft (weaponsmithing) +9, Jump +11 (+12), Move Silently +12 (+11), Spot +5, Tumble +12 (+11)

Possessions combat gear plus masterwork spiked chain, +1 mithral shirt, lesser weapon crystal of return, spiked chain

Description *You see a large hobgoblin, almost 12-feet tall. He is dressed in a chain shirt and holds a great spiked chain.*

ENCOUNTER 10 – SUNDERED BONDS

GLUBOX NUGROT

CR 7

Male goblin Sorcerer 7

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +1, Spot +1; Darkvision 60-ft.

Languages Common, goblin

AC 18, touch 14, flat-footed 14

(+1 size, +3 Dex, +4 armor)

hp 28+14 temp. (7 HD)

Fort +4, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

Melee mwk small spear +4 (1d6-1)

Ranged mwk small light crossbow +7 (1d6)

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

Base Atk +3; **Grp** -2

Atk Options Empower spell, point-blank shot

Combat Gear *Burning veil, potion of cure moderate wounds*

Sorcerer Spells Known (CL 7th):

3rd (5/day, 1 used)— *arcane sight, enhance familiar*

2nd (7/day, 2 used)— *dimension hop, false life, scorching ray* (+7 ranged touch)

1st (7/day, 2 used)— *feather fall, lesser orb of fire* (+7 ranged touch), *mage armor, magic missile, ray of clumsiness* (+7 ranged touch)

0 (6/day)— *acid splash* (+7 ranged touch), *daze* (DC 12), *detect magic, ghost sound* (DC 13), *mage hand, ray of frost* (+7 ranged touch), *read magic*

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

SQ Summon Familiar

Bolster *false life* (CL 7th), *mage armor* (CL 7th)

Feats Alertness ^B, Empower Spell, Improved Familiar, Point-blank shot

Skills Concentration +11, Hide +7, Knowledge (arcane) +11, Listen +1, Move Silently +7, Profession (gambler) +3, Ride +8, Spellcraft +6, Spot +1

Possessions combat gear plus +2 *cloak of charisma*, masterwork small spear, masterwork small light crossbow, 10 bolts, exotic military saddle, 2x spell component pouch.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed from head to toe in bright red veils and holds a spear in one hand.*

Sources Player's Handbook II, Spell Compendium

NIBBLE, FAMILIAR IMP

CR -

LE tiny outsider (evil, extraplanar, lawful)

Init +3; **Senses** Listen +7, Spot +7; Darkvision 60-ft.

Languages Diabolic

AC 30, touch 17, flat-footed 25; Dodge

(+2 size, +3 Dex, +2 Dodge, +4 armor +9 natural)

hp 14+14 temp. (7 HD); DR 5/good or silver, fast healing 2

Immune Poison

Resist fire 5

Fort +5, **Ref** +8, **Will** +8; Improved Evasion

Speed 20 ft. (4 square), fly 50 ft. (perfect)

Melee Sting +10 (1d4+2 plus poison)

Space 2½ ft.; **Reach** 0 ft.

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

Combat Gear Bag of Endless Caltrops

Spell-Like Abilities (CL 6th):

1/week— *commune* (CL 12th)

1/day— *suggestion* (DC 15)

At will— *detect good, detect magic, invisibility* (self only)

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14

SQ Alternate form, deliver touch spells, empathic link, improved evasion, share spells, speak with master

Bolster — *enhance familiar* (CL 7th), *false life* (CL 7th), *mage armor* (CL 7th)

Feats Dodge, Weapon Finesse

Skills Concentration +10, Diplomacy +7, Hide +17, Knowledge (arcane) +10, Knowledge (the planes) +6, Listen +7, Move Silently +9, Profession (gambler) +6, Ride +4, Search +6, Spellcraft +8, Spot +7, Survival +1 (+3 to follow tracks)

Alternate Form (Su) An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 13), except that an imp does not regain hit points for changing form, and this imp can assume only the form of a bat.

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Description *A tiny humanoid with leathery batwings, a barbed tail, and sharp, twisted horns flutters at about eye level, winking into sight from out of thin air.*

HULUCK TRONE

CR 7

Female goblin Cleric of Maglubiyet 7

LE Size humanoid (goblinoid)

Init +0; **Senses** Listen +2, Spot +2; Darkvision 60-ft.

Languages Common, goblin

AC 26, touch 14, flat-footed 26

(+1 size, +9 armor, +3 shield, +3 deflection)

hp 42 (7 HD)

Fort +6, **Ref** +3, **Will** +9

Speed 20 ft. in plate armor (4 squares), base movement 30 ft., *air walk*

Melee small light mace +6 (1d4)

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

Base Atk +5; **Grp** +1

Special Actions Divine Counterspell, spontaneous inflict

Combat Gear *dispelling cord*

Cleric Spells Prepared (CL 7th, **+1 caster level with abjuration spells):

4th— ~~*air walk*~~, ~~*freedom of movement*~~^{**}, ~~*unholy blight*~~^{D*} (DC 17)

3rd— ~~*dispel magic*~~^{*}, ~~*invisibility purge*~~, ~~*magic circle against good*~~^{D**}, ~~*magic vestment*~~

2nd— ~~*invisibility*~~^D, ~~*silence*~~ x2 (DC 15), ~~*sound burst*~~ (DC 15), ~~*spiritual weapon*~~ (+8 attack)

1st— ~~*cure light wounds*~~, ~~*doom*~~ (DC 14), ~~*protection from good*~~^{D**}, ~~*resurgence*~~^{*}, ~~*sanctuary*~~, ~~*shield of faith*~~^{*}

0— ~~*create water*~~, ~~*cure minor wounds*~~ x3, ~~*detect magic*~~, ~~*resistance*~~^{*}

D: Domain spell. Deity: Maglubiyet. Domains: *Evil (+1 caster level with evil spells), Trickery (add Bluff, Disguise & Hide to cleric class skill list)

Abilities Str 11, Dex 10, Con 10, Int 12, Wis 16, Cha 12

Bolster — *air walk* (CL 7th), *freedom of movement* (CL 8th), *magic circle against good* (CL 9th), *magic vestment* (CL 7th), *shield of faith* (CL 7th)

Feats Dampen Spell, Improved Counterspell, Magic Disruption

Skills Concentration +5, Hide -2, Knowledge (arcane) +6, Move Silently -2, Ride +9, Spellcraft +13

Possessions combat gear plus +1 *small plate armor*, +1 *cloak of resistance*, masterwork small heavy wooden shield, *ring of feather falling*, small light mace, 2x iron holy symbol, exotic military saddle, small dagger, 2x spell component pouch.

Divine Counterspell (Su) This creature gains the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using dispel magic to counter the spell, except that he adds your cleric level (instead of his caster level) to the d20 roll. He doesn't need to identify the spell the opposing spellcaster is casting to make the attempt. He can attempt to counterspell up to 4 times per day. He gains a +2 bonus on the counterspelling attempts when using this ability.

He does not gain the ability to turn or rebuke undead.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor with a large symbol of a bloody axe embossed on the breastplate.*

Sources Complete Mage, Player's Handbook II, Spell Compendium

GLIBULEX THE LANCE

CR 7

Female goblin Fighter 7

LE Small humanoid (goblinoid)

Init +2; **Senses** Listen +0, Spot +0; Darkvision 60-ft.

Languages Common, goblin

AC 21, touch 12, flat-footed 20
(+1 size, +1 Dex, +9 armor)

hp 66 (7 HD)

Fort +7, **Ref** +4, **Will** +4

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *small lance* +14/+9 (1d6+9+1 electrical, x3) or mwk small greatsword +13/+8 (1d10+6, 19-20/x2)

Ranged mwk small composite longbow +11/+6 (1d6+2, x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +7; **Grp** +5 (+7)

Atk Options Blindfight, Mounted Combat, Ride-by Attack, Spirited Charge

Combat Gear *potion of cure moderate wounds*, ~~*potion of bull's strength*~~, *safewing emblem*

Abilities Str 14 (18), Dex 15, Con 14, Int 12, Wis 10, Cha 6

Bolster *bull's strength* (CL 3rd)

Feats Blindfight^B, Iron Will, Mounted Combat, Ride-by Attack^B, Spirited Charge^B, Weapon Focus (lance), Weapon Specialization (lance)^B

Skills Handle Animal +8, Hide +2, Knowledge (nobility and royalty) +6, Move Silently +2, Ride +18

Possessions combat gear plus +1 *small full plate*, +1 *small lance*, *least weapon crystal of electrical assault*, exotic military saddle, masterwork small greatsword, masterwork strength adjusted small composite longbow [+2], quiver w/20 arrows, small lance.

Description *This little female humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor and wields a great lance.*

Sources Magic Item Compendium

HOBBS, KNOBB, & LUPEX

CR 6

Male goblin duskblade 6

LE Small humanoid (goblinoid)

Init +5; **Senses** Listen +0, Spot +0

Languages Common, goblin, orc

AC 22, touch 14, flat-footed 19; Combat Expertise
(+1 size, +3 Dex, +6 armor, +2 shield)

hp 42 (48) ea (6 HD)

Fort +6 (+7), **Ref** +6 (+7), **Will** +5

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 *rapier* +13/+8 (1d4+2), 18-20/x2)

Ranged javelin +12 (1d4+1)

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

Base Atk +6; **Grp** +2 (+3)

Atk Options Arcane channeling, blindfight, combat expertise, spell power +2

Special Actions Quick cast 1/day

Combat Gear *safewing emblem*

Duskblade Spells Known (CL 6th):

2nd (4/day, 1 used)— *animalistic power*, *dimension hop*

1st (7/day)— *blade of blood*, *ray of enfeeblement* (+12 ranged touch), *shocking grasp* (+12 touch), *stand, swift expeditious retreat*
0 (6/day)— *acid splash* (+12 ranged touch), *disrupt undead* (+12 ranged touch), *ray of frost* (+12 ranged touch), *touch of fatigue* (+12 touch, DC 12)

Spell-Like Abilities (CL 6th):

0 (5/day)— *dancing lights* (DC 12), *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *read magic*

Abilities Str 11 (13), Dex 18 (20), Con 12 (14), Int 14, Wis 10, Cha 6

SQ Arcane channeling, armored mage (medium), quick cast 1/day, spell power +2

Bolster *animalistic power* (CL 6th)

Feats Blindfight, Combat Casting ^B, Combat Expertise, Weapon Finesse

Skills Concentration +10 (+15), Hide +5 (+6), Knowledge (arcana) +11, Move Silently +5 (+6), Ride +17 (+18), Spellcraft +13

Possessions combat gear plus +1 *small breastplate*, +1 *small light steel shield*, +1 *small rapier*, 3x small javelin, small short sword, small dagger, 2x spell component pouch.

Arcane Channeling (Su) Duskblades can use a standard action to cast any touch spell they know and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Armored Mage (medium) (Ex) A duskblade's limited focus and specialized training allows him to avoid arcane spell failure so long as he sticks to light or medium armor and light shields. This ability does not apply to spells gained from a different spellcasting class.

Quick cast (Ex) A duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex) Duskblades can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If a duskblade has injured an opponent with a melee attack, you gain a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in a breastplate and carries a light shield and rapier.*

Sources Complete Scoundrel, Player's Handbook II

ADVANCED DIRE BAT

CR 3

N Large animal

Init +6; **Senses** Listen +13, Spot +9; Blindsense 40-ft.

Languages None

AC 20, touch 15, flat-footed 14
(-1 size, +6 Dex, +5 natural)

hp 63 (7 HD)

Fort +8, **Ref** +11, **Will** +7

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +7 (1d8+4)

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

Base Atk +5; **Grp** +12

Abilities Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy, Wingover

Skills Hide +4, Listen +13, Move Silently +12, Spot +9

Blindsense (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot & Listen checks. These bonuses are lost if its blindsense is negated.

Description *This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy fur covers most of the body, with patches of bony armor showing through here and there.*

APPENDIX 4 – APL 10

ENCOUNTER 1

ELEVEN-HEADED PYRO-HYDRA CR 12

N Huge Magical Beast (Fire)

Init +1; **Senses** Listen +9, Spot +9; Darkvision 60 ft., low-light vision, scent

AC 21, touch 9, flat-footed 20

(-2 size, +1 Dex, +12 natural)

hp 125 (11 HD); fast healing 21

Immune Fire

Fort +12, **Ref** +8, **Will** +5

Weakness 50% greater damage from cold

Speed 20 ft. (4 squares), Swim 20 ft.

Melee 11 bites +16 (1d10+6)

Space 15 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +25

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9

Feats Blind-Fight, Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)

Skills Listen +9, Spot +9, Swim +14

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 20 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To

prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, reddish-brown reptile with a veritable forest of heads on long, slender necks.*

Sources Monster Manual

ENCOUNTER 6 – HELL'S KITCHEN

ORTHON CR 8

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +1; **Senses** Listen +12, Spot +12; See in darkness

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 23, touch 10, flat-footed 22

(-1 size, +1 Dex, +6 armor, +6 natural)

hp 98 (7 HD); DR 5/silver or good

Immune fire, poison

Resist acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18

Fort +13, **Ref** +6, **Will** +9

Speed 20 ft. (4 squares)

Melee hellspear +14/+9 (2d6+9/19-20)

Ranged hellfire crossbow +7 ranged touch (2d6/19-20)

Space 10 ft.; **Reach** 10 ft., 20 ft. with hellspear

Base Atk +7; **Grp** +17

Atk Options hell stroke

Special Actions dimensional interference, formation fighting, maggot burst

Spell-Like Abilities (CL 7th):

At will— *greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Abilities Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11

SQ dimensional interference, formation fighting, hell stroke, maggot burst

Feats Improved Critical (hellspear), Iron Will, Weapon Focus (hellspear)

Skills Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 to follow tracks)

Possessions combat gear plus hellsphear, hellfire crossbow

Dimensional Interference (Su) At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts extradimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.

Formation Fighting (Ex) If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.

Hell Stroke (Ex) An orthon's intense training and familiarity with its hellsphear allows it to make a special attack with that weapon. When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal, and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes them as normal. Note that the second attack granted by this ability must be against a different target. The second target must be within the orthon's reach.

Hellspear This weapon is unique to orthons. It is a longsphear with a variety of sharp blades projecting along its shaft, making it useful against distant and close opponents. This exotic weapon has reach but, unlike most other reach weapons, it is also usable against opponents within its wielder's normal reach. It is a masterwork cold iron weapon.

Hellfire Crossbow Built from brass and bone, this crossbow lacks a drawstring. Instead, any devil that carries it can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame, but it has no energy type (and thus ignores resistances and immunities). A hellfire crossbow has a maximum range of 400 feet and no range increment. This weapon functions only in the hands of a baatezu. Other creatures are unable to focus the energy needed to spawn the bolt of energy from it.

Maggot Burst (Ex) The maggots that crawl from an orthon's body are voracious eaters. They devour the

blood and pus that seeps from the wounds where the orthon's armor was attached to its body. When an orthon is slain, the maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host or long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

Description *This hulking fiend is covered in metal plates bolted directly to its flesh. The nails that fix the plates in place drip black blood that stains armor and body alike. The creature has monstrous features, twisted in pain but filled with a primal cunning. Rotten tusks sprout from its lower jaw and maggots wriggle in its wounds.*

Sources Fiendish Codex II

STEEL DEVIL (BUEROZA)

CR 6

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

Init +3 **Senses** Listen +8 Spot +8; See in darkness

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26

(-1 Dex, +17 armor)

hp 60 (6 HD); DR 5/good

Immune fire, poison, mind-affecting spells and abilities, sleep affects, stun, paralysis, death effects

Resist acid 10, cold 10; **SR** 16

Fort +9, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares)

Melee mwk cold iron greatsword +11/+6 (2d6+4, 19-20)

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

Base Atk +6; **Grp** +9

Atk Options Combat Expertise, push +7

Special Actions chant, formation fighting

Spell-Like Abilities (CL 6th):

At will— *greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14

SQ chant, formation fighting, push

Feats Combat Expertise, Improved Initiative, Weapon Focus (greatsword)

Skills Balance +8, Diplomacy +11, Intimidate +11, Jump +6, Knowledge (geography) +10, Knowledge (the planes) +10, Listen +8, Ride +8, Spot +8, Survival -1 (+1 on other planes or to avoid getting lost)

Possessions combat gear plus masterwork cold iron greatsword

Chant (Su) As a swift action, a steel devil can begin to chant. For 1 minute starting immediately after it uses this ability, the steel devil produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet of a chanting steel devil must make a Concentration check (DC 15 + the spell's level) to cast a spell. This DC increases by 1 for each chanting steel devil beyond the first. *Silence* and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such tremendous force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check (giving it a total modifier of +7). If the steel devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus on this check per size category larger than the steel devil, and Small or smaller ones take a -4 penalty per size category smaller than the steel devil.

Description *Dust and cobwebs cover this armored humanoid. It moves with the daunting inevitability of a lumbering beast. It looses its greatsword from its scabbard with ponderous, though fluid, movements.*

Sources Fiendish Codex II

ENCOUNTER 8 – OUT FOXED?

HUROCK SHROON

CR 11

Male hobgoblin druid 7/earth dreamer 4

NE Medium humanoid (goblinoid)

Init +2; **Senses** Listen +4, Spot +4; Darkvision 60-ft., Earth Sense, earth sight, lesser tremor sense

Languages Common, druidic, goblin, terran

AC 25, touch 12, flat-footed 23

(+2 Dex, +6 armor, +3 shield, +4 natural)

hp 87 (11 HD)

Resist fire 5

Fort +14, **Ref** +7, **Will** +15

Speed 30 ft. in breastplate armor (6 squares), base movement 30 ft.

Melee +1 *scimitar* +11/+6 (1d6+4, 18-20/x2)

Ranged acid flask +9 (1d6 acid)

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

Base Atk +7; **Grp** +8 (+10)

Combat Gear acid flask, *potion of cure moderate wounds*, *potion of cure serious wounds*

Druid Spells Prepared (CL 11th):

6th— ~~mass bull's strength~~

5th— ~~2x summon nature's ally V~~

4th— *arc of lightning* (DC 19), *dispel magic*, *flame strike* (DC 18), ~~*freedom of movement*~~

3rd— ~~2x cure moderate wounds~~, ~~3x greater magic fang~~

2nd— ~~3x barkskin~~, *earth bind* (DC 16), *heat metal* (DC 16)

1st— ~~2x cure light wounds~~, ~~2x longstrider~~, *magic stone* (+10 ranged), *produce flame* (+9 ranged touch)

0— *create water*, *2x cure minor wounds*, *detect magic*, *flare* (DC 14), *guidance*

Abilities Str 13 (17), Dex 14, Con 16, Int 8, Wis 19, Cha 10

SQ *earth dream*, earth friend, earth sight, elemental companion, lesser tremor sense, resist nature's lure, trackless step, wild shape 3/day, woodland stride

Bolster *barkskin* (CL 11th), *freedom of movement* (CL 11th), *longstrider* (CL 11th), *mass bull's strength* (CL 11th)

Feats Augment Summoning, Earth Sense, Spell Focus (conjuration), Steady Concentration

Skills Concentration +17, Hide +3, Knowledge (nature) +9, Knowledge (the planes) +1, Speak Language (terran), Spellcraft +15, Survival +8

Possessions combat gear plus +2 *periapt of wisdom*, +1 *red dragonhide breastplate*, *crimson dragonhide bracers*, *summoner's totem*, +2 *cloak of resistance*, +1 *heavy wooden shield*, +1 *scimitar*, dagger, 2x spell component pouch.

Earth Dream (Sp) By attuning himself to the earth, an earth dreamer can pull knowledge from mountains. This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one and receive a short, often cryptic, answer. An earth dreamer's chance of receiving a correct answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations. As with *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Earth Friend (Ex) An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they normally would; their initial attitude is improved by one step.

Earth Sight (Ex) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so he can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action. Each use lasts for 6 rounds.

Elemental Companion (Ex) This druid gains the companionship of a Medium earth elemental. The companion has normal statistics of an elemental of its kind. It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack. He

does not gain an animal companion, nor does he gain wild empathy.

Lesser Tremorsense (Ex) An earth dreamer is so in tune with the earth that he gains the tremorsense ability with a range of 10 feet.

Description *You see an aged, but toughened hobgoblin dressed in armor made from the scales of a red dragon and carrying a wooden shield. A scimitar hangs at its side.*

Sources Complete Mage, Magic Item Compendium, Races of Stone, Spell Compendium

HARDHEAD

CR -

Companion elemental

N Medium earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +4, Spot +3; 60-ft. Darkvision

Languages Terran

AC 22, touch 9, flat-footed 22

(-1 Dex, +13 natural)

hp 36 (4 HD)

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +7, **Ref** +0, **Will** +1; Devotion, Evasion

Speed 30 ft. (6 squares); Earth glide

Melee slam +12(1d8+13 magic)

Ranged rock +2 (1d4+7)

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

Base Atk +3; **Grp** +10

Atk Options Cleave, power attack

Special Actions Earth mastery, push

Abilities Str 21 (24), Dex 8, Con 17, Int 4, Wis 11, Cha 11

SQ Elemental traits, share spell

Bolster *barkskin* (CL 11th), *greater magic fang* (CL 11th), *longstrider* (CL 11th), *mass bull's strength* (CL 11th)

Feats Cleave, Power Attack

Skills Listen +3, Spot +4

Devotion (Ex) An elemental companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Evasion (Ex) If an elemental companion is subjected to an attack that normally allows a Reflex saving throw for half damage it takes no damage if it makes a successful saving throw.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity.

The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Share Spell (Ex) At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his elemental companion. The elemental companion must be within 5 feet of him as the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental companion if the companion moves farther than 5 feet away and will not affect the elemental again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her elemental companions (as a touch range spell) instead of on himself. A druid and his elemental companion can share spells even if the spells normally do not affect creatures of the companion's type (elemental).

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.*

SUMMONED LARGE EARTH ELEMENTAL CR -

N Large earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +6, Spot +5; 60-ft. Darkvision

Languages Terran

AC 18, touch 8, flat-footed 18

(-1 size, -1 Dex, +10 natural)

hp 96 (8 HD); DR 5/-

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +12, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares); Earth glide

Melee 2x slam +18(2d8+13 magic)

Ranged rock +4 (1d6+11)

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

Base Atk +6; **Grp** +19 (+21)

Atk Options Cleave, great cleave, power attack

Special Actions Earth mastery, push

Abilities Str 29 (33), Dex 8, Con 23, Int 6, Wis 11, Cha 11

SQ Elemental traits

Bolster *greater magic weapon* (CL 11th), *mass bull's strength* (CL 11th)

Feats Cleave, Great Cleave, Power Attack

Skills Listen +6, Spot +5

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or

waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction. It sprouts large horns and a stony skull plate.*

KRIXUS OURG

CR 7

Male hobgoblin Fighter 2/Rogue 4/Master Thrower 1
LE Medium humanoid (goblinoid)

Init +4 (+6); **Senses** Listen +6, Spot +8; Darkvision 60-ft.

Languages Common, goblin, orcish

AC 21, touch 16, flat-footed 21; Uncanny Dodge (+6 Dex, +5 armor)

Miss Chance 50% (*invisibility*)

hp 53 (7 HD)

Fort +6, **Ref** +10 (+12), **Will** +1; Evasion

Speed 30 ft. (6 squares)

Melee mwk falchion +11/+6 (2d4+6, 18-20/x2) or mwk scimitar +11/+6 (1d6+4, 18-20/x2)

Ranged mwk javelin +14/+9 (1d6+4) or mwk javelin rapid shot +12/+12/+7 (1d6+4)

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

Base Atk +6; **Grp** +8 (+10)

Atk Options Point-blank shot, rapid shot, sneak attack +2d6

Combat Gear ~~*potion of cat's grace*~~, *potion of cure moderate wounds*, ~~*potion of invisibility*~~

Abilities Str 15 (19), Dex 18 (22), Con 14, Int 13, Wis 10, Cha 8

SQ Evasion, sneaky shot, trapfinding, trapsense +1, uncanny dodge

Bolster *cat's grace* (CL 3rd), *invisibility* (CL 3rd), *mass bull's strength* (CL 11th)

Feats Farshot^B, Precise Shot^B, Point-blank Shot, Quick Draw^B, Rapid Shot, Weapon Focus (javelin)

Skills Balance +11 (+13), Escape Artist +13 (+15), Hide +10 (+12), Jump +14 (+16), Listen +6, Move Silently +16, Sleight of Hand +14 (+16), Spot +8, Tumble +16 (+18)

Possessions combat gear plus 13x masterwork javelin, +1 *mithral shirt*, masterwork falchion, masterwork scimitar, falchion.

Sneaky Shot (Ex) Just before making a ranged attack, a master thrower with this ability can use a move action to make a Sleight of Hand check opposed by his target's Spot check. If he wins the opposed check, his opponent is denied his Dexterity bonus to armor class against the attack.

Description *This ruff looking hobgoblin wears studded leather armor and holds a javelin in one hand and a scimitar in the other. A large falchion is strapped to his back.*

UGLUCKS GLOBNER

CR 7

Male hobgoblin Fighter 5/Monk 2

LE Large humanoid (goblinoid)

Init +3 (+2); **Senses** Listen +0, Spot +5; Darkvision 60-ft.

Languages Common, giant, goblin

AC 20, touch 11, flat-footed 18; Combat Expertise, Deflect Arrows

(-1 size, +2 Dex, +5 armor, +4 natural)

Miss Chance 50% (*displacement*)

hp 63 (7 HD)

Fort +10, **Ref** +7 (+6), **Will** +4; Evasion

Speed 30 ft. (6 squares)

Melee spiked chain +13/+8 (2d6+11) or unarmed strike +11/+6 (1d8+6)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +6; **Grp** +13 (+20)

Atk Options Combat Expertise, combat reflexes, improved grapple, improved trip attack (+14)

Combat Gear *belt of growth*, ~~*potion of displacement*~~

Abilities Str 16 (22), Dex 16 (14), Con 14, Int 13, Wis 10, Cha 8

SQ Evasion, unarmed strike

Bolster *barkskin* (CL 11th), *displacement* (CL 5th), *enlarge person* (CL 10th), *mass bull's strength* (CL 11th)

Feats Combat Expertise^B, Combat Reflexes, Deflect Arrows^B, Exotic Weapon Proficiency (spiked chain), Improved Grapple^B, Improved Trip, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B

Skills Balance +10 (+9), Craft (weaponsmithing) +11, Jump +15 (+18), Move Silently +12 (+11), Spot +5, Tumble +13 (+12)

Possessions combat gear plus masterwork spiked chain, +1 *mithral shirt*, *lesser weapon crystal of return*, spiked chain.

Description *You see a large hobgoblin, almost 12-feet tall. He is dressed in a chain shirt and holds a great spiked chain.*

ENCOUNTER 10 – SUNDERED BONDS

GLUBOX NUGROT

CR 10

Male goblin Sorcerer 8/Fatespinner 2

LE Small humanoid (goblinoid)

Init +4; **Senses** Listen +1, Spot +1; Darkvision 60-ft., *see invisibility*

Languages Common, goblin

AC 25, touch 15, flat-footed 21

(+1 size, +4 Dex, +6 armor, +4 shield)

hp 40+16 temp. (10 HD); DR 10/adamantine

Immune *magic missile*

Fort +4, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)

Melee small spear +5 (1d6-1)

Ranged mwk small light crossbow +11 (1d6)

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

Base Atk +5; **Grp** +0

Atk Options Empower spell, fickle finger of fate, point-blank shot, spin fate

Combat Gear *Burning veil, potion of cure moderate wounds*

Sorcerer Spells Known (CL 10th):

5th (3/day)— *reciprocal gyre* (DC 18)

4th (4/day, 2 used)— *orb of fire* (+10 ranged touch), *stoneskin*

3rd (7/day, 4 used)— *arcane sight, enhance familiar, greater mage armor*

2nd (7/day, 4 used)— *dimension hop, false life, scorching ray* (+10 range touch), *see invisibility*

1st (7/day, 1 used)— *feather fall, lesser orb of fire* (+10 ranged touch), *magic missile, ray of clumsiness* (+10 ranged touch), *shield*

0 (6/day)— *acid splash* (+10 ranged touch), *daze* (DC 13), *detect magic, detect poison, ghost sound* (DC 13), *mage hand, ray of frost* (+10 ranged touch), *read magic, resistance*

Abilities Str 8, Dex 18, Con 12, Int 13, Wis 8, Cha 17

SQ Summon Familiar

Bolster *false life* (CL 10th), *greater mage armor* (CL 10th), *see invisibility* (CL 10th), *shield* (CL 10th), *stoneskin* (CL 10th)

Feats Alertness^B, Empower Spell, Improved Familiar, Point-blank shot, Rapid Metamagic

Skills Concentration +11, Hide +8, Knowledge (arcane) +11, Listen +1, Move Silently +8, Profession (gambler) +3, Ride +8, Spellcraft +15, Spot +1

Possessions combat gear plus +2 *cloak of charisma*, +2 *gauntlets of dexterity*, small spear, masterwork small light crossbow, 10 bolts, exotic military saddle, 2x spell component pouch.

Fickle Finger of Fate (Ex) A fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or foe – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Fate (Ex) A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. Once he uses his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed from head to toe in bright red veils and holds a spear in one hand.*

Sources Player's Handbook II, Spell Compendium

NIBBLE, FAMILIAR IMP

CR -

LE tiny outsider (evil, extraplanar, lawful)

Init +3; **Senses** Listen +7, Spot +7; Darkvision 60-ft., *see invisibility*

Languages Diabolic

AC 32, touch 17, flat-footed 27; Dodge

(+2 size, +3 Dex, +2 Dodge, +6 armor +9 natural)

hp 20+16 temp. (10 HD); DR 10/adamantine, DR 5/good or silver, fast healing 2

Immune Poison

Resist fire 5

Fort +5, **Ref** +8, **Will** +12; Improved Evasion

Speed 20 ft. (4 square), fly 50 ft. (perfect)

Melee Sting +12 (1d4+2 plus poison)

Space 2½ ft.; **Reach** 0 ft.

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

Combat Gear Tan Bag of Tricks

Spell-Like Abilities (CL 6th):

1/week— *commune* (CL 12th)

1/day— *suggestion* (DC 15)

At will— *detect good, detect magic, invisibility* (self only)

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14

SQ Alternate form, deliver touch spells, empathic link, improved evasion, share spells, speak with master

Bolster *enhance familiar* (CL 10th), *false life* (CL 10th), *greater mage armor* (CL 10th), *see invisibility* (CL 10th), *stoneskin* (CL 10th)

Feats Dodge, Weapon Finesse

Skills Concentration +10, Diplomacy +7, Hide +17, Knowledge (arcane) +10, Knowledge (the planes) +6, Listen +7, Move Silently +9, Profession (gambler) +6, Ride +4, Search +6, Spellcraft +14, Spot +7, Survival +1 (+3 to follow tracks)

Alternate Form (Su) An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 13), except that an imp does not regain hit points for changing form, and this imp can assume only the form of a bat.

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Description *A tiny humanoid with leathery batwings, a barbed tail, and sharp, twisted horns flutters at about eye level, winking into sight from out of thin air.*

HULUCK TRONE

CR 10

Female goblin Cleric of Maglubiyet 10

LE Size humanoid (goblinoid)

Init +4; **Senses** Listen +2, Spot +2; Darkvision 60-ft.

Languages Common, goblin

AC 28, touch 14, flat-footed 28

(+1 size, +10 armor, +4 shield, +3 deflection)

hp 60 (10 HD)

Resist fire 20

Fort +10, **Ref** +6, **Will** +13

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

Melee small light mace +8/+3 (1d4)

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

Base Atk +7; **Grp** +3

Special Actions Divine Counterspell, spontaneous inflict

Combat Gear dispelling cord, potion of remove blindness

Cleric Spells Prepared (CL 10th, **+1 caster level with abjuration spells):

5th— *dispel good*^{D*/**} (DC 18, +8 touch), *flame strike* (DC 18), *zone of revelation*

4th— *air walk*, *freedom of movement*^{**}, *greater magic weapon*, *unholy blight*^{D*} (DC 17)

3rd— *dispel magic*^{*}, *invisibility purge*, *magic circle against good*^{D*/**}, *2x magic vestment*

2nd— *invisibility*^D, *resist energy*, *silence* x2 (DC 15), *sound burst* (DC 15), *spiritual weapon* (+8 attack)

1st— *cure light wounds*, *doom* (DC 14), *protection from good*^{D*/**}, *2x resurgence*^{*}, *sanctuary*, *shield of faith*^{*}

0— *create water*, *cure minor wounds* x3, *detect magic*, *resistance*^{*}

D: Domain spell. Deity: Maglubiyet. Domains: *Evil (+1 caster level with evil spells), Trickery (add Bluff, Disguise & Hide to cleric class skill list)

Abilities Str 11, Dex 10, Con 10, Int 12, Wis 17, Cha 12

Bolster *air walk* (CL 10th), *freedom of movement* (CL 11th), *magic circle against good* (CL 12th), *2x magic vestment* (CL 10th), *resist energy – fire* (CL 10th), *shield of faith* (CL 10th)

Feats Dampen Spell, Improved Counterspell, Improved Initiative, Magic Disruption

Skills Concentration +11, Hide -2, Knowledge (arcane) +6, Move Silently -2, Ride +9, Spellcraft +16

Possessions combat gear plus +1 *small plate armor*, +3 *cloak of resistance*, masterwork small heavy wooden shield, *ring of feather falling*, small light mace, 2x iron holy symbol, exotic military saddle, small dagger, 2x spell component pouch.

Divine Counterspell (Su) This creature gains the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using dispel magic to counter the spell, except that he adds your cleric level (instead of his caster level) to the d20 roll. He doesn't need to identify the spell the opposing spellcaster is casting to make the attempt. He can attempt to counterspell up to 4 times per day. He gains a +2 bonus on the counterspelling attempts when using this ability.

He does not gain the ability to turn or rebuke undead.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor with a large symbol of a bloody axe embossed on the breastplate.*

Sources Complete Mage, Player's Handbook II, Spell Compendium

GLIBULEX THE LANCE

CR 9

Female goblin Fighter 8/Cavalier 1

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +0, Spot +0; Darkvision 60-ft.

Languages Common, goblin

AC 21, touch 12, flat-footed 20

(+1 size, +1 Dex, +9 armor)

hp 85 (9 HD)

Fort +12, **Ref** +7, **Will** +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +2 *small lance* +19/+14 (1d6+10+1 electrical, x3) or mwk small greatsword +15/+10 (1d10+6, 19-20/x2)

Ranged mwk small composite longbow +14/+9 (1d6+2, x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +9; **Grp** +7 (+9)

Atk Options Blindfight, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge

Combat Gear 2x *potion of cure moderate wounds*, *potion of bull's strength*, *potion of heroism*, *safewing emblem*

Abilities Str 14 (18), Dex 16, Con 14, Int 12, Wis 10, Cha 6

SQ Courtly knowledge, mounted weapon bonus (lance) +1, ride bonus +2, Special mount

Bolster *bull's strength* (CL 3rd), *greater magic weapon* (CL 10th)

Feats Blindfight^B, Greater Weapon Focus (lance)^B, Iron Will, Mounted Combat, Power Attack, Ride-by Attack^B, Spirited Charge^B, Weapon Focus (lance), Weapon Specialization (lance)^B

Skills Handle Animal +10, Hide +2, Knowledge (nobility and royalty) +8, Move Silently +2, Ride +23

Possessions combat gear plus +1 *small full plate*, +1 *small lance*, *least weapon crystal of electrical assault*, +2 *cloak of resistance*, exotic military saddle, masterwork small greatsword, masterwork strength adjusted small composite longbow [+2], quiver w/20 arrows, small lance.

Courtly Knowledge (Ex) A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Mounted Weapon Bonus (Ex) A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted.

Ride Bonus (Ex) A cavalier gains a competence bonus on Ride checks.

Special Mount (Sp) A cavalier's class levels stack with any paladin levels the character may have for determining the characteristics of a paladin's mount.

Description *This little female humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor and wields a great lance.*

Sources Complete Warrior, Magic Item Compendium

HOBBS, KNOBB, & LUPEX

CR 8

Male goblin duskblade 8

LE Small humanoid (goblinoid)

Init +5; **Senses** Listen +0, Spot +0

Languages Common, goblin, orc

AC 25, touch 16, flat-footed 20; Combat Expertise

(+1 size, +5 Dex, +6 armor, +3 shield)
hp 56 (64) ea (8 HD)
Fort +7 (+8), **Ref** +6 (+7), **Will** +6

Speed 30 ft. (6 squares)
Melee +1 rapier +15/+10 (1d4+3), 18-20/x2)
Ranged javelin +14 (1d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +5 (+6)
Atk Options Arcane channeling, blindfight, combat expertise, spell power +2
Special Actions Quick cast 1/day
Combat Gear *safewing emblem*
Duskblade Spells Known (CL 8th):
 2nd (7/day, 1 used)— *animalistic power*, *Bigby's striking fist* (DC 14), *dimension hop*, *surestrike*
 1st (8/day)— *blade of blood*, *ray of enfeeblement* (+14 ranged touch), *shocking grasp* (+14 touch), *stand, swift expeditious retreat*
 0 (6/day)— *acid splash* (+14 ranged touch), *disrupt undead* (+14 ranged touch), *ray of frost* (+14 ranged touch), *touch of fatigue* (+14 touch, DC 12)
Spell-Like Abilities (CL 8th):
 0 (5/day)— *dancing lights* (DC 12), *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *read magic*

Abilities Str 12 (14), Dex 18 (20), Con 12 (14), Int 14, Wis 10, Cha 6
SQ Arcane channeling, armored mage (medium, heavy shield), quick cast 1/day, spell power +2
Bolster *animalistic power* (CL 8th)
Feats Combat Casting^B, Blindfight, Combat Expertise, Weapon Finesse
Skills Concentration +12 (+17), Hide +6 (+7), Knowledge (arcana) +14, Move Silently +6 (+7), Ride +19 (+20), Spellcraft +16
Possessions combat gear plus +1 *small mithral breastplate*, +1 *small heavy steel shield*, +1 *small rapier*, 3x *small javelin*, *small short sword*, *small dagger*, 2x *spell component pouch*.

Arcane Channeling (Su) Duskblades can use a standard action to cast any touch spell they know and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Armored Mage (medium, heavy shield) (Ex) A duskblade's limited focus and specialized training allows him to avoid arcane spell failure so long as he sticks to light or medium armor and light or heavy shields. This ability does not apply to spells gained from a different spellcasting class.

Quick cast (Ex) A duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex) Duskblades can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If a duskblade has injured an opponent with a melee attack, you gain a +2 bonus on his caster level check

to overcome spell resistance for the remainder of the encounter.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in a breastplate and carries a light shield and rapier.*

Sources Complete Scoundrel, Player's Handbook II

ADVANCED DIRE BAT

CR 3

N Large animal

Init +6; **Senses** Listen +13, Spot +9; Blindsense 40-ft.

Languages None

AC 20, touch 15, flat-footed 14

(-1 size, +6 Dex, +5 natural)

hp 63 (7 HD)

Fort +8, **Ref** +11, **Will** +7

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +7 (1d8+4)

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

Base Atk +5; **Grp** +12

Abilities Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy, Wingover

Skills Hide +4, Listen +13, Move Silently +12, Spot +9

Blindsense (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot & Listen checks. These bonuses are lost if its blindsense is negated.

Description *This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy fur covers most of the body, with patches of bony armor showing through here and there.*

APPENDIX 5 – APL 12

ENCOUNTER 1

TWELVE-HEADED PYRO-HYDRA OF LEGEND CR 15

N Huge Native Outsider (Fire)

Init +8; **Senses** Listen +10, Spot +11; Darkvision 60 ft., low-light vision, scent

AC 31, touch 13, flat-footed 26

(-2 size, +4 Dex, +18 natural, +1 dodge)

hp 180 (12 HD); fast healing 22

Immune Fire, polymorph, and mind-affecting effects

Fort +21, **Ref** +16, **Will** +14

Weakness 50% greater damage from cold

Speed 40 ft. (8 squares), Swim 40 ft.

Melee 12 bites +23 (2d8+11) or 13 bites +23 (2d8+11)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +31

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 33, Dex 18, Con 30, Int 4, Wis 12, Cha 13

SQ *Haste*, Raging Blood

Feats Blind-Fight, Combat Reflexes ^B, Improved Initiative ^B, Improved Natural Attack (bite), Iron Will, Multi-attack ^B, Toughness, Weapon Focus (bite)

Skills Listen +10, Spot +11, Swim +19

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 26 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Haste (Su) A pyro-hydra of legend is supernaturally quick. It is treated as under the effects of a continuous *haste* effect.

Immunities (Ex) A pyro-hydra of legend is immune to fire, polymorphing and mind-affecting effects.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Raging Blood (Su) A pyro-hydra of legend has acid in its blood. Each time damage is dealt to it with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of acid damage. The pyro-hydra is not harmed by its own blood.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, reddish-brown reptile with a veritable forest of heads on long, slender necks.*

Sources Monster Manual, Monster Manual II

ENCOUNTER 6 – HELL'S KITCHEN

ICE DEVIL (GELUGON)

CR 13

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +5; **Senses** Listen +25, Spot +25

Aura fear 10-ft. radius (Will DC 22)

Languages Infernal; telepathy 100 ft.

AC 36, touch 18, flat-footed 31

(-1 size, +5 Dex, +18 natural, +4 deflection)

hp 168 (14 HD); regeneration 5; DR 10/good

Immune fire, poison, [mind-affecting spells]

Resist acid 10, cold 10; **SR** 25

Fort +15 [+19], **Ref** +14 [+18], **Will** +15 [+19]

Speed 40 ft. (8 squares)

Melee spear +20/+15/+10 (2d6+9, x3 plus slow) and bite +14 (2d6+3) and tail +14 (3d6+3 plus slow); or 2x claws +19 (1d10+6) and bite +14 (2d6+3) and tail +14 (3d6+3 plus slow)

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

Base Atk +14; **Grp** +24

Atk Options Cleave, Power Attack

Special Actions *summon baatezu*

Spell-Like Abilities (CL 13th):

At will— *cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19)

Abilities Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20

SQ fear aura, regeneration, slow, summon baatezu, *unholy aura* [good melee attackers take 1d6 Strength damage, Fort save DC 23 negates]

Bolster *unholy aura* (CL 13th).

Feats Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)

Skills Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (the planes) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +25, Spot +25, Survival +6 (+8 to follow tracks)

Possessions combat gear plus large spear

Fear Aura (Su) An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (CL 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma-based.

Regeneration (Ex) An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This save DC is Constitution-based.

Summon Baatezu (Sp) Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of

success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Description *This creature looks like a tall, bipedal insect. It has clawed hands and feet, powerful mandibles, and a long, thick tail covered in razor sharp spikes.*

BARBED DEVIL (HAMATULA)

CR 11

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

Init +6; **Senses** Listen +19, Spot +19; See in darkness

Languages Infernal; telepathy 100 ft.

AC 33, touch 20, flat-footed 27

(+6 Dex, +13 natural, +4 deflection)

hp 144 (12 HD); DR 10/good

Immune fire, poison, [mind-affecting spells]

Resist acid 10, cold 10; **SR** 23 [25 against good]

Fort +16 [+20], **Ref** +16 [+20], **Will** +14 [+18]

Speed 30 ft. (6 squares)

Melee 2x claws +18 (2d8+6 plus fear)

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

Base Atk +12; **Grp** +22

Atk Options Improved Grab, impale 3d8+9

Special Actions *summon baatezu*

Spell-Like Abilities (CL 12th):

At will— *greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (ranged touch +19)
1/day— *order's wrath* (DC 18), *unholy blight* (DC 18)

Abilities Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18

SQ Barbed defense, *unholy aura* [good melee attackers take 1d6 Strength damage, Fort save DC 23 negates]

Bolster *unholy aura* (CL 13th)

Feats Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Skills Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (the planes) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)

Barbed Defense (Su) Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Fear (Su) A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by fear (CL 9th). Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex) A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex) To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Baatezu (Sp) Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Description *This creature looks like a tall humanoid covered with sharp barbs, right down to the tip of its long, meaty tail. Its eyes shift and dart about, making it appear agitated or nervous.*

ENCOUNTER 8 – OUT FOXED?

HUROCK SHROON

CR 13

Male hobgoblin druid 8/earth dreamer 5

NE Medium humanoid (goblinoid)

Init +2; **Senses** Listen +6, Spot +6; Darkvision 60-ft., Earth Sense, earth sight, lesser tremor sense

Languages Common, druidic, goblin, terran

AC 29, touch 11, flat-footed 28

(+1 Dex, +10 armor, +3 shield, +5 natural)

hp 99 (13 HD); DR 10/adamantine

Resist acid 30, fire 5

Fort +19, **Ref** +11, **Will** +22

Speed 30 ft. in plate armor (6 squares), base movement 30 ft.; Earth Glide

Melee +1 scimitar +10/+5 (1d6+2, 18-20/x2)

Ranged acid flask +10 (1d6 acid)

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

Base Atk +8; **Grp** +9

Combat Gear acid flask, *potion of cure serious wounds*

Druid Spells Prepared (CL 13th):

7th— ~~aura of vitality~~

6th— ~~2x summon nature's ally VI, superior resistance~~

5th— ~~4x stoneskin~~

4th— ~~arc of lightning (DC 21), cure serious wounds, dispel magic, flame strike (DC 20), freedom of movement~~

3rd— ~~corona of cold, cure moderate wounds, 3x greater magic fang~~

2nd— ~~4x barkskin, earth bind (DC 18), heat metal (DC 18), resist energy~~

1st— ~~2x cure light wounds, faerie fire, 2x longstrider, magic stone (+11 ranged), produce flame (+10 ranged touch)~~

0— ~~create water, 2x cure minor wounds, detect magic, flare (DC 16), guidance~~

Abilities Str 13, Dex 14, Con 16, Int 8, Wis 22, Cha 10

SQ *earth dream*, earth friend, earth sight, elemental companion, lesser tremor sense, resist nature's lure, trackless step, wild shape (large) 3/day, woodland stride

Bolster *barkskin* (CL 13th), *freedom of movement* (CL 13th), *longstrider* (CL 13th), *resist energy – acid* (CL 13th), *stoneskin* (CL 13th), *superior resistance* (CL 13th)

Feats Armor Proficiency (heavy), Augment Summoning, Earth Sense, Spell Focus (conjuration), Steady Concentration

Skills Concentration +19, Hide +3, Knowledge (nature) +9, Knowledge (the planes) +2, Speak Language (terran), Spellcraft +17, Survival +8

Possessions combat gear plus +4 *periapt of wisdom*, +2 *red dragonhide fullplate*, *crimson dragonhide bracers*, *summoner's totem*, +1 *heavy wooden shield*, +1 *scimitar*, dagger, 2x spell component pouch.

Earth Dream (Sp) By attuning himself to the earth, an earth dreamer can pull knowledge from mountains. This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one and receive a short, often cryptic, answer. An earth dreamer's chance of receiving a correct answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations. As with *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Earth Friend (Ex) An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they normally would; their initial attitude is improved by one step.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on the area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless he succeeds on a DC 15 Fortitude save.

Using this ability is a standard action. Each use lasts for 6 rounds.

Earth Sight (Ex) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so he can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action. Each use lasts for 6 rounds.

Elemental Companion (Ex) This druid gains the companionship of a Medium earth elemental. The companion has normal statistics of an elemental of its kind. It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack. He does not gain an animal companion, nor does he gain wild empathy.

Lesser Tremorsense (Ex) An earth dreamer is so in tune with the earth that he gains the tremorsense ability with a range of 10 feet.

Description *You see an aged, but toughened hobgoblin dressed in armor made from the scales of a red dragon and carrying a wooden shield. A scimitar hangs at its side.*

Sources Complete Mage, Magic Item Compendium, Races of Stone, Spell Compendium

HARDHEAD

CR -

Companion elemental

N Medium earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +4, Spot +3; 60-ft. Darkvision

Languages Terran

AC 22, touch 9, flat-footed 22

(-1 Dex, +13 natural)

hp 36 (4 HD); **DR** 10/adamantine

Immune poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +7, **Ref** +0, **Will** +1; Devotion, Evasion

Speed 30 ft. (6 squares); Earth glide

Melee slam +11(1d8+10 magic)

Ranged rock +2 (1d4+5)

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

Base Atk +3; **Grp** +8

Atk Options Cleave, power attack

Special Actions Earth mastery, push

Abilities Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11

SQ Elemental traits, share spell

Bolster *barkskin* (CL 13th), *greater magic fang* (CL 13th), *longstrider* (CL 13th), *stoneskin* (CL 13th)

Feats Cleave, Power Attack

Skills Listen +3, Spot +4

Devotion (Ex) An elemental companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Evasion (Ex) If an elemental companion is subjected to an attack that normally allows a Reflex saving throw for half damage it takes no damage if it makes a successful saving throw.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Share Spell (Ex) At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his elemental companion. The elemental companion must be within 5 feet of him as the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental companion if the companion moves farther than 5 feet away and will not affect the elemental again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her elemental companions (as a touch range spell) instead of on himself. A druid and his elemental companion can share spells even if the spells normally do not affect creatures of the companion's type (elemental).

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.*

SUMMONED HUGE EARTH ELEMENTAL CR -

N Huge earth elemental (earth, extraplanar)

Init -1 (+1); **Senses** Listen +10, Spot +9; 60-ft. Darkvision

Languages Terran

AC 20, touch 9, flat-footed 19

(-2 size, +1 Dex, +11 natural)

hp 204 (240) (16 HD); **DR** 5/-

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +17 (+19), **Ref** +4 (+6), **Will** +7

Speed 30 ft. (6 squares); Earth glide

Melee 2x slam +26(2d10+16 magic)

Ranged rock +13 (1d8+13)

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

Base Atk +12; **Grp** +31 (+33)

Atk Options Awesome blow, cleave, great cleave, improved bull rush, power attack

Special Actions Earth mastery, push

Abilities Str 33 (37), Dex 8 (12), Con 25 (29), Int 6, Wis 11, Cha 11

SQ Elemental traits

Bolster *aura of vitality* (CL 13th), *greater magic weapon* (CL 13th)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack

Skills Listen +10, Spot +9

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or

waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction. It sprouts large horns and a stony skull plate.*

KRIXUS OURG

CR 9

Male hobgoblin Fighter 2/Rogue 4/Master Thrower 3
LE Medium humanoid (goblinoid)

Init +4 (+6); **Senses** Listen +6, Spot +12; Darkvision 60-ft.

Languages Common, goblin, orcish

AC 26, touch 16, flat-footed 26; Uncanny Dodge (+6 Dex, +5 armor, +5 natural)

Miss Chance 50% (*invisibility*)

hp 69 (87) (9 HD); DR 10/adamantine

Fort +7 (+9), **Ref** +11 (+13), **Will** +2; Improved Evasion

Speed 30 ft. (6 squares)

Melee +1 *falchion* +14/+9 (2d4+8, 18-20/x2) or mwk scimitar +14/+9 (1d6+5, 18-20/x2)

Ranged +1 *force javelin* +16/+11 (1d6+6) or +1 *force javelin* rapid shot +14/+14/+9 (1d6+6)

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

Base Atk +8; **Grp** +11 (+13)

Atk Options Point-blank shot, ranged disarm, sneak attack +2d6, trip shot (+10)

Combat Gear *gloves of endless javelins*, *potion of cure moderate wounds*, *potion of invisibility*

Abilities Str 16 (20), Dex 18 (22), Con 14 (18), Int 13, Wis 10, Cha 8

SQ Improved Evasion, sneaky shot, trapfinding, trapsense +1, uncanny dodge

Bolster *augment vitality* (CL 13th), *barkskin* (CL 13th), *invisibility* (CL 3rd), *stoneskin* (CL 13th)

Feats Farshot^B, Precise Shot^B, Point-blank Shot, Quick Draw^B, Ranged Disarm (javelin), Rapid Shot, Weapon Focus (javelin)

Skills Balance +11 (+13), Escape Artist +13 (+15), Hide +10 (+12), Jump +16 (+18), Listen +6, Move Silently +14 (+16), Sleight of Hand +16 (+18), Spot +12, Tumble +18 (+20)

Possessions combat gear plus +1 *mithral shirt*, +1 *falchion*, masterwork scimitar, falchion.

Sneaky Shot (Ex) Just before making a ranged attack, a master thrower with this ability can use a move action to make a Sleight of Hand check opposed by his target's Spot check. If he wins the opposed check, his opponent is denied his Dexterity bonus to armor class against the attack.

Trip Shot (Ex) A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to

doing damage as normal, the master throw makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity check or Strength check (whichever ability score has the higher modifier). Other modifiers may apply on this opposed check (see page 158 of the Player's Handbook). If the master thrower wins the opposed check, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Description *This ruff looking hobgoblin wears studded leather armor and holds a javelin in one hand and a scimitar in the other. A large falchion is strapped to his back.*

UGLUCKS GLOBNER

CR 9

Male hobgoblin Fighter 5/Monk 2/Exotic Weapon Master 2

LE Large humanoid (goblinoid)

Init +3 (+4); **Senses** Listen +0, Spot +5; Darkvision 60-ft.

Languages Common, giant, goblin

AC 23, touch 13, flat-footed 19; Combat Expertise, Deflect Arrows, Dodge

(-1 size, +4 Dex, +5 armor, +5 natural)

Miss Chance 50% (*displacement*)

hp 82 (100) (9 HD); DC 10/adamantine

Fort +13 (+15), **Ref** +7 (+8), **Will** +4; Evasion

Speed 30 ft. (6 squares)

Melee +1 *adamantine spiked chain* +15/+10 (2d6+12) or +1 *adamantine spiked chain* flurry of strikes +13/+13/+8 (2d6+12) or unarmed strike +13/+8 (1d8+6)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +8; **Grp** +15 (+22)

Atk Options Combat Expertise, combat reflexes, flurry of strikes, improved grapple, improved trip (+14)

Combat Gear *belt of growth*, *potion of displacement*

Abilities Str 16 (22), Dex 16 (18), Con 14 (18), Int 13, Wis 10, Cha 8

SQ Evasion, exotic reach, flurry of strikes, unarmed strike

Bolster *augment vitality* (CL 13th), *barkskin* (CL 13th), *displacement* (CL 5th), *enlarge person* (CL 10th), *stoneskin* (CL 13th)

Feats Combat Expertise^B, Combat Reflexes, Deflect Arrows^B, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Grapple^B, Improved Trip, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B

Skills Balance +10 (+11), Craft (weaponsmithing) +13, Jump +15 (+18), Move Silently +12 (+13), Spot +5, Tumble +15 (+16)

Possessions combat gear plus +1 *adamantine spiked chain*, masterwork spiked chain, +1 *mithral shirt*, *lesser weapon crystal of return*, spiked chain.

Exotic Reach (Ex) When wielding an exotic weapon with reach the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but never total cover).

Flurry of Strikes (Ex) When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Description *You see a large hobgoblin, almost 12-feet tall. He is dressed in a chain shirt and holds a great spiked chain.*

ENCOUNTER 10 – SUNDERED BONDS

GLUBOX NUGROT

CR 12

Male goblin Sorcerer 8/Fatespinner 4

LE Small humanoid (goblinoid)

Init +4; **Senses** Listen +1, Spot +1; Darkvision 60-ft., *arcane sight*, *see invisibility*

Languages Common, goblin

AC 29, touch 15, flat-footed 25

(+1 size, +4 Dex, +6 armor, +4 shield, +4 natural)

hp 50 (74) +27 temp. (12 HD); DR 10/adamantine

Immune Fear, poison, paralysis, sleep

Fort +7, **Ref** +8, **Will** +11

Speed 30 ft. (6 squares)

Melee small spear +8/+3 (1d6+1)

Ranged mwk small light crossbow +13 (1d6)

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

Base Atk +6; **Grp** +3

Atk Options Deny fate, empower spell, fickle finger of fate, heighten spell, point-blank shot, resist fate, spin destiny, spin fate

Combat Gear *Burning veil*, *circlet of rapid casting*, *potion of cure moderate wounds*

Sorcerer Spells Known (CL 12th):

6th (3/day)— *chain lightning* (DC 21)

5th (5/day, 2 used)— *draconic might*, *reciprocal gyre* (DC 20)

4th (7/day, 4 used)— *greater invisibility*, *orb of fire* (+12 ranged touch, DC 19), *stoneskin*

3rd (7/day, 4 used)— *arcane sight*, *enhance familiar*, *greater mage armor*, *slow* (DC 18)

2nd (7/day, 4 used)— *dimension hop*, *false life*, *glitterdust* (DC 17), *scorching ray* (+12 range touch), *see invisibility*

1st (7/day, 1 used)— *feather fall*, *lesser orb of fire* (+12 ranged touch), *magic missile*, *ray of clumsiness* (+12 ranged touch), *shield*

0 (6/day)— *acid splash* (+12 ranged touch), *daze* (DC 15), *detect magic*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *ray of frost* (+12 ranged touch), *read magic*, *resistance*

Abilities Str 8 (12), Dex 18, Con 12 (16), Int 13, Wis 8, Cha 16 (20)

SQ Deny fate, fickle finger of fate, resist fate, spin destiny, spin fate, summon familiar

Bolster *arcane sight* (CL 13th), *draconic might* (CL 13th), *false life* (CL 12th), *greater mage armor* (CL 12th),

heroes' feast (CL 12th), *see invisibility* (CL 12th), *shield* (CL 12th), *stoneskin* (CL 12th)

Feats Alertness^B, Empower Spell, Heighten Spell, Improved Familiar, Point-blank shot, Rapid Metamagic

Skills Concentration +16 (+18), Hide +8, Knowledge (arcane) +11, Listen +1, Move Silently +8, Profession (gambler) +3, Ride +9, Spellcraft +14, Spot +1

Possessions combat gear plus +2 *gauntlets of dexterity*, small spear, masterwork small light crossbow, 10 bolts, exotic military saddle, 2x spell component pouch.

Deny Fate (Ex) A fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Fickle Finger of Fate (Ex) A fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or foe – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Resist Fate (Ex) A fatespinner embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Spin Destiny (Ex) A fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. Once he uses his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed from head to toe in bright red veils and holds a spear in one hand.*

Sources Player's Handbook II, Spell Compendium

NIBBLE, FAMILIAR IMP**CR -**

LE tiny outsider (evil, extraplanar, lawful)

Init +3; **Senses** Listen +7, Spot +7; Darkvision 60-ft., *see invisibility***Languages** Diabolic

AC 32, touch 17, flat-footed 27; Dodge

(+2 size, +3 Dex, +2 Dodge, +6 armor +9 natural)

hp 25 (37) +27 temp. (12 HD); DR 10/adamantine, DR 5/good or silver, fast healing 2**Immune** Fear, poison**Resist** fire 5**Fort** +5, **Ref** +8, **Will** +14; Improved Evasion

Speed 20 ft. (4 square), fly 50 ft. (perfect)**Melee** Sting +14 (1d4+2 plus poison)**Space** 2½ ft.; **Reach** 0 ft.**Base Atk** +6; **Grp** -2**Combat Gear** Tan Bag of Tricks**Spell-Like Abilities** (CL 6th):1/week— *commune* (CL 12th)1/day— *suggestion* (DC 15)At will— *detect good*, *detect magic*, *invisibility* (self only)

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14**SQ** Alternate form, deliver touch spells, empathic link, improved evasion, share spells, speak with master**Bolster** *enhance familiar* (CL 12th), *false life* (CL 12th), *greater mage armor* (CL 12th), *heroes' feast* (CL 12th), *see invisibility* (CL 12th), *stoneskin* (CL 12th)**Feats** Dodge, Weapon Finesse**Skills** Concentration +15, Diplomacy +7, Hide +17, Knowledge (arcane) +10, Knowledge (the planes) +6, Listen +7, Move Silently +9, Profession (gambler) +6, Ride +4, Search +6, Spellcraft +15, Spot +7, Survival +1 (+3 to follow tracks)

Alternate Form (Su) An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 13), except that an imp does not regain hit points for changing form, and this imp can assume only the form of a bat.**Poison (Ex)** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.**Description** A tiny humanoid with leathery batwings, a barbed tail, and sharp, twisted horns flutters at about eye level, winking into sight from out of thin air.

HULUCK TRONE**CR 12**

Female goblin Cleric of Maglubiyet 12

LE Size humanoid (goblinoid)

Init +4; **Senses** Listen +2, Spot +2; Darkvision 60-ft.**Aura** evil**Languages** Common, goblin

AC 31, touch 15, flat-footed 31

(+1 size, +11 armor, +5 shield, +4 deflection)

hp 72+11 temp. (12 HD); DR 10/adamantine**Immune** Fear, poison**Resist** Fire 30**Fort** +14, **Ref** +10, **Will** +21

Speed 20 ft. in plate armor (4 squares), base movement 30 ft.; *air walk***Melee** small light mace +11/+6 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +5**Special Actions** Divine Counterspell, spontaneous inflict**Combat Gear** *dispelling cord*, *potion of remove blindness***Cleric Spells Prepared** (CL 12th, **+1 caster level with abjuration spells):6th— *greater dispel magic**, ~~*heroes' feast*~~, *mislead* ^D, ~~*superior resistance*~~*5th— *dispel good* ^{D*/**} (DC 21, touch +11), *flame strike* (DC 21), *mass cure light wounds*, *true seeing*, ~~*zone of revelation*~~4th— ~~*air walk*~~, ~~*freedom of movement*~~**, ~~*greater magic weapon*~~, *unholy blight* ^{D*} (DC 20)3rd— *dispel magic**, *invisibility purge*, ~~*magic circle against good*~~ ^{D*/**}, ~~*3x magic vestment*~~2nd— ~~*2x extended shield of faith*~~*, *invisibility* ^D, ~~*resist energy*~~, *silence* (DC 18), *sound burst* (DC 18), *spiritual weapon* (+15 attack)1st— *2x cure light wounds*, *2x doom* (DC 17), *protection from good* ^{D*/**}, *2x resurgence**, *sanctuary*0— *create water*, *cure minor wounds* x3, *detect magic*, *resistance****D:** Domain spell. Deity: Maglubiyet. Domains: *Evil (+1 caster level with evil spells), Trickery (add Bluff, Disguise & Hide to cleric class skill list)

Abilities Str 11, Dex 10, Con 10, Int 12, Wis 22, Cha 12**Bolster** *air walk* (CL 12th), extended *shield of faith* (CL 13th), *freedom of movement* (CL 13th), *heroes' feast* (CL 12th), *magic circle against good* (CL 12th), *2x magic vestment* (CL 12th), *resist energy – fire* (CL 12th), *stoneskin* (CL 12th), *superior resistance* (CL 13th)**Feats** Dampen Spell, Extend Spell, Improved Counterspell, Improved Initiative, Magic Disruption**Skills** Concentration +15, Hide -2, Knowledge (arcane) +6, Move Silently -2, Ride +9, Spellcraft +18**Possessions** combat gear plus +4 *periapt of wisdom*, +1 *small plate armor*, +2 *cloak of resistance*, masterwork small heavy wooden shield, *ring of feather falling*, small light mace, 2x iron holy symbol, exotic military saddle, small dagger, 2x spell component pouch.**Divine Counterspell (Su)** This creature gains the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using dispel magic to counter the spell, except that he adds your cleric level (instead of his caster level) to the d20 roll. He doesn't need to identify the spell the opposing spellcaster is casting to make the attempt. He can attempt to counterspell up to 4 times per day. He gains a +2 bonus on the counterspelling attempts when using this ability.

He does not gain the ability to turn or rebuke undead.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor with a large symbol of a bloody axe embossed on the breastplate.*

Sources Complete Mage, Player's Handbook II, Spell Compendium

GLIBULEX THE LANCE

CR 11

Female goblin Fighter 8/Cavalier 3

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +0, Spot +0; Darkvision 60-ft.

Languages Common, goblin

AC 29, touch 18, flat-footed 26

(+1 size, +3 Dex, +11 armor, +4 deflection)

hp 104+11 temp. (11 HD); **DR** 10/adamantine

Immune Fear, poison

Fort +13, **Ref** +8, **Will** +9

Speed 20 ft. in mithral full plate (4 squares), base movement 30 ft.

Melee +3 *small lance* +23/+18/+13 (1d6+10+1 electrical, x3) or *mwk small greatsword* +19/+14/+9 (1d10+6, 19-20/x2)

Ranged *mwk small composite longbow* +17/+12/+7 (1d6+2, x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

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

Atk Options Blindfight, Deadly Charge 1/round, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge

Combat Gear 2x *potion of cure moderate wounds*, ~~*potion of bull's strength*~~, *potion of heroism*, *safewing emblem*

Abilities Str 14 (18), Dex 16, Con 14, Int 12, Wis 10, Cha 6

SQ Burst of speed, courtly knowledge, deadly charge 1/day, mounted weapon bonus (lance & sword) +1, ride bonus +2, Special mount

Bolster *bull's strength* (CL 3rd), extended *shield of faith* (CL 13th), *greater magic weapon* (CL 12th), *heroes' feast* (CL 12th), *magic vestment* (CL 12th), *stoneskin* (CL 12th)

Feats Blindfight^B, Greater Weapon Focus (lance)^B, Iron Will, Mounted Combat, Power Attack, Ride-by Attack^B, Spirited Charge^B, Weapon Focus (lance), Weapon Specialization (lance)^B

Skills Handle Animal +12, Hide +4, Knowledge (nobility and royalty) +12, Move Silently +4, Ride +25

Possessions combat gear plus +1 *small mithral full plate*, +1 *small lance*, *least weapon crystal of electrical assault*, +2 *cloak of resistance*, exotic military saddle, masterwork small greatsword, masterwork strength adjusted small composite longbow [+2], quiver w/20 arrows, small lance.

Burst of Speed (Ex) A cavalier can urge her mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a

single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Courtly Knowledge (Ex) A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Deadly Charge (Ex) When mounted and using the charge action, a cavalier may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If she hits, she deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Mounted Weapon Bonus (Ex) A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted.

Ride Bonus (Ex) A cavalier gains a competence bonus on Ride checks.

Special Mount (Sp) A cavalier's class levels stack with any paladin levels the character may have for determining the characteristics of a paladin's mount.

Description *This little female humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor and wields a great lance.*

Sources Complete Warrior, Magic Item Compendium

HOBBS, KNOBB, & LUPEX

CR 10

Male goblin duskblade 10

LE Small humanoid (goblinoid)

Init +5; **Senses** Listen +0, Spot +0

Languages Common, goblin, orc

AC 25, touch 16, flat-footed 20; **Combat Expertise** (+1 size, +5 Dex, +6 armor, +3 shield)

hp 70 (80)+11 temp. ea (10 HD)

Immune Fear, poison

Fort +8 (+9), **Ref** +7 (+8), **Will** +8

Speed 30 ft. (6 squares)

Melee +1 *adamantine rapier* +18/+13 (1d4+3), 15-20/x2)

Ranged *mwk composite longbow* [+1] +18/+13 (1d6+1)

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

Base Atk +10; **Grp** +7 (+8)

Atk Options Arcane channeling, arcane strike, blindfight, combat expertise, spell power +2

Special Actions Quick cast 2/day

Combat Gear *Potion of cure moderate wounds*

Duskblade Spells Known (CL 10th):

3rd (3/day, 1 used)— *keen edge*, *vampiric touch* (+17 touch)

2nd (8/day, 1 used)— *animalistic power*, *Bigby's striking fist* (DC 14), *dimension hop*, *surestrike*

1st (9/day)— *blade of blood*, *ray of enfeeblement* (+17 ranged touch), *shocking grasp* (+17 touch), *stand, swift expeditious retreat*

0 (6/day)— *acid splash* (+17 ranged touch), *disrupt undead* (+17 ranged touch), *ray of frost* (+17 ranged touch), *touch of fatigue* (+17 touch, DC 12)

Spell-Like Abilities (CL 10th):

0 (5/day)— *dancing lights* (DC 12), *detect magic*, *flare* (DC 12), *ghost sound* (DC 12), *read magic*

Abilities Str 12 (14), Dex 18 (20), Con 12 (14), Int 14, Wis 10, Cha 6

SQ Arcane channeling, armored mage (medium, heavy shield), quick cast 2/day, spell power +2

Bolster *animalistic power* (CL 10th), *heroes' feast* (CL 12th), *keen edge* (CL 10th)

Feats Arcane Strike, Blindfight, Combat Casting ^B, Combat Expertise, Weapon Finesse

Skills Concentration +14 (+19), Hide +7 (+8), Knowledge (arcana) +16, Move Silently +7 (+8), Ride +21 (+22), Spellcraft +18

Possessions combat gear plus +1 *small mithral breastplate*, +1 *small heavy mithral shield*, +1 *small adamantite rapier*, *ring of feather fall*, small masterwork composite longbow [+1], quiver w/20 arrows, small short sword, small dagger, 2x spell component pouch.

Arcane Channeling (Su) Duskblades can use a standard action to cast any touch spell they know and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Armored Mage (medium, heavy shield) (Ex) A duskblade's limited focus and specialized training allows him to avoid arcane spell failure so long as he sticks to light or medium armor and light or heavy shields. This ability does not apply to spells gained from a different spellcasting class.

Quick cast (Ex) A duskblade can cast two spells each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex) Duskblades can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If a duskblade has injured an opponent with a melee attack, you gain a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in a breastplate and carries a light shield and rapier.*

Sources Complete Scoundrel, Complete Warrior, Player's Handbook II

ADVANCED DIRE BAT

CR 4

N Large animal

Init +6; **Senses** Listen +13, Spot +9; Blindsense 40-ft.

Languages None

AC 20, touch 15, flat-footed 14

(-1 size, +6 Dex, +5 natural)

hp 100 (10 HD)

Fort +11, **Ref** +13, **Will** +9

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +9 (1d8+4)

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

Base Atk +7; **Grp** +14

Abilities Str 17, Dex 22, Con 18, Int 2, Wis 14, Cha 6

Feats Alertness, Flyby Attack, Stealthy, Wingover

Skills Hide +4, Listen +13, Move Silently +15, Spot +9

Blindsense (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot & Listen checks. These bonuses are lost if its blindsense is negated.

Description *This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy fur covers most of the body, with patches of bony armor showing through here and there.*

APPENDIX 6 – APL 14

ENCOUNTER 1

TWELVE-HEADED PYRO-HYDRA OF LEGEND CR 15

N Huge Native Outsider (Fire)

Init +8; **Senses** Listen +10, Spot +11; Darkvision 60 ft., low-light vision, scent

AC 31, touch 13, flat-footed 26

(-2 size, +4 Dex, +18 natural, +1 dodge)

hp 180 (12 HD); fast healing 22

Immune Fire, polymorph, and mind-affecting effects

Fort +21, **Ref** +16, **Will** +14

Weakness 50% greater damage from cold

Speed 40 ft. (8 squares), Swim 40 ft.

Melee 12 bites +23 (2d8+11) or 13 bites +23 (2d8+11)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +31

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 33, Dex 18, Con 30, Int 4, Wis 12, Cha 13

SQ *Haste*, Raging Blood

Feats Blind-Fight, Combat Reflexes ^B, Improved Initiative ^B, Improved Natural Attack (bite), Iron Will, Multi-attack ^B, Toughness, Weapon Focus (bite)

Skills Listen +10, Spot +11, Swim +19

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 26 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Haste (Su) A pyro-hydra of legend is supernaturally quick. It is treated as under the effects of a continuous *haste* effect.

Immunities (Ex) A pyro-hydra of legend is immune to fire, polymorphing and mind-affecting effects.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full

normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Raging Blood (Su) A pyro-hydra of legend has acid in its blood. Each time damage is dealt to it with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of acid damage. The pyro-hydra is not harmed by its own blood.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, reddish-brown reptile with a veritable forest of heads on long, slender necks.*

Sources Monster Manual, Monster Manual II

TWELVE-HEADED HALF-BLACK DRAGON PYRO-HYDRA CR 15

CE Huge Dragon (Water, Fire)

Init +1; **Senses** Listen +17, Spot +17; Darkvision 60 ft., low-light vision, scent

AC 26, touch 9, flat-footed 25

(-2 size, +1 Dex, +17 natural)

hp 165 (12 HD); fast healing 22

Immune Fire, acid, sleep & paralysis

Fort +14, **Ref** +9, **Will** +6

Weakness 50% greater damage from cold

Speed 20 ft. (4 squares), Swim 20 ft., Fly 40 ft. (average)

Melee 12 bites +21 (2d8+10) and 2 claws +16 (1d8+5)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +30

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 31, Dex 12, Con 22, Int 4, Wis 10, Cha 11

Feats Blind-Fight, Combat Reflexes^B, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)

Skills Listen +17, Spot +17, Swim +33

Acid Breath Weapon (Su) A half-black dragon pyro-hydra can breathe a 60-foot line of acid 1/day. The breathe deals 6d8 points of acid damage. Reflex save DC 22 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Fire Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 22 half. This save is constitution based.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of cold damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the

hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, blackish-brown reptile with a veritable forest of dragon-like heads on long, slender necks. From its back sprouts a set of thick, leathery wings.*

Sources Monster Manual

ENCOUNTER 6 – HELL'S KITCHEN

XERFILSTYX

CR 15

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +5; **Senses** Listen +17, Spot +17; See in darkness

Aura fear (20-ft DC 22)

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

AC 36, touch 14, flat-footed 35

(-1 size, +1 Dex, +22 natural, +4 deflection)

hp 195 (15 HD); fast healing 5; DR/good or silver

Immune cold, fire, poison, [mind-affecting spells]

Resist acid 10; **SR** 22 [25 against good]

Fort +16 [20], **Ref** +10 [+14], **Will** +8 [+12]

Speed 50 ft. (10 squares), fly 60 ft. (poor), swim 50 ft.

Melee 2 claws +25 (1d6+9) and bite +23 (1d8+4) and tail +21 (1d8+4) and gore +21 (1d8+4) or gore +25 (1d8+13 plus 2d6) with Powerful Charge

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

Base Atk +15; **Grp** +28

Atk Options Power Attack, blood drain, improved grab, toss

Special Actions breath weapon, *summon baatezu*

Spell-Like Abilities (CL 15th):

At will— *confusion* (DC 19), *dispel magic*, *hold person* (DC 17), *greater teleport* (self plus 50 pounds of objects only), *wall of ice*

3/day— *cone of cold* (DC 20), *ice storm*, *legend lore*

1/day— *insanity* (DC 22), *power word blind*

Abilities Str 28, Dex 12, Con 25, Int 16, Wis 9, Cha 21

SQ blood drain, breath weapon, fear aura, improved grab, toss, *unholy aura* [good melee attackers take 1d6 Strength damage, Fort save DC 23 negates]

Feats Improved Initiative, Multiattack, Power Attack, Powerful Charge, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +23, Concentration +25, Diplomacy +7, Disguise +5 (+7 acting), Hide +15*, Intimidate +7, Knowledge (arcane) +21, Knowledge (the planes) +21, Listen +17, Move Silently +19, Search +21, Spellcraft +23, Spot +17, Survival -1 (+1 on other planes or to follow tracks), Swim +35

Blood Drain (Ex) A xerfilstyx drains blood from a grappled opponent, dealing 1d6 points of Constitution damage each round it maintains the hold. This ability does not affect elementals, plants, or creatures that lack a Constitution score.

Breath Weapon (Ex) 50-foot cone, damage 15d8 (Reflex DC 24 half) and 1d6 Intelligence (Will DC 24 negates). Once a xerfilstyx uses this ability, it must deal at least 6 points of Constitution damage with its blood drain before using it again.

Fear Aura (Su) At the end of each of a xerfilstyx's turns, creatures within 20 feet of it must succeed on a DC 22 Will save or be panicked for 10 rounds. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, a xerfilstyx must hit an opponent of any size with a tail attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Styxborn (Ex) Xerfilstyxes are immune to the effects of the River Styx.

Summon Baatezu (Sp) Once per day, a xerfilstyx can attempt to summon another xerfilstyx with a 50% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).

Toss (Ex) If a xerfilstyx charges and hits a Medium or smaller opponent with one of its attacks, it can make a trip attempt as a free action without provoking attacks of opportunity. If it succeeds in tripping its opponent, it flings the opponent into the air, dropping it 1d6 squares away in a random direction. Creatures so affected take 1d6 points of falling damage.

Skills Xerfilstyxes have a +8 racial bonus on any Swim check made to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered.

While submerged in water, a xerfilstyx has a +10 circumstance bonus on Hide checks.

Description *This big creature blends the form of a devil with a slug. Its human-like arms and torso are thick, rippling with powerful muscles. Its head is terrifying, equipped with a toothy maw and a pair of large horns that curl out and up from the skull, and from its back two massive leathery wings spread wide. Its lower half is a pulsing sack of purple-blue flesh, similar in appearance and shape to that of a slug.*

Sources Fiendish Codex II

ICE DEVIL (GELUGON)

CR 13

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +5; **Senses** Listen +25, Spot +25

Aura fear 10-ft. radius (Will DC 22)

Languages Infernal; telepathy 100 ft.

AC 36, touch 18, flat-footed 31

(-1 size, +5 Dex, +18 natural, +4 deflection)

hp 168 (14 HD); regeneration 5; DR 10/good

Immune fire, poison, [mind-affecting spells]

Resist acid 10, cold 10; **SR** 25

Fort +15 [+19], **Ref** +14 [+18], **Will** +15 [+19]

Speed 40 ft. (8 squares)

Melee spear +20/+15/+10 (2d6+9, x3 plus slow) and bite +14 (2d6+3) and tail +14 (3d6+3 plus slow); or 2x claws +19 (1d10+6) and bite +14 (2d6+3) and tail +14 (3d6+3 plus slow)

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

Base Atk +14; **Grp** +24

Atk Options Cleave, Power Attack

Special Actions *summon baatezu*

Spell-Like Abilities (CL 13th):

At will— *cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19)

Abilities Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20

SQ fear aura, regeneration, slow, summon baatezu, *unholy aura* [good melee attackers take 1d6 Strength damage, Fort save DC 23 negates]

Bolster *unholy aura* (CL 13th).

Feats Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)

Skills Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (the planes) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +25, Spot +25, Survival +6 (+8 to follow tracks)

Possessions combat gear plus large spear

Fear Aura (Su) An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (CL 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma-based.

Regeneration (Ex) An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This save DC is Constitution-based.

Summon Baatezu (Sp) Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Description This creature looks like a tall, bipedal insect. It has clawed hands and feet, powerful

mandibles, and a long, thick tail covered in razor sharp spikes.

ENCOUNTER 8 – OUT FOXED?

HUROCK SHROON

CR 15

Male hobgoblin druid 10/earth dreamer 5

NE Medium humanoid (goblinoid)

Init +2 (+4); **Senses** Listen +6, Spot +6; Darkvision 60-ft., Earth Sense, earth sight, lesser tremor sense

Languages Common, druidic, goblin, terran

AC 30, touch 11, flat-footed 29

(+1 Dex, +10 armor, +4 shield, +5 natural)

hp 120 (150) (15 HD); **DR** 10/adamantine

Immune Poison

Resist acid 30, fire 5

Fort +20 (+22), **Ref** +12 (+14), **Will** +23

Speed 30 ft. in plate armor (6 squares), base movement 30 ft.; Earth Glide

Melee +1 scimitar +13/+8 (1d6+4, 18-20/x2)

Ranged acid flask +12 (1d6 acid)

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

Base Atk +9; **Grp** +10 (+12)

Combat Gear acid flask, *potion of cure serious wounds*

Druid Spells Prepared (CL 15th):

8th— *bombardment* (DC 26)

7th— *aura of vitality*, ~~2x *summon nature's ally VII*~~

6th— ~~4x *superior resistance*~~

5th— *cure critical wounds*, ~~4x *stoneskin*~~

4th— *arc of lightning* (DC 22), *cure serious wounds*, *dispel magic*, *flame strike* (DC 21), ~~*freedom of movement*~~

3rd— *corona of cold*, *cure moderate wounds*, *energy vortex*, ~~3x *greater magic fang*~~, *poison* (DC 24)

2nd— ~~4x *barkskin*~~, *earth bind* (DC 19), *heat metal* (DC 19), ~~*resist energy*~~

1st— *2x cure light wounds*, *faerie fire*, ~~2x *longstrider*~~, *magic stone* (+11 ranged), *produce flame* (+10 ranged touch)

0— *create water*, *2x cure minor wounds*, *detect magic*, *flare* (DC 17), *guidance*

Abilities Str 13 (17), Dex 14 (18), Con 16 (20), Int 8, Wis 24, Cha 10

SQ *earth dream*, earth friend, earth sight, elemental companion, lesser tremor sense, resist nature's lure, trackless step, venom immunity, wild shape (large) 4/day, woodland stride

Bolster *aura of vitality* (CL 15th), *barkskin* (CL 15th), *freedom of movement* (CL 15th), *longstrider* (CL 15th), *resist energy – acid* (CL 15th), *stoneskin* (CL 15th), *superior resistance* (CL 15th)

Feats Armor Proficiency (heavy), Augment Summoning, Earth Sense, Mobile Spellcasting, Spell Focus (conjunction), Steady Concentration

Skills Concentration +21 (+23), Hide +3 (+5), Knowledge (nature) +9, Knowledge (the planes) +3, Speak Language (terran), Spellcraft +19, Survival +8

Possessions combat gear plus +6 *periapt of wisdom*, +2 *red dragonhide full plate*, *crimson dragonhide bracers*, *summoner's totem*, +2 *heavy red dragonhide*

shield, +1 *scimitar*, dagger, 2x spell component pouch.

Earth Dream (Sp) By attuning himself to the earth, an earth dreamer can pull knowledge from mountains. This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one and receive a short, often cryptic, answer. An earth dreamer's chance of receiving a correct answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations. As with *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Earth Friend (Ex) An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they normally would; their initial attitude is improved by one step.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on the area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless he succeeds on a DC 15 Fortitude save.

Using this ability is a standard action. Each use lasts for 6 (8) rounds.

Earth Sight (Ex) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so he can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action. Each use lasts for 6 (8) rounds.

Elemental Companion (Ex) This druid gains the companionship of a Large earth elemental. The companion has normal statistics of an elemental of its kind. It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack. He does not gain an animal companion, nor does he gain wild empathy.

Lesser Tremorsense (Ex) An earth dreamer is so in tune with the earth that he gains the tremorsense ability with a range of 10 feet.

Description *You see an aged, but toughened hobgoblin dressed in armor made from the scales of a red dragon and carrying a wooden shield. A scimitar hangs at its side.*

Sources Complete Mage, Magic Item Compendium, Races of Stone, Spell Compendium

HARDHEAD

CR -

Companion elemental

N Large earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +6, Spot +5; 60-ft. Darkvision

Languages Terran

AC 23, touch 8, flat-footed 23

(-1 size, -1 Dex, +15 natural)

hp 80 (8 HD); DR 5/-, DR 10/adamantine

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +7, **Ref** +0, **Will** +1; Devotion, Evasion

Speed 30 ft. (6 squares); Earth glide

Melee 2x slam +15 (2d8+10 magic)

Ranged rock +5 (1d6+5)

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

Base Atk +6; **Grp** +17

Atk Options Cleave, great cleave, power attack

Special Actions Earth mastery, push

Abilities Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11

SQ Devotion, elemental traits, share spell

Bolster *barkskin* (CL 15th), *greater magic fang* (CL 15th), *longstrider* (CL 15th), *stoneskin* (CL 15th)

Feats Cleave, Great Cleave, Power Attack

Skills Listen +5, Spot +6

Devotion (Ex) An elemental companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Evasion (Ex) If an elemental companion is subjected to an attack that normally allows a Reflex saving throw for half damage it takes no damage if it makes a successful saving throw.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Share Spell (Ex) At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his elemental companion. The elemental companion must be within 5 feet of him as the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental companion if the companion moves farther than 5 feet away and will not affect the elemental again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her elemental companions (as a touch range spell) instead of on himself. A druid and his elemental companion can share spells even if the spells normally do not affect creatures of the companion's type (elemental).

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.*

SUMMONED GREATER EARTH ELEMENTAL CR -

N Huge greater earth elemental (earth, extraplanar)

Init -1 (+1); **Senses** Listen +14, Spot +14; 60-ft. Darkvision

Languages Terran

AC 22, touch 9, flat-footed 21

(-2 size, +1 Dex, +13 natural)

hp 273 (315) (21 HD); DR 10/-

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +17 (+19), **Ref** +4 (+6), **Will** +7

Speed 30 ft. (6 squares); Earth glide

Melee 2x slam +30 (2d10+17 magic)

Ranged rock +16 (1d8+14)

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

Base Atk +15; **Grp** +31 (+33)

Atk Options Awesome blow, cleave, great cleave, improved bull rush, power attack

Special Actions Earth mastery, push

Abilities Str 35 (39), Dex 8 (12), Con 25 (29), Int 8, Wis 11, Cha 11

SQ Elemental traits

Bolster *aura of vitality* (CL 15th), *greater magic weapon* (CL 15th)

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack

Skills Listen +14, Spot +14

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or

waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction. It sprouts large horns and a stony skull plate.*

KRIXUS OURG

CR 11

Male hobgoblin Fighter 2/Rogue 4/Master Thrower 5
LE Medium humanoid (goblinoid)

Init +4 (+6); **Senses** Listen +6, Spot +14; Darkvision 60-ft.

Languages Common, goblin, orcish

AC 27, touch 16, flat-footed 27; Uncanny Dodge
(+6 Dex, +6 armor, +5 natural)

Miss Chance 50% (*invisibility*)

hp 85 (107) (11 HD); DR 10/adamantine

Fort +13 (+15), **Ref** +18 (+20), **Will** +8; Improved Evasion

Speed 30 ft. (6 squares)

Melee +1 *falchion* +16/+11 (2d4+8, 18-20/x2) or *mwk scimitar* +16/+11 (1d6+5, 18-20/x2)

Ranged +1 *force javelin* +18/+13 (1d6+6, 19-20/x2) or +1 *force javelin* rapid shot +16/+16/+11 (1d6+6, 19-20/x2)

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

Base Atk +10; **Grp** +13 (+15)

Atk Options Point-blank shot, ranged disarm, snatch arrows, sneak attack +2d6, trip shot (+10)

Combat Gear *gloves of endless javelins*, *potion of cure moderate wounds*, ~~*potion of invisibility*~~, +2 *speed mithral shirt*

Abilities Str 16 (20), Dex 18 (22), Con 14 (18), Int 13, Wis 10, Cha 8

SQ Improved Evasion, sneaky shot, trapfinding, trapsense +1, uncanny dodge

Bolster *augment vitality* (CL 15th), *barkskin* (CL 15th), *invisibility* (CL 3^d), *stoneskin* (CL 15th), *superior resistance* (CL 15th)

Feats Farshot^B, Precise Shot^B, Point-blank Shot, Quick Draw^B, Ranged Disarm (javelin), Rapid Shot, Snatch Arrows^B, Weapon Focus (javelin)

Skills Balance +11 (+13), Escape Artist +13 (+15), Hide +11 (+13), Jump +18 (+20), Listen +6, Move Silently +14 (+16), Sleight of Hand +18 (+20), Spot +14, Tumble +20 (+22)

Possessions combat gear plus +1 *falchion*, masterwork scimitar, falchion.

Critical Throw (Ex) A master thrower gains the Improved Critical feat for any thrown weapon with which he has Weapon Focus.

Sneaky Shot (Ex) Just before making a ranged attack, a master thrower with this ability can use a move action to make a Sleight of Hand check opposed by his target's Spot check. If he wins the opposed check,

his opponent is denied his Dexterity bonus to armor class against the attack.

Trip Shot (Ex) A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing damage as normal, the master throw makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity check or Strength check (whichever ability score has the higher modifier) Other modifiers may apply on this opposed check (see page 158 of the Player's Handbook). If the master thrower wins the opposed check, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Weak Spot (Ex) When using a thrown weapon against a target of her size or larger, the master thrower can make a ranged touch attack instead of a normal attack. If the attack hits, the master thrower does not apply his strength bonus to damage.

Description *This ruff looking hobgoblin wears studded leather armor and holds a javelin in one hand and a scimitar in the other. A large falchion is strapped to his back.*

UGLUCKS GLOBNER

CR 11

Male hobgoblin Fighter 6/Monk 2/Exotic Weapon Master 3

LE Large humanoid (goblinoid)

Init +3 (+4); **Senses** Listen +0, Spot +5; Darkvision 60-ft.

Languages Common, giant, goblin

AC 25, touch 13, flat-footed 21; Combat Expertise, Deflect Arrows, Dodge, Mobility
(-1 size, +4 Dex, +7 armor, +5 natural)

Miss Chance 50% (*displacement*)

hp 99 (121) (11 HD); DC 10/adamantine

Fort +20 (+22), **Ref** +15 (+16), **Will** +12; Evasion

Speed 30 ft. (6 squares)

Melee +1 *adamantine living chain* +17/+12 (2d6+12) or +1 *adamantine living chain* flurry of strikes +15/+15/+10 (2d6+12) or unarmed strike +15/+10 (1d8+6)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +10; **Grp** +17 (+24)

Atk Options Combat Expertise, combat reflexes, flurry of strikes, improved grapple, improved trip (+18)

Combat Gear *belt of growth*, ~~*potion of displacement*~~

Abilities Str 16 (22), Dex 16 (18), Con 14 (18), Int 13, Wis 10, Cha 8

SQ Evasion, exotic reach, flurry of strikes, trip attack, unarmed strike

Bolster *augment vitality* (CL 15th), *barkskin* (CL 15th), *displacement* (CL 5th), *enlarge person* (CL 10th), *stoneskin* (CL 15th), *superior resistance* (CL 15th)

Feats Combat Expertise^B, Combat Reflexes, Deflect Arrows^B, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Grapple^B, Improved Trip, Mobility^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B

Skills Balance +10 (+11), Craft (weaponsmithing) +15, Jump +17 (+20), Move Silently +12 (+13), Spot +5, Tumble +16 (+17)

Possessions combat gear plus +1 *adamantine living chain*, masterwork spiked chain, +3 *mithral shirt*, *lesser weapon crystal of return*, spiked chain

Exotic Reach (Ex) When wielding an exotic weapon with reach the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but never total cover).

Flurry of Strikes (Ex) When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a _2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Trip Attack (Ex) An exotic weapon master can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon master already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Description *You see a large hobgoblin, almost 12-feet tall. He is dressed in a chain shirt and holds a great spiked chain.*

ENCOUNTER 10 – SUNDERED BONDS

GLUBOX NUGROT

CR 14

Male goblin Sorcerer 10/Fatespinner 4

LE Small humanoid (goblinoid)

Init +4; **Senses** Listen +1, Spot +1; Darkvision 60-ft., *arcane sight*, *see invisibility*

Languages Common, goblin

AC 29, touch 19, flat-footed 25

(+1 size, +4 Dex, +6 armor, +4 natural, +4 deflection)

hp 56 (84) +28 temp. (14 HD); DR 10/adamantine

Immune Fear, poison, paralysis, sleep

Fort +13, **Ref** +14, **Will** +17

Speed 30 ft. (6 squares)

Melee small spear +10/+5 (1d6+1)

Ranged mwk small light crossbow +14 (1d6)

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

Base Atk +7; **Grp** +4

Atk Options Deny fate, empower spell, fickle finger of fate, heighten spell, point-blank shot, resist fate, spin destiny, spin fate

Combat Gear *Burning veil*, *circlet of rapid casting*, *potion of cure moderate wounds*

Sorcerer Spells Known (CL 14th):

7th (3/day)— *radiant assault* (DC 22)

6th (5/day, 1 used)— *chain lightning* (DC 21), *globe of invulnerability*

5th (6/day, 4 used)— *draconic might*, *Rary's telepathic bond*, *reciprocal gyre* (DC 20)

4th (7/day, 4 used)— *dimensional anchor* (+13 ranged touch), *greater invisibility*, *orb of fire* (+13 ranged touch, DC 19), *stoneskin*

3rd (7/day, 4 used)— *arcane sight*, *enhance familiar*, *greater mage armor*, *slow* (DC 18)

2nd (7/day, 4 used)— *dimension hop*, *false life*, *glitterdust* (DC 17), *scorching ray* (+13 range touch), *see invisibility*

1st (7/day)— *feather fall*, *lesser orb of fire* (+13 ranged touch), *magic missile*, *ray of clumsiness* (+13 ranged touch), *shield*

0 (6/day)— *acid splash* (+13 ranged touch), *daze* (DC 15), *detect magic*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *ray of frost* (+13 ranged touch), *read magic*, *resistance*

Abilities Str 8 (12), Dex 18, Con 12 (16), Int 13, Wis 8, Cha 20

SQ Deny fate, fickle finger of fate, resist fate, seal fate, spin destiny, spin fate, summon familiar

Bolster *arcane sight* (CL 14th), *draconic might* (CL 15th), *extended shield of faith* (CL 15th), *false life* (CL 14th), *fortunate fate* (CL 14th), *freedom of movement* (CL 15th), *globe of invulnerability* (CL 14th), *greater mage armor* (CL 14th), *heroes' feast* (CL 14th), *Rary's telepathic bond* (CL 14th), *see invisibility* (CL 14th), *stoneskin* (CL 14th), *superior resistance* (CL 15th)

Feats Alertness^B, Empower Spell, Heighten Spell, Improved Familiar, Point-blank shot, Rapid Metamagic

Skills Concentration +18 (+20), Hide +8, Knowledge (arcane) +13, Listen +1, Move Silently +8, Profession (gambler) +3, Ride +9, Spellcraft +16, Spot +1

Possessions combat gear plus +4 *cloak of charisma*, +2 *gauntlets of dexterity*, +1 *ring of protection*, small spear, masterwork small light crossbow, 10 bolts, exotic military saddle, 2x spell component pouch.

Deny Fate (Ex) A fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Fickle Finger of Fate (Ex) A fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or foe – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Resist Fate (Ex) A fatespinner embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Spin Destiny (Ex) A fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's DC, but the fatespinner can now add spin to any skill check,

attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Spin Fate (Ex) A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. Once he uses his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed from head to toe in bright red veils and holds a spear in one hand.*

Sources Player's Handbook II, Spell Compendium

NIBBLE, FAMILIAR IMP CR -

LE tiny outsider (evil, extraplanar, lawful)

Init +3; **Senses** Listen +7, Spot +7; Darkvision 60-ft., see invisibility

Languages Diabolic

AC 32, touch 17, flat-footed 27; Dodge

(+2 size, +3 Dex, +2 Dodge, +6 armor +9 natural)

hp 28 (42) +28 temp. (14 HD); DR 10/adamantine, DR 5/good or silver, fast healing 2

Immune Fear, poison

Resist fire 5

Fort +6, **Ref** +9, **Will** +15; Improved Evasion

Speed 20 ft. (4 square), fly 50 ft. (perfect)

Melee Sting +15 (1d4+2 plus poison)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +7; **Grp** -1

Combat Gear Tan Bag of Tricks

Spell-Like Abilities (CL 6th):

1/week— *commune* (CL 12th)

1/day— *suggestion* (DC 15)

At will— *detect good*, *detect magic*, *invisibility* (self only)

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14

SQ Alternate form, deliver touch spells, empathic link, improved evasion, share spells, speak with master

Bolster *enhance familiar* (CL 14th), *false life* (CL 14th), *greater mage armor* (CL 14th), *heroes' feast* (CL 14th), *Rary's telepathic bond* (CL 14th), see invisibility (CL 14th), *stoneskin* (CL 14th)

Feats Dodge, Weapon Finesse

Skills Concentration +17, Diplomacy +7, Hide +17, Knowledge (arcane) +12, Knowledge (the planes) +6, Listen +7, Move Silently +9, Profession (gambler) +6, Ride +4, Search +6, Spellcraft +17, Spot +7, Survival +1 (+3 to follow tracks)

Alternate Form (Su) An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 13), except that an imp does not regain hit points for changing form, and this imp can assume only the form of a bat.

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Description *A tiny humanoid with leathery batwings, a barbed tail, and sharp, twisted horns flutters at about eye level, winking into sight from out of thin air.*

HULUCK TRONE

CR 14

Female goblin Cleric of Maglubiyet 14

LE Size humanoid (goblinoid)

Init +4; **Senses** Listen +2, Spot +2; Darkvision 60-ft.

Languages Common, goblin

AC 31, touch 15, flat-footed 31

(+1 size, +11 armor, +5 shield, +4 deflection)

hp 84+12 temp. (14 HD); DR 10/adamantine

Immune Fear, poison

Resist Fire 30

Fort +15, **Ref** +10, **Will** +23

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

Melee small light mace +12/+7 (1d4)

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

Base Atk +10; **Grp** +6

Special Actions Divine Counterspell, spontaneous inflict

Combat Gear *dispelling cord*, *potion of remove blindness*

Cleric Spells Prepared (CL 14th, **+1 caster level with abjuration spells):

7th— *blasphemy*^{D*} (DC 28), ~~2x fortunate fate~~

6th— *greater dispel magic**, ~~heroes' feast~~, *mislead*^D, ~~2x superior resistance*~~

5th— *dispel good*^{D*/**} (+12 touch, DC 22), *flame strike* (DC 22), *mass cure light wounds*, *true seeing*, ~~zone of revelation~~

4th— ~~air walk~~, ~~3x freedom of movement**~~, ~~greater magic weapon~~, *unholy blight*^{D*} (DC 21)

3rd— ~~magic circle against good~~^{D*/**}, ~~6x magic vestment~~

2nd— ~~3x extended shield of faith*~~, *invisibility*^D, ~~resist energy~~, *silence* (DC 19), *sound burst* (DC 19), *spiritual weapon* (+16 attack)

1st— *2x cure light wounds*, *2x doom* (DC 18), *protection from good*^{D*/**}, *2x resurgence**, *sanctuary*

0— *create water*, *cure minor wounds* x3, *detect magic*, *resistance**

D: Domain spell. Deity: Maglubiyet. Domains: *Evil (+1 caster level with evil spells), Trickery (add Bluff, Disguise & Hide to cleric class skill list)

Abilities Str 11, Dex 10, Con 10, Int 12, Wis 24, Cha 12

Bolster *air walk* (CL 14th), *extended shield of faith* (CL 15th), *fortunate fate* (CL 14th), *freedom of movement* (CL 15th), *heroes' feast* (CL 14th), *magic circle against good* (CL 15th), *2x magic vestment* (CL 14th), *Rary's*

telepathic bond (CL 14th), *resist energy – fire* (CL 14th), *stoneskin* (CL 14th), *superior resistance* (CL 15th)

Feats Dampen Spell, Extend Spell, Improved Counterspell, Improved Initiative, Magic Disruption

Skills Concentration +17, Hide -2, Knowledge (arcane) +6, Move Silently -2, Ride +10, Spellcraft +20

Possessions combat gear plus +6 *periapt of wisdom*, +1 *small plate armor*, +1 *cloak of resistance*, masterwork small heavy wooden shield, *ring of feather falling*, small light mace, 2x iron holy symbol, exotic military saddle, small dagger, 2x spell component pouch.

Divine Counterspell (Su) This creature gains the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using dispel magic to counter the spell, except that he adds your cleric level (instead of his caster level) to the d20 roll. He doesn't need to identify the spell the opposing spellcaster is casting to make the attempt. He can attempt to counterspell up to 4 times per day. He gains a +2 bonus on the counterspelling attempts when using this ability.

He does not gain the ability to turn or rebuke undead.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor with a large symbol of a bloody axe embossed on the breastplate.*

Sources Complete Mage, Player's Handbook II, Spell Compendium

GLIBULEX THE LANCE

CR 14

Female goblin Fighter 8/Cavalier 6 (bolstered)

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +0, Spot +0; Darkvision 60-ft.

Languages Common, goblin

AC 29, touch 18, flat-footed 26

(+1 size, +3 Dex, +11 armor, +4 deflection)

hp 157+12 temp. (14 HD); **DR** 10/adamantine

Immune Fear, poison

Fort +16, **Ref** +9, **Will** +12

Speed 20 ft. in mithral full plate (4 squares), base movement 30 ft.

Melee +3 *small adamantine lance* +27/+22/+17 (1d6+10+1d6 electrical, 19-20/x4) or mwk small greatsword +19/+14/+9 (1d10+6, 19-20/x2)

Ranged mwk small composite longbow +20/+15/+10 (1d6+2, x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +14; **Grp** +12 (+14)

Atk Options Blindfight, Deadly Charge 3/day, Full Mounted Attack, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge

Combat Gear 2x *potion of cure moderate wounds*, *potion of bull's strength*, riding boots

Abilities Str 14 (18), Dex 16, Con 16, Int 12, Wis 10, Cha 6

SQ Burst of speed, courtly knowledge, deadly charge 3/day, full mounted attack, mounted weapon bonus (lance & sword) +2, ride bonus +4, Special mount

Bolster *bull's strength* (CL 3rd), extended *shield of faith* (CL 15th), *freedom of movement* (CL 15th), *greater magic weapon* (CL 14th), *heroes' feast* (CL 14th), *magic vestment* (CL 14th), *Rary's telepathic bond* (CL 14th), *stoneskin* (CL 14th)

Feats Blindfight ^B, Greater Weapon Focus (lance) ^B, Improved Critical (lance), Iron Will, Mounted Combat, Power Attack, Ride-by Attack ^B, Spirited Charge ^B, Weapon Focus (lance), Weapon Specialization (lance) ^B

Skills Handle Animal +15, Hide +4, Knowledge (nobility and royalty) +18, Move Silently +4, Ride +35

Possessions combat gear plus +1 *small mithral full plate*, +1 *small adamantine lance*, *lesser weapon crystal of electrical assault*, riding boots, +2 *amulet of health*, +2 *cloak of resistance*, *ring of feather fall*, exotic military saddle, masterwork small greatsword, masterwork strength adjusted small composite longbow [+2], quiver w/20 arrows, small lance.

Burst of Speed (Ex) A cavalier can urge her mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Courtly Knowledge (Ex) A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Deadly Charge (Ex) When mounted and using the charge action, a cavalier may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If she hits, she deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Full Mounted Combat (Ex) A mounted cavalier can make a full attack when his mount moves more than 5 feet but no farther than a single move action would carry it. The cavalier cannot combine this full attack with a charge.

Mounted Weapon Bonus (Ex) A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted.

Ride Bonus (Ex) A cavalier gains a competence bonus on Ride checks.

Special Mount (Sp) A cavalier's class levels stack with any paladin levels the character may have for determining the characteristics of a paladin's mount.

Description *This little female humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor and wields a great lance.*

Sources Complete Warrior, Magic Item Compendium

HOBBS, KNOBB, & LUPEX **CR 12**

Male goblin duskblade 12 (bolstered)

LE Small humanoid (goblinoid)

Init +5; **Senses** Listen +0, Spot +0**Languages** Common, goblin, orc**AC** 28, touch 16, flat-footed 23; Combat Expertise

(+1 size, +5 Dex, +8 armor, +4 shield)

hp 84 (96)+12 temp. ea (12 HD)**Immune** Fear, poison**Fort** +10 (+11), **Ref** +9 (+10), **Will** +10**Speed** 30 ft. (6 squares)**Melee** +3 *adamantine rapier* +23/+18/+13 (1d4+5), 15-20/x2)**Ranged** mwk composite longbow [+1] +20/+15/+10 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +9 (+10)**Atk Options** Arcane channeling, arcane strike, blindfight, combat expertise, spell power +3**Special Actions** Quick cast 2/day**Combat Gear** *Potion of cure moderate wounds***Duskblade Spells Known** (CL 12th):3rd (6/day, 2 used)— *dispelling touch* (+19 touch), *greater magic weapon*, *keen edge*, *vampiric touch* (+19 touch)2nd (9/day, 1 used)— *animalistic power*, *Bigby's striking fist* (DC 15), *dimension hop*, *surestrike*1st (9/day)— *blade of blood*, *ray of enfeeblement* (+19 ranged touch), *shocking grasp* (+19 touch), *stand*, *swift expeditious retreat*0 (6/day)— *acid splash* (+19 ranged touch), *disrupt undead* (+19 ranged touch), *ray of frost* (+19 ranged touch), *touch of fatigue* (+19 touch, DC 13)**Spell-Like Abilities** (CL 12th):0 (5/day)— *dancing lights* (DC 13), *detect magic*, *flare* (DC 13), *ghost sound* (DC 13), *read magic***Abilities** Str 12 (14), Dex 19 (21), Con 12 (14), Int 16, Wis 10, Cha 6**SQ** Arcane channeling, armored mage (medium, heavy shield), quick cast 2/day, spell power +3**Bolster** *animalistic power* (CL 12th), *greater magic weapon* (CL 12th), *heroes' feast* (CL 14th), *keen edge* (CL 12th), *Rary's telepathic bond* (CL 14th)**Feats** Arcane Strike, Blindfight, Combat Casting ^B, Combat Expertise, Weapon Finesse, Weapon Focus (rapier)**Skills** Concentration +16 (+21), Hide +7 (+8), Knowledge (arcana) +18, Move Silently +7 (+8), Ride +23 (+24), Spellcraft +20**Possessions** combat gear plus +2 *small mithral breastplate*, +2 *small heavy mithral shield*, +1 *adamantine rapier*, *ring of feather fall*, +2 *headband of intellect*, +1 *cloak of protection*, small masterwork composite longbow [+1], quiver w/20 arrows, small short sword, small dagger, 2x spell component pouch.**Arcane Channeling (Su)** Duskblades can use a standard action to cast any touch spell they know and deliver the spell through his weapon with a melee

attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Armored Mage (medium, heavy shield) (Ex) A duskblade's limited focus and specialized training allows him to avoid arcane spell failure so long as he sticks to light or medium armor and light or heavy shields. This ability does not apply to spells gained from a different spellcasting class.

Quick cast (Ex) A duskblade can cast two spells each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex) Duskblades can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If a duskblade has injured an opponent with a melee attack, you gain a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in a breastplate and carries a light shield and rapier.*

Sources Complete Scoundrel, Complete Warrior, Player's Handbook II

ADVANCED DIRE BAT**CR 4**

N Large animal

Init +6; **Senses** Listen +13, Spot +9; Blindsight 40-ft.**Languages** None**AC** 20, touch 15, flat-footed 14

(-1 size, +6 Dex, +5 natural)

hp 100 (10 HD)**Fort** +11, **Ref** +13, **Will** +9**Speed** 20 ft. (4 squares), fly 40 ft. (good)**Melee** bite +9 (1d8+4)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +14**Abilities** Str 17, Dex 22, Con 18, Int 2, Wis 14, Cha 6**Feats** Alertness, Flyby Attack, Stealthy, Wingover**Skills** Hide +4, Listen +13, Move Silently +15, Spot +9

Blindsight (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot & Listen checks. These bonuses are lost if its blindsense is negated.

Description *This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy fur covers most of the body, with patches of bony armor showing through here and there.*

APPENDIX 7 – APL 16

ENCOUNTER 1

TWELVE-HEADED PYRO-HYDRA OF LEGEND CR 15

N Huge Native Outsider (Fire)

Init +8; **Senses** Listen +10, Spot +11; Darkvision 60 ft., low-light vision, scent

AC 31, touch 13, flat-footed 26

(-2 size, +4 Dex, +18 natural, +1 dodge)

hp 180 (12 HD); fast healing 22

Immune Fire, polymorph, and mind-affecting effects

Fort +21, **Ref** +16, **Will** +14

Weakness 50% greater damage from cold

Speed 40 ft. (8 squares), Swim 40 ft.

Melee 12 bites +23 (2d8+11) or 13 bites +23 (2d8+11)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +31

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 33, Dex 18, Con 30, Int 4, Wis 12, Cha 13

SQ *Haste*, Raging Blood

Feats Blind-Fight, Combat Reflexes ^B, Improved Initiative ^B, Improved Natural Attack (bite), Iron Will, Multi-attack ^B, Toughness, Weapon Focus (bite)

Skills Listen +10, Spot +11, Swim +19

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 26 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Haste (Su) A pyro-hydra of legend is supernaturally quick. It is treated as under the effects of a continuous *haste* effect.

Immunities (Ex) A pyro-hydra of legend is immune to fire, polymorphing and mind-affecting effects.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full

normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Raging Blood (Su) A pyro-hydra of legend has acid in its blood. Each time damage is dealt to it with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of acid damage. The pyro-hydra is not harmed by its own blood.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, reddish-brown reptile with a veritable forest of heads on long, slender necks.*

Sources Monster Manual, Monster Manual II

TWELVE-HEADED HALF-BLACK DRAGON PYRO-HYDRA CR 15

CE Huge Dragon (Water, Fire)

Init +1; **Senses** Listen +17, Spot +17; Darkvision 60 ft., low-light vision, scent

AC 26, touch 9, flat-footed 25

(-2 size, +1 Dex, +17 natural)

hp 165 (12 HD); fast healing 22

Immune Fire, acid, sleep & paralysis

Fort +14, **Ref** +9, **Will** +6

Weakness 50% greater damage from cold

Speed 20 ft. (4 squares), Swim 20 ft., Fly 40 ft. (average)

Melee 12 bites +21 (2d8+10) and 2 claws +16 (1d8+5)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +30

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 31, Dex 12, Con 22, Int 4, Wis 10, Cha 11

Feats Blind-Fight, Combat Reflexes^B, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)

Skills Listen +17, Spot +17, Swim +33

Acid Breath Weapon (Su) A half-black dragon pyro-hydra can breathe a 60-foot line of acid 1/day. The breathe deals 6d8 points of acid damage. Reflex save DC 22 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Fire Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 22 half. This save is constitution based.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of cold damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the

hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, blackish-brown reptile with a veritable forest of dragon-like heads on long, slender necks. From its back sprouts a set of thick, leathery wings.*

Sources Monster Manual

TWELVE-HEADED HALF-WHITE DRAGON PYRO-HYDRA **CR 15**

CE Huge Dragon (Cold, Fire)

Init +1; **Senses** Listen +17, Spot +17; Darkvision 60 ft., low-light vision, scent

AC 26, touch 9, flat-footed 25

(-2 size, +1 Dex, +17 natural)

hp 165 (12 HD); fast healing 22

Immune Fire, cold, sleep & paralysis

Fort +14, **Ref** +9, **Will** +6

Speed 20 ft. (4 squares), Swim 20 ft., Fly 40 ft. (average)

Melee 12 bites +21 (2d8+10) and 2 claws +16 (1d8+5)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +30

Atk Options Blind-Fight, Combat Reflexes

Special Actions Breath Weapon

Abilities Str 31, Dex 12, Con 22, Int 4, Wis 10, Cha 11

Feats Blind-Fight, Combat Reflexes^B, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)

Skills Listen +17, Spot +17, Swim +33

Cold Breath Weapon (Su) A half-white dragon pyro-hydra can breathe a 30-foot cone of cold 1/day. The breathe deals 6d8 points of cold damage. Reflex save DC 22 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Fire Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 22 half. This save is constitution based.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A corrosive weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Acid damage from an area effect (such as an *acid fog* spell) may sear multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, pink reptile with a veritable forest of dragon-like heads on long, slender necks. From its back sprouts a set of thick, leathery wings.*

Sources Monster Manual

TWELVE-HEADED HALF-FIEND PYRO-HYDRA CR 16

NE Huge Native Outsider (Fire)

Init +3; **Senses** Listen +17, Spot +17; Darkvision 60 ft., low-light vision, scent

AC 25, touch 11, flat-footed 22

(-2 size, +3 Dex, +14 natural)

hp 145 (12 HD); fast healing 22; DR 10/magic

Immune Fire, poison

Resist acid 10, cold 10, electricity 10; **SR** 22

Fort +14, **Ref** +11, **Will** +6

Weakness 50% greater damage from cold

Speed 20 ft. (4 squares), Swim 20 ft., Fly 20 ft. (average)

Melee 12 bites +19 (2d8+8) and 2 claws +14 (1d8+4)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +28

Atk Options Blind-Fight, Combat Reflexes, Smite Good

Special Actions Breath Weapon, Spell-like Abilities

Spell-Like Abilities (CL 12th):

7th— *Blasphemy* (DC 17)

4th— *Poison* (DC 16) 3/day, *unholy blight* (DC 14) 1/day

3rd— *Contagion* (DC 13)

2nd— *Darkness* 3/day, *desecrate* 1/day

Abilities Str 24, Dex 16, Con 22, Int 6, Wis 10, Cha 11

Feats Blind-Fight, Combat Reflexes^B, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)

Skills Concentration +13, Intimidate +7, Listen +17, Spot +17, Survival +7, Swim +31

Breath Weapon (Su) A pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage. Reflex save DC 21 half. This save is constitution based.

Fast Healing (Ex) Each round, a hydra heals damage equal to 10 + the number of its original heads.

Multiple Heads (Ex) Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer

attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Cold or acid damage from an area effect (such as a *cone of cold* spell) may freeze multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a hydra's body, not to its heads. Targeted magical effects cannot sever a hydra's heads unless they deal slashing damage or could be used to make sunder attempts.

Skills Hydras have a +2 racial bonus on Listen and Spot checks thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Description: *This beast resembles some great, reddish-brown reptile with a veritable forest of demonic-like heads on long, slender necks. From its back sprouts a set of thick, leathery wings.*

Sources Monster Manual

ENCOUNTER 6 – HELL'S KITCHEN

PAELIRYON **CR 18**

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** Listen +28, Spot +28; See in darkness, see invisibility

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft., tongues

AC 35, touch 12, flat-footed 32
(-1 size, +3 Dex, +3 armor, +20 natural)

Miss Chance 50% (invisibility)

hp 270 (18 HD); **DR** 15/good and silver

Immune fire, poison, mind-affecting

Resist acid 10, cold 20; **SR** 26

Fort +20, **Ref** +14, **Will** +16

Speed 20 ft. (8 squares), burrow 20 ft., fly 100 ft. (poor);
Melee 2 claws +24 (1d6+7, 18-20/3x plus 1d4 Cha) and bite +19 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with claws)

Base Atk +18; **Grp** +29

Atk Options deform

Special Actions belittle, intoxicating perfume, summon baatezu

Spell-Like Abilities (CL 18th):

At will— *charm monster* (DC 19), *clairaudience/clairvoyance*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 20), *major image* (DC 19), *meteor swarm* (DC 24), *mind blank*, *polymorph*, *suggestion* (DC 18)

3/day— *antilife shell*, *blasphemy* (DC 22), *enervation* (+20 range touch), *greater command* (DC 20), *greater prying eyes*

Abilities Str 25, Dex 16, Con 28, Int 24, Wis 21, Cha 21

SQ augmented critical, belittle, deform, intoxicating perfume

Bolster *antilife shell* (CL 18th), *greater invisibility* (CL 18th), *mind blank* (CL 18th)

Feats Alertness, Empower Spell-like Ability (meteor swarm), Hover, Improved Initiative, Quicken Spell-like Ability (hold monster), Skill Focus (Gather Information), Skill Focus (Knowledge [local])

Skills Bluff +26, Concentration +30, Diplomacy +30, Disguise +26 (+28 acting), Forgery +28, Gather Information +31, Hide +20, Intimidate +28, Knowledge (arcane) +28, Knowledge Local +31, Knowledge (the planes) +28, Listen +28, Move Silently +24, Sense Motive +26, Spot +28, Survival +5 (+7 on other planes)

Possessions combat gear plus *bracers of armor* +3

Augmented Critical (Ex) A paeliryon's claws threaten a critical hit on a natural 18-20, dealing triple damage on a successful critical hit.

Belittle (Su) As a standard action, a paeliryon can unleash a torrent of epitaphs and insults. All nonbaatezu within a 60-foot cone must succeed on a DC 24 Will save or be stunned for 1 round and become shaken for 1d4 rounds thereafter. The save DC is Charisma-like.

A creature that successfully saves cannot be affected again by that same paeliryon's belittle ability for 24 hours.

Deform (Ex) Creatures hit by a paeliryon's claw attack take 1d4 Charisma damage.

Intoxicating Perfume (Su) As the *mind fog* spell, but the effect is centered on the paeliryon; at will; DC 24; caster level 18th. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by a paeliryon's intoxicating perfume for 24 hours. Baatezu are immune to this ability.

Retractable Claws (Su) As a free action, a paeliryon can extend or retract its claws. When they are extended, the paeliryon's reach with its claw attacks increases by 10 feet.

See Invisibility (Su) As the *see invisibility* spell; always active; caster level 18th.

Summon Baatezu (Sp) Once per day, a paeliryon can summon four lemurs, two bone devils or bearded devils, or one erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell (CL 18th).

Tongues (Su) As the *tongues* spell; always active; caster level 18th.

Description *This bloated fiend has a massive paunch that hangs far below its waist. Where its warty pink flesh shows through its black robes, curls of stinking mist rise. The creature's head is broad and monstrous. Its face has two yellow porcine eyes above a wide mouth filled with sharp teeth. Two bone ridges roll back along the top of its head. The thing's lips are painted a glossy red, and blue eye shadow darkens its eyes in the manner of a courtesan.*

Sources Fiendish Codex II

HORNED DEVIL (CORNUGON) CR 16

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** Listen +22, Spot +22; See in darkness

Aura fear (5 ft. radius, DC 23)

Languages Infernal, Common; telepathy 100 ft.

AC 35, touch 16, flat-footed 28

(-1 size, +7 Dex, +19 natural)

hp 195 (15 HD); regeneration 5; DR 10/good and silver

Immune fire, poison, mind-affecting

Resist acid 10, cold 10; **SR** 28

Fort +16, **Ref** +16, **Will** +15

20 ft. (8 squares), fly 50 ft. (average);

Melee spiked chain +25/+20/+15 (2d6+15 plus stun) and bite +22 (2d8+5) and tail +22 (2d6+5 plus infernal wound); or 2 claws +24 (2d6+10) and bite +22 (2d8+5) and tail +22 (2d6+5 plus infernal wound)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +15; **Grp** +29

Atk Options Cleave, improved sunder, power attack

Special Actions *summon baatezu*

Spell-Like Abilities (CL 15th):

At will— *dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* 3/day— *fireball* (DC 19), *lightning bolt* (DC 19)

Abilities Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22

SQ Fear aura, infernal wound, stun

Feats Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)

Bolster *magic circle against good* (CL 15th), *mind blank* (CL 18th)

Skills Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)

Possessions combat gear plus large spiked chain

Fear Aura (Su) A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma-based.

Infernal Wound (Su) The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Regeneration (Ex) A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Stun (Su) Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Summon Baatezu (Sp) Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Description *This creature is as big as an ogre, with a vaguely humanoid shape. Hideous scales sheathe its body. Huge wings and a snaking, prehensile tail add to its intimidating appearance.*

ENCOUNTER 8 – OUT FOXED?

HUROCK SHROON

CR 17

Male hobgoblin druid 12/earth dreamer 5

NE Medium humanoid (goblinoid)

Init +2 (+4); **Senses** Listen +6, Spot +6; Darkvision 60-ft., Earth Sense, earth sight, lesser tremor sense

Languages Common, druidic, goblin, terran

AC 34, touch 11, flat-footed 33

(+1 Dex, +11 armor, +4 shield, +8 natural)

hp 138 (172) (17 HD); DR 10/adamantine

Immune Poison

Resist acid 30, electricity 30, fire 5

Fort +21 (+23), **Ref** +13 (+15), **Will** +24

Speed 30 ft. in plate armor (6 squares), base movement 30 ft.; Earth Glide

Melee +1 *scimitar* +16/+11/+6 (1d6+4, 18-20/x2)

Ranged acid flask +14 (1d6 acid)

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

Base Atk +11; **Grp** +13 (+15)

Combat Gear acid flask, ~~pearl of power 6th~~, *potion of cure serious wounds*

Druid Spells Prepared (CL 17th):

9th— *cast in stone* (DC 26)

8th— *bombardment* (DC 26), *brilliant aura*

7th— ~~*aura of vitality*, *heal*, 2x *summon nature's ally*~~

~~VH~~

6th— *greater dispel magic*, ~~3x superior resistance~~, ~~tortoise shell~~

5th— *cure critical wounds*, ~~4x stonесkin~~

4th— *arc of lightning* (DC 22), *cure serious wounds*, *flame strike* (DC 21), ~~3x freedom of movement~~

3rd— *corona of cold*, *cure moderate wounds*, *energy vortex*, ~~3x greater magic fang~~, *poison* (DC 24)

2nd— ~~3x barkskin~~, *earth bind* (DC 19), *heat metal* (DC 19), ~~2x resist energy~~

1st— *2x cure light wounds*, *faerie fire*, ~~2x longstrider~~, *magic stone* (+16 ranged), *produce flame* (+15 ranged touch)

0— *create water*, *2x cure minor wounds*, *detect magic*, *flare* (DC 17), *guidance*

Abilities Str 14 (18), Dex 14 (18), Con 16 (20), Int 8, Wis 24, Cha 10

SQ *earth dream*, *earth friend*, *earth sight*, *elemental companion*, *lesser tremor sense*, *resist nature's lure*, *trackless step*, *venom immunity*, *wild shape* (large, plant, tiny) 4/day, *woodland stride*

Bolster *aura of vitality* (CL 17th), *freedom of movement* (CL 17th), *longstrider* (CL 17th), *resist energy – acid* (CL 17th), *resist energy – electricity* (CL 17th), *stonесkin* (CL 17th), *superior resistance* (CL 17th), *tortoise shell* (CL 17th)

Feats *Armor Proficiency* (heavy), *Augment Summoning*, *Earth Sense*, *Mobile Spellcasting*, *Spell Focus* (conjuration), *Steady Concentration*

Skills *Concentration* +23 (+25), *Hide* +3 (+5), *Knowledge* (nature) +9, *Knowledge* (the planes) +4, *Speak Language* (terran), *Spellcraft* +21, *Survival* +8

Possessions *combat gear* plus +6 *periapt of wisdom*, +3 *red dragonhide full plate*, *crimson dragonhide bracers*, *summoner's totem*, +2 *heavy red dragonhide shield*, +1 *scimitar*, *dagger*, 2x *spell component pouch*.

Earth Dream (Sp) By attuning himself to the earth, an earth dreamer can pull knowledge from mountains. This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one and receive a short, often cryptic, answer. An earth dreamer's chance of receiving a correct answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations. As with *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Earth Friend (Ex) An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they normally would; their initial attitude is improved by one step.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on the area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless he succeeds on a DC 15 Fortitude save.

Using this ability is a standard action. Each use lasts for 6 (8) rounds.

Earth Sight (Ex) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so he can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action. Each use lasts for 6 (8) rounds.

Elemental Companion (Ex) This druid gains the companionship of a Large earth elemental. The companion has normal statistics of an elemental of its kind. It does not gain any extra HD, natural armor adjustment, Strength or Dexterity adjustment, or extra tricks (it is intelligent enough to follow spoken commands and thus needs no tricks). It gains all other special abilities normally granted to an animal companion, with the exception of Multiattack. He does not gain an animal companion, nor does he gain wild empathy.

Lesser Tremorsense (Ex) An earth dreamer is so in tune with the earth that he gains the tremorsense ability with a range of 10 feet.

Description *You see an aged, but toughened hobgoblin dressed in armor made from the scales of a red dragon and carrying a wooden shield. A scimitar hangs at its side.*

Sources *Complete Mage*, *Magic Item Compendium*, *Races of Stone*, *Spell Compendium*

HARDHEAD

CR -

Companion elemental

N Large earth elemental (earth, extraplanar)

Init -1; **Senses** Listen +6, Spot +5; 60-ft. Darkvision

Languages Terran

AC 23, touch 8, flat-footed 23

(-1 size, -1 Dex, +15 natural)

hp 80 (8 HD); **DR** 5/-, **DR** 10/adamantine

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +7, **Ref** +0, **Will** +1; Devotion, Improved Evasion

Speed 30 ft. (6 squares); *Earth glide*

Melee 2x slam +16 (2d8+11 magic)

Ranged rock +5 (1d6+5)

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

Base Atk +6; **Grp** +17

Atk Options Cleave, great cleave, power attack

Special Actions Earth mastery, push

Abilities Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11

SQ Devotion, elemental traits, share spell

Bolster *barkskin* (CL 17th), *greater magic fang* (CL 17th), *longstrider* (CL 17th), *stoneskin* (CL 17th)

Feats Cleave, Great Cleave, Power Attack

Skills Listen +5, Spot +6

Devotion (Ex) An elemental companion's devotion to its master is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Evasion (Ex) If an elemental companion is subjected to an attack that normally allows a Reflex saving throw for half damage it takes no damage if it makes a successful saving throw.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Share Spell (Ex) At the druid's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his elemental companion. The elemental companion must be within 5 feet of him as the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental companion if the companion moves farther than 5 feet away and will not affect the elemental again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her elemental companions (as a touch range spell) instead of on himself. A druid and his elemental companion can share spells even if the spells normally do not affect creatures of the companion's type (elemental).

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.*

SUMMONED GREATER EARTH ELEMENTAL CR -
N Huge greater earth elemental (earth, extraplanar)

Init -1 (+1); **Senses** Listen +14, Spot +14; 60-ft. Darkvision

Languages Terran

AC 22, touch 9, flat-footed 21

(-2 size, +1 Dex, +13 natural)

hp 273 (315) (21 HD); DR 10/-

Immune Poison, sleep, paralysis, and stunning; not subject to critical hits and flanking

Fort +17 (+19), **Ref** +4 (+6), **Will** +7

Speed 30 ft. (6 squares); Earth glide

Melee 2x slam +31 (2d10+18 magic)

Ranged rock +16 (1d8+14)

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

Base Atk +15; **Grp** +31 (+33)

Atk Options Awesome blow, cleave, great cleave, improved bull rush, power attack

Special Actions Earth mastery, push

Abilities Str 35 (39), Dex 8 (12), Con 25 (29), Int 8, Wis 11, Cha 11

SQ Elemental traits

Bolster *aura of vitality* (CL 17th), *greater magic weapon* (CL 17th)

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack

Skills Listen +14, Spot +14

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other soft earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed strength check.

Description *Like a walking hill, the creature plods nearer on two featureless legs of rock and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction. It sprouts large horns and a stony skull plate.*

KRIXUS OURG

CR 13

Male hobgoblin Fighter 4/Rogue 4/Master Thrower 5

LE Medium humanoid (goblinoid)

Init +4 (+6); **Senses** Listen +6, Spot +14; Darkvision 60-ft.

Languages Common, goblin, orcish

AC 30, touch 19, flat-footed 30; Uncanny Dodge

(+6 Dex, +6 armor, +5 natural, +2 deflection, +1 haste)

Miss Chance 50% (*invisibility*)

hp 104 (126) (13 HD); DR 10/adamantine

Fort +14 (+16), **Ref** +20 (+22), **Will** +9; Improved

Evasion

Speed 60 ft. (12 squares)

Melee +1 *falchion* +19/+19/+14/+9 (2d4+8, 18-20/x2) or mwk scimitar +19/+19/+14/+9 (1d6+5, 18-20/x2)

Ranged +1 force javelin +21/+21/+16/+11 (1d6+8, 19-20/x2) or +1 force javelin rapid shot +19/+19/+19/+14/+9 (1d6+8, 19-20/x2)

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

Base Atk +12; **Grp** +15 (+17)

Atk Options Improved precise shot, point-blank shot, ranged disarm, snatch arrows, sneak attack +2d6, trip shot (+10)

Combat Gear boots of speed, gloves of endless javelins, potion of cure moderate wounds, ~~potion of invisibility~~

Abilities Str 16 (20), Dex 19 (23), Con 14 (18), Int 13, Wis 10, Cha 8

SQ Improved Evasion, sneaky shot, trapfinding, trapsense +1, uncanny dodge

Bolster *augment vitality* (CL 17th), *barkskin* (CL 17th), *freedom of movement* (CL 17th), *haste* (CL 10th), *invisibility* (CL 3rd), *stoneskin* (CL 17th), *superior resistance* (CL 17th)

Feats Farshot^B, Improved Precise Shot, Precise Shot^B, Point-blank Shot, Quick Draw^B, Ranged Disarm (javelin), Rapid Shot, Snatch Arrows^B, Weapon Focus (javelin), Weapon Specialization (javelin)^B

Skills Balance +11 (+13), Escape Artist +13 (+15), Hide +11 (+13), Jump +32 (+34), Listen +6, Move Silently +14 (+16), Sleight of Hand +19 (+21), Spot +14, Tumble +21 (+23)

Possessions combat gear plus +2 mithral shirt, +1 falchion, +2 ring of protection, masterwork scimitar, falchion.

Critical Throw (Ex) A master thrower gains the Improved Critical feat for any thrown weapon with which he has Weapon Focus.

Sneaky Shot (Ex) Just before making a ranged attack, a master thrower with this ability can use a move action to make a Sleight of Hand check opposed by his target's Spot check. If he wins the opposed check, his opponent is denied his Dexterity bonus to armor class against the attack.

Trip Shot (Ex) A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing damage as normal, the master throw makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity check or Strength check (whichever ability score has the higher modifier). Other modifiers may apply on this opposed check (see page 158 of the Player's Handbook). If the master thrower wins the opposed check, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Weak Spot (Ex) When using a thrown weapon against a target of her size or larger, the master thrower can make a ranged touch attack instead of a normal attack. If the attack hits, the master thrower does not apply his strength bonus to damage.

Description This ruff looking hobgoblin wears studded leather armor and holds a javelin in one hand and a

scimitar in the other. A large falchion is strapped to his back.

UGLUCKS GLOBNER

CR 13

Male hobgoblin Fighter 8/Monk 2/Exotic Weapon Master 3

LE Large humanoid (goblinoid)

Init +3 (+4); **Senses** Listen +0, Spot +5; Darkvision 60-ft.

Languages Common, giant, goblin

AC 25, touch 13, flat-footed 21; **Combat Expertise**, Deflect Arrows, Dodge, Mobility (-1 size, +4 Dex, +7 armor, +5 natural)

Miss Chance 50% (*blinking*)

hp 99 (121) (13 HD); **DC** 10/adamantine

Fort +20 (+22), **Ref** +15 (+16), **Will** +12; **Evasion**

Speed 30 ft. (6 squares)

Melee +1 adamantine living chain +19/+14/+9 (2d6+12) or +1 adamantine living chain flurry of strikes +17/+17/+12/+7 (2d6+12) or unarmed strike +17/+12/+7 (1d8+6)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +12; **Grp** +19 (+26)

Atk Options Combat Expertise, combat reflexes, flurry of strikes, improved grapple, improved trip (+18), spring attack, whirlwind attack

Combat Gear belt of growth, +3 blinking mithral shirt

Abilities Str 17 (23), Dex 16 (18), Con 14 (18), Int 13, Wis 10, Cha 8

SQ Evasion, exotic reach, flurry of strikes, trip attack, unarmed strike

Bolster *augment vitality* (CL 17th), *barkskin* (CL 17th), *blink* (CL 10th), *enlarge person* (CL 10th), *stoneskin* (CL 17th), *superior resistance* (CL 17th)

Feats Combat Expertise^B, Combat Reflexes, Deflect Arrows^B, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Grapple^B, Improved Trip, Mobility^B, Spring Attack, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B, Whirlwind Attack^B

Skills Balance +10 (+11), Craft (weaponsmithing) +17, Jump +21 (+24), Move Silently +12 (+13), Spot +5, Tumble +16 (+17)

Possessions combat gear plus +1 adamantine living chain, masterwork spiked chain, lesser weapon crystal of return, spiked chain.

Exotic Reach (Ex) When wielding an exotic weapon with reach the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but never total cover).

Flurry of Strikes (Ex) When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a _2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Trip Attack (Ex) An exotic weapon master can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon master already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Description You see a large hobgoblin, almost 12-feet tall. He is dressed in a chain shirt and holds a great spiked chain.

ENCOUNTER 10 – SUNDERED BONDS

GLUBOX NUGROT

CR 16

Male goblin Sorcerer 12/Fatespinner 4

LE Small humanoid (goblinoid)

Init +5; **Senses** Listen +1, Spot +1; Darkvision 60-ft., *arcane sight*, *see invisibility*

Languages Common, goblin

AC 30, touch 20, flat-footed 25

(+1 size, +5 Dex, +6 armor, +4 natural, +4 deflection)

Miss Chance 50%

hp 64 (96) +29 temp. (16 HD); **DR** 10/adamantine

Immune Fear, poison, paralysis, sleep

Fort +12 (+14), **Ref** +16, **Will** +18

Speed 30 ft. (6 squares)

Melee small spear +11/+6 (1d6+1)

Ranged mwk small light crossbow +15 (1d6)

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

Base Atk +8; **Grp** +5

Atk Options Deny fate, empower spell, fickle finger of fate, heighten spell, point-blank shot, resist fate, spin destiny, spin fate

Combat Gear *Burning veil*, *circlet of rapid casting*, *potion of cure moderate wounds*

Sorcerer Spells Known (CL 16th):

8th (3/day)— *power word stun*

7th (5/day)— *Mordenkainen's sword* (+25 attack), *radiant assault* (DC 23)

6th (7/day, 5 used)— *chain lightning* (DC 22), *globe of invulnerability*, *superior resistance*

5th (7/day, 4 used)— *break enchantment*, *draconic might*, *Rary's telepathic bond*, *reciprocal gyre* (DC 21)

4th (7/day, 4 used)— *dimensional anchor* (+14 ranged touch), *greater invisibility*, *orb of fire* (+14 ranged touch, DC 20), *stoneskin*

3rd (7/day, 4 used)— *arcane sight*, *enhance familiar*, *greater mage armor*, *slow* (DC 19)

2nd (8/day, 4 used)— *dimension hop*, *false life*, *glitterdust* (DC 18), *scorching ray* (range touch +14), *see invisibility*

1st (8/day)— *feather fall*, *lesser orb of fire* (+14 ranged touch), *magic missile*, *ray of clumsiness* (+14 ranged touch), *shield*

0 (6/day)— *acid splash* (+14 ranged touch), *daze* (DC 16), *detect magic*, *detect poison*, *ghost sound* (DC 16), *mage hand*, *ray of frost* (+14 ranged touch), *read magic*, *resistance*

Abilities Str 8 (12), Dex 20, Con 12 (16), Int 13, Wis 8, Cha 23

SQ Deny fate, fickle finger of fate, resist fate, seal fate, spin destiny, spin fate, summon familiar

Bolster *arcane sight* (CL 16th), *draconic might* (CL 17th), *extended shield of faith* (CL 17th), *false life* (CL 16th), *fortunate fate* (CL 16th), *freedom of movement* (CL 17th), *greater mage armor* (CL 16th), *heroes' feast* (CL 16th), *Rary's telepathic bond* (CL 16th), *see invisibility* (CL 16th), *stoneskin* (CL 16th), *superior invisibility* (CL 16th), *superior resistance* (CL 16th)

Feats Alertness^B, Chain Spell, Empower Spell, Heighten Spell, Improved Familiar, Point-blank shot, Rapid Metamagic

Skills Concentration +20 (+22), Hide +8, Knowledge (arcane) +13, Listen +1, Move Silently +8, Profession (gambler) +3, Ride +9, Spellcraft +20, Spot +1

Possessions combat gear plus +6 *cloak of charisma*, +4 *gauntlets of dexterity*, +1 *ring of protection*, small spear, masterwork small light crossbow, 10 bolts, exotic military saddle, 2x spell component pouch.

Deny Fate (Ex) A fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Fickle Finger of Fate (Ex) A fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or foe – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Resist Fate (Ex) A fatespinner embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Spin Destiny (Ex) A fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. Once he uses his spin for the day, his ability to tinker

with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed from head to toe in bright red veils and holds a spear in one hand.*

Sources Complete Arcane, Player's Handbook II, Spell Compendium

NIBBLE, FAMILIAR IMP

CR -

LE tiny outsider (evil, extraplanar, lawful)

Init +3; **Senses** Listen +7, Spot +7; Darkvision 60-ft., see invisibility

Languages Diabolic

AC 33, touch 17, flat-footed 28; Dodge (+2 size, +3 Dex, +2 Dodge, +6 armor +10 natural)

hp 32 (48) +29 temp. (14 HD); DR 10/adamantine, DR 5/good or silver, fast healing 2

Immune Fear, poison

Resist fire 5; **SR** 21

Fort +6, **Ref** +9, **Will** +15; Improved Evasion

Speed 20 ft. (4 square), fly 50 ft. (perfect)

Melee Sting +16 (1d4+2 plus poison)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +7; **Grp** -1

Combat Gear Tan Bag of Tricks

Spell-Like Abilities (CL 6th):

1/week— *commune* (CL 12th)

1/day— *suggestion* (DC 15)

At will— *detect good*, *detect magic*, *invisibility* (self only)

Abilities Str 10, Dex 17, Con 10, Int 11, Wis 12, Cha 14

SQ Alternate form, deliver touch spells, empathic link, improved evasion, share spells, speak with master

Bolster *enhance familiar* (CL 14th), *false life* (CL 14th), *greater mage armor* (CL 14th), *heroes' feast* (CL 14th), *Rary's telepathic bond* (CL 14th), see *invisibility* (CL 14th), *stoneskin* (CL 14th)

Feats Dodge, Weapon Finesse

Skills Concentration +19, Diplomacy +7, Hide +17, Knowledge (arcane) +12, Knowledge (the planes) +6, Listen +7, Move Silently +9, Profession (gambler) +6, Ride +4, Search +6, Spellcraft +21, Spot +7, Survival +1 (+3 to follow tracks)

Alternate Form (Su) An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 13), except that an imp does not regain hit points for changing form, and this imp can assume only the form of a bat.

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Description *A tiny humanoid with leathery batwings, a barbed tail, and sharp, twisted horns flutters at about eye level, winking into sight from out of thin air.*

HULUCK TRONE

CR 16

Female goblin Cleric of Maglubiyet 16

LE Size humanoid (goblinoid)

Init +4; **Senses** Listen +2, Spot +2; Darkvision 60-ft.

Languages Common, goblin

AC 33, touch 15, flat-footed 33

(+1 size, +12 armor, +6 shield, +4 deflection)

hp 96+13 temp. (16 HD); DR 10/adamantine

Immune Fear, poison

Resist Fire 30

Fort +15, **Ref** +10, **Will** +23

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

Melee small light mace +16/+11/+6 (1d4+2)

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

Base Atk +12; **Grp** +9

Special Actions Divine Counterspell, spontaneous inflict

Combat Gear *dispelling cord*, *potion of remove blindness*, *ring of vanishing*

Cleric Spells Prepared (CL 16th, **+1 caster level with abjuration spells):

8th— *heat drain* (DC 25), *mass death ward*, *unholy aura* ^{D*}

7th— *blasphemy* ^{D*} (DC 28), ~~3x *fortunate fate*~~

6th— *greater dispel magic**, ~~*heroes' feast*~~, *mislead* ^D, ~~2x *superior resistance**~~

5th— *dispel good* ^{D*/**} (+12 touch, DC 22), *flame strike* (DC 22), *mass cure light wounds*, *true seeing*, ~~*zone of revelation*~~

4th— ~~*air walk*~~, ~~3x *freedom of movement***~~, ~~*greater magic weapon*~~, *unholy blight* ^{D*} (DC 21)

3rd— *dispel magic**, ~~*magic circle against good*~~ ^{D*/**}, ~~6x *magic vestment*~~

2nd— ~~3x *extended shield of faith**~~, *invisibility* ^D, ~~*resist energy*~~, *silence* (DC 19), *sound burst* (DC 19), *spiritual weapon* (+19 attack)

1st— 2x *cure light wounds*, 2x *doom* (DC 18), *protection from good* ^{D*/**}, 2x *resurgence**, *sanctuary*

0— *create water*, *cure minor wounds* x3, *detect magic*, *resistance**

D: Domain spell. Deity: Maglubiyet. Domains: *Evil (+1 caster level with evil spells), Trickery (add Bluff, Disguise & Hide to cleric class skill list)

Abilities Str 12, Dex 10, Con 10, Int 12, Wis 24, Cha 12

Bolster *air walk* (CL 16th), *extended shield of faith* (CL 17th), *fortunate fate* (CL 16th), *freedom of movement* (CL 16th), *heroes' feast* (CL 16th), *magic circle against good* (CL 16th), 2x *magic vestment* (CL 16th), *Rary's telepathic bond* (CL 16th), *resist energy – fire* (CL 16th), *stoneskin* (CL 16th), *superior resistance* (CL 17th)

Feats Dampen Spell, Extend Spell, Improved Counterspell, Improved Initiative, Magic Disruption

Skills Concentration +19, Hide -2, Knowledge (arcane) +6, Move Silently -2, Ride +11, Spellcraft +22

Possessions combat gear plus +6 *periapt of wisdom*, +1 *small plate armor*, +1 *cloak of resistance*, masterwork small heavy wooden shield, *ring of feather falling*, +1 *small light mace*, 2x iron holy

symbol, exotic military saddle, small dagger, 2x spell component pouch.

Divine Counterspell (Su) This creature gains the supernatural ability to counter another spellcaster's magic through pure force of will. This ability functions just as if you were using dispel magic to counter the spell, except that he adds your cleric level (instead of his caster level) to the d20 roll. He doesn't need to identify the spell the opposing spellcaster is casting to make the attempt. He can attempt to counterspell up to 4 times per day. He gains a +2 bonus on the counterspelling attempts when using this ability.

He does not gain the ability to turn or rebuke undead.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor with a large symbol of a bloody axe embossed on the breastplate.*

Sources Complete Mage, Player's Handbook II, Spell Compendium

GLIBULEX THE LANCE **CR 16**

Female goblin Fighter 8/Cavalier 8 (bolstered)

LE Small humanoid (goblinoid)

Init +3; **Senses** Listen +0, Spot +5; Blindsight 30-ft., darkvision 60-ft., low-light vision

Languages Common, goblin

AC 30, touch 18, flat-footed 27

(+1 size, +3 Dex, +12 armor, +4 deflection)

hp 194+13 temp. (16 HD); DR 10/adamantine

Immune Fear, poison

Fort +22, **Ref** +13, **Will** +17

Speed 20 ft. in mithral full plate (4 squares), base movement 30 ft.

Melee +4 *small adamantine lance* +30/+25/+20/+15 (1d6+10+1d6 electrical, 19-20/x4) or mwk small greatsword +21/+16/+11/+6 (1d10+6, 19-20/x2)

Ranged mwk small composite longbow +22/+17/+12/+7 (1d6+2, x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Base Atk +16; **Grp** +14 (+16)

Atk Options Blindsight, Deadly Charge 4/day, Full Mounted Attack, Mounted Combat, Power Attack, Ride-by Attack, Short Haft, Spirited Charge

Combat Gear *Goggles of draconic vision, 2x potion of cure moderate wounds, ~~potion of bull's strength~~, riding boots*

Abilities Str 14 (18), Dex 16, Con 18, Int 12, Wis 10, Cha 6

SQ Burst of speed, courtly knowledge, deadly charge 4/day, full mounted attack, mounted weapon bonus (lance & sword) +2, ride bonus +6, Special mount

Bolster *bull's strength* (CL 3rd), *extended shield of faith* (CL 17th), *fortunate fate* (CL 16th), *freedom of movement* (CL 16th), *greater magic weapon* (CL 16th), *heroes' feast* (CL 16th), *magic vestment* (CL 16th), *Rary's telepathic bond* (CL 16th), *stoneskin* (CL 16th), *superior resistance* (CL 17th)

Feats Blindsight ^B, Greater Weapon Focus (lance) ^B, Improved Critical (lance), Iron Will, Mounted Combat, Power Attack, Ride-by Attack ^B, Short Haft, Spirited Charge ^B, Weapon Focus (lance), Weapon Specialization (lance) ^B

Skills Handle Animal +17, Hide +4, Knowledge (nobility and royalty) +22, Move Silently +4, Ride +39, Spot +5

Possessions combat gear plus +1 *small mithral full plate*, +1 *small slow burst adamantine lance*, *lesser weapon crystal of electrical assault*, *riding boots*, +4 *amulet of health*, +2 *cloak of resistance*, *ring of feather fall*, exotic military saddle, masterwork small greatsword, masterwork strength adjusted small composite longbow [+2], quiver w/20 arrows, small lance.

Burst of Speed (Ex) A cavalier can urge her mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Courtly Knowledge (Ex) A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Deadly Charge (Ex) When mounted and using the charge action, a cavalier may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If she hits, she deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Full Mounted Combat (Ex) A mounted cavalier can make a full attack when his mount moves more than 5 feet but no farther than a single move action would carry it. The cavalier cannot combine this full attack with a charge.

Mounted Weapon Bonus (Ex) A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted.

Ride Bonus (Ex) A cavalier gains a competence bonus on Ride checks.

Special Mount (Sp) A cavalier's class levels stack with any paladin levels the character may have for determining the characteristics of a paladin's mount.

Description *This little female humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in heavy metal armor and wields a great lance.*

Sources Complete Warrior, Magic Item Compendium

HOBBS, KNOBB, & LUPEX **CR 14**

Male goblin duskblade 14 (bolstered)

LE Small humanoid (goblinoid)

Init +5; **Senses** Listen +0, Spot +0

Languages Common, goblin, orc

AC 31, touch 17, flat-footed 26; Combat Expertise

(+1 size, +5 Dex, +8 armor, +6 shield, +1 deflection)
hp 98 (110)+13 temp. ea (14 HD)
Immune Fear, poison
Fort +16 (+17), **Ref** +14 (+15), **Will** +16

Speed 30 ft. (6 squares)
Melee +3 *adamantine rapier* +25/+20/+15 (1d4+5, 15-20/x2) and +4 *kyton armor* +25 (1d6+4)
Ranged mwk composite longbow [+1] +22/+17/+12 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +14; **Grp** +11 (+12)
Atk Options Arcane channeling, arcane strike, blindfight, combat expertise, spell power +3
Special Actions Quick cast 2/day
Combat Gear *Kyton armor, Potion of cure moderate wounds*

Duskblade Spells Known (CL 14th):
 4th (3/day)— *Bigby's interposing hand, channeled pyroblast* (DC 17)
 3rd (8/day, 2 used)— *dispelling touch* (+21 touch), *greater magic weapon, keen edge, vampiric touch* (+21 touch)
 2nd (9/day, 1 used)— *animalistic power, Bigby's striking fist* (DC 15), *dimension hop, surestrike*
 1st (9/day)— *blade of blood, ray of enfeeblement* (+21 ranged touch), *shocking grasp* (+21 touch), *stand, swift expeditious retreat*
 0 (6/day)— *acid splash* (+21 ranged touch), *disrupt undead* (+21 ranged touch), *ray of frost* (+21 ranged touch), *touch of fatigue* (+21 touch, DC 13)

Spell-Like Abilities (CL 14th):
 0 (5/day)— *dancing lights* (DC 13), *detect magic, flare* (DC 13), *ghost sound* (DC 13), *read magic*

Abilities Str 12 (14), Dex 19 (21), Con 12 (14), Int 16, Wis 10, Cha 6
SQ Arcane channeling (full attack), armored mage (medium, heavy shield), quick cast 2/day, spell power +3
Bolster *animalistic power* (CL 14th), *greater magic weapon* (CL 14th), *heroes' feast* (CL 16th), *keen edge* (CL 14th), *magic vestment* (CL 16th), *Rary's telepathic bond* (CL 16th), *superior resistance* (CL 17th)
Feats Arcane Strike, Blindfight, Combat Casting ^B, Combat Expertise, Weapon Finesse, Weapon Focus (rapier)
Skills Concentration +18 (+23), Hide +7 (+8), Knowledge (arcana) +20, Move Silently +7 (+8), Ride +25 (+26), Spellcraft +22
Possessions combat gear plus +4 *small heavy mithral shield*, +1 *adamantine rapier, ring of feather fall*, +2 *headband of intellect*, +1 *ring of protection*, small masterwork composite longbow [+1], quiver w/20 arrows, small short sword, small dagger, 2x spell component pouch.

Arcane Channeling (full attack) (Su) Duskblades can use a standard action to cast any touch spell they know and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of 1 standard action or less. If the

melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

He can cast any touch spell he knows as part of a full attack action, and the spell affects each target he hits in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last would otherwise last longer than 1 round.

Armored Mage (medium, heavy shield) (Ex) A duskblade's limited focus and specialized training allows him to avoid arcane spell failure so long as he sticks to light or medium armor and light or heavy shields. This ability does not apply to spells gained from a different spellcasting class.

Quick cast (Ex) A duskblade can cast two spells each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex) Duskblades can more easily overcome the spell resistance of any opponent he successfully injures with a melee attack. If a duskblade has injured an opponent with a melee attack, you gain a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

Description *This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees. It is dressed in a breastplate and carries a light shield and rapier.*

Sources Complete Scoundrel, Complete Warrior, Player's Handbook II

ADVANCED DIRE BAT

CR 4

N Large animal

Init +6; **Senses** Listen +14, Spot +9; Blindsight 40-ft.

Languages None

AC 21, touch 15, flat-footed 15

(-1 size, +6 Dex, +6 natural)

hp 120 (12 HD)

Fort +12, **Ref** +14, **Will** +10

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +12 (1d8+6)

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

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

Abilities Str 18, Dex 22, Con 18, Int 2, Wis 14, Cha 6

Feats Alertness, Flyby Attack, Improved Natural Armor, Stealthy, Wingover

Skills Hide +4, Listen +14, Move Silently +16, Spot +9

Blindsight (Ex) A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills Dire bats have a +4 racial bonus on Spot & Listen checks. These bonuses are lost if its blindsense is negated.

Description *This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Shaggy fur covers most of the body, with patches of bony armor showing through here and there.*

APPENDIX 8 – ALL APLS

ENCOUNTER 4

FAUX SCARRED FOX **CR 3**

Male half-elf expert 4

CG Medium humanoid (elf)

Init +1; **Senses** Listen +2, Spot +2; Low-light vision

Languages Common, elf

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 16 (4 HD);

Immune sleep

Fort +1, **Ref** +2, **Will** +5 (+2 against enchantment)

Speed 30 ft. (6 squares);

Melee mwk dagger +3 (1d4-1)

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

Base Atk +3; **Grp** +2

Combat Gear 2x *potion of cure moderate wounds*

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

SQ

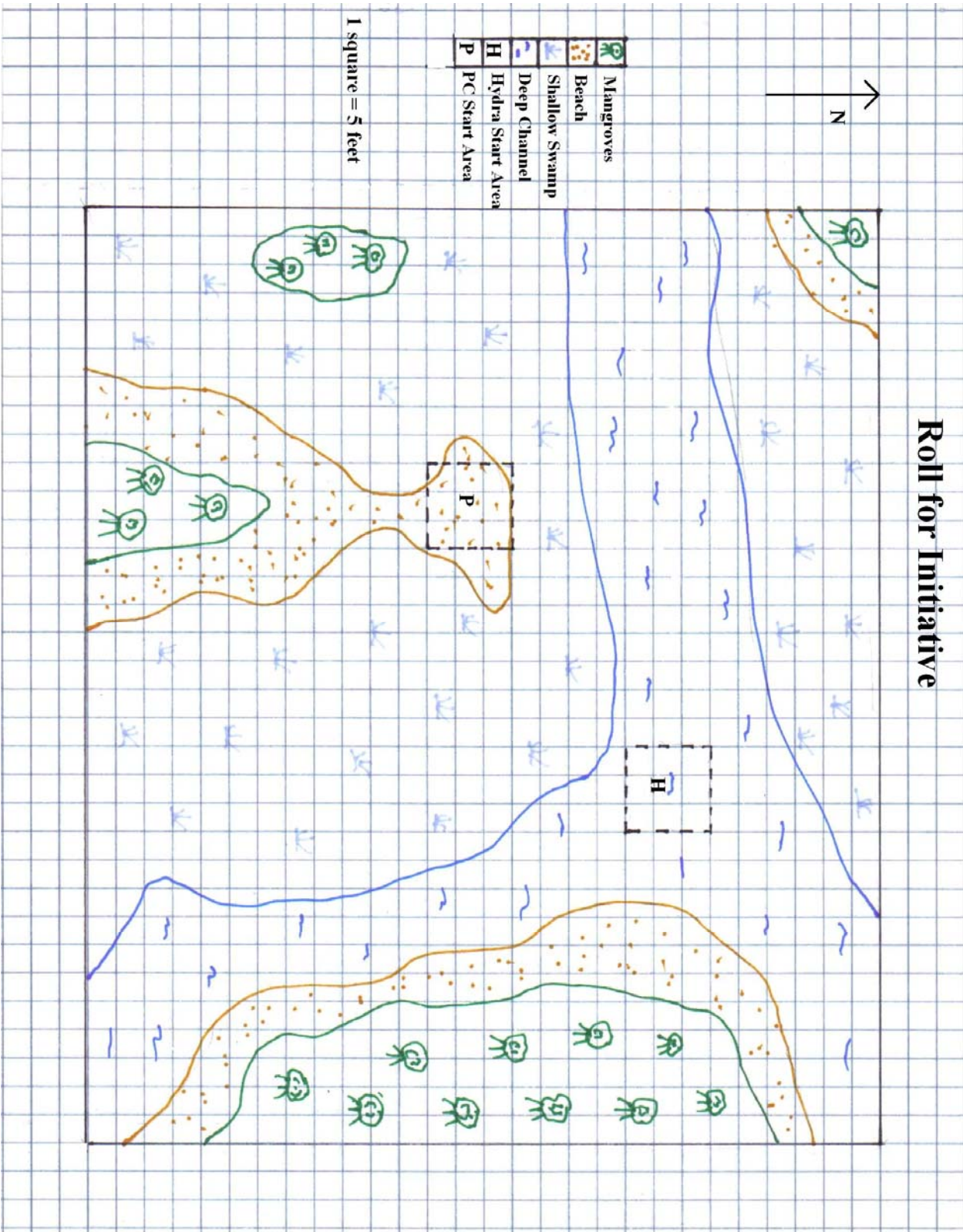
Feats Deceitful, Skill Focus (disguise)

Skills Bluff +10, Diplomacy +16, Disguise +27 (+29 acting), Forgery +11, Gather Information +12, Intimidate +12, Listen +2, Perform (acting) +10, Search +3, Sense Motive +8, Spot +2

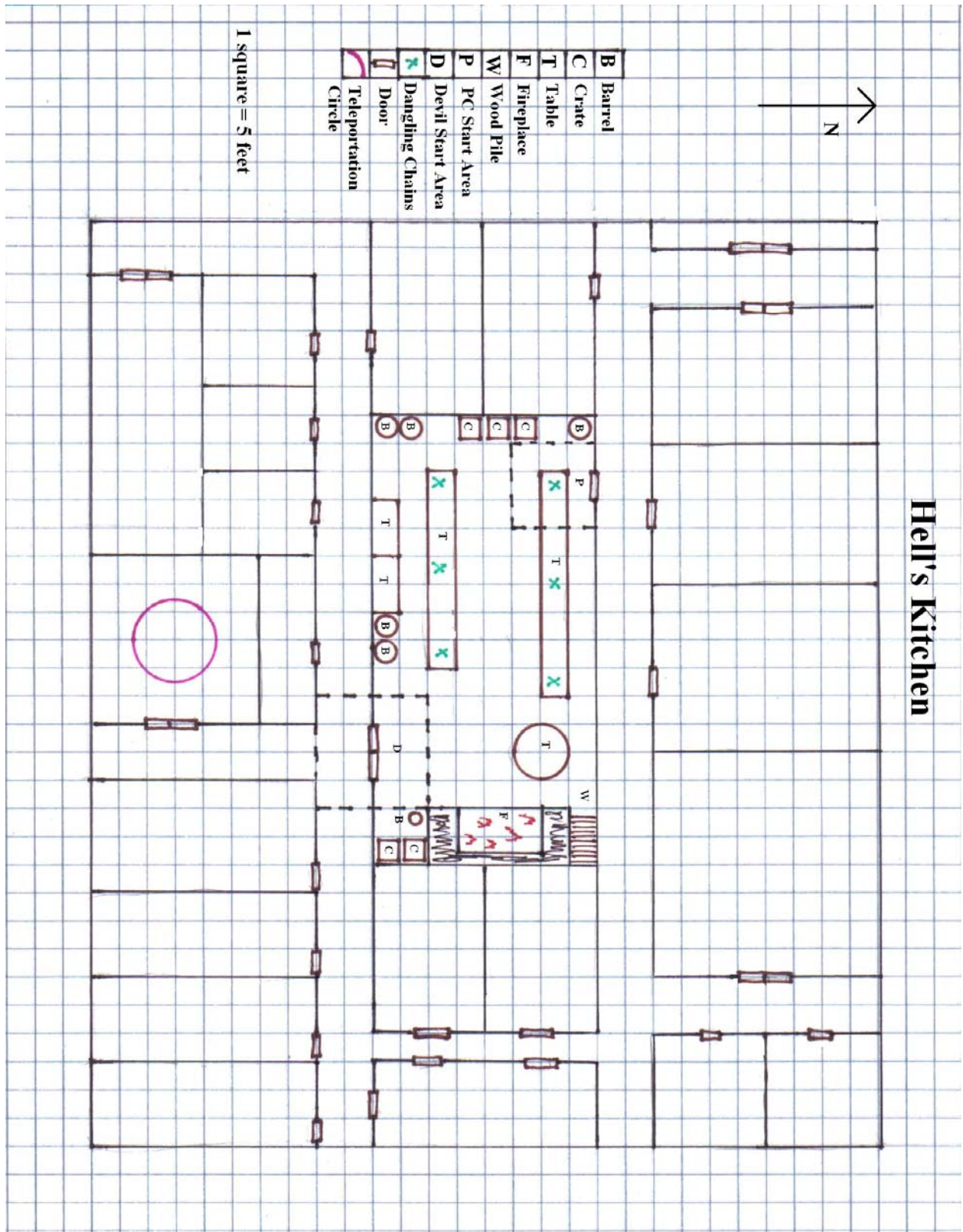
Possessions combat gear plus masterwork dagger, masterwork chain shirt, disguise kit, *hat of disguise*.

Description *You see a handsome roguish half-elf with tussled hair. He is dressed in well-appointed, if practical clothing. Many scars can be seen peaking out from under his long-sleeved tunic.*

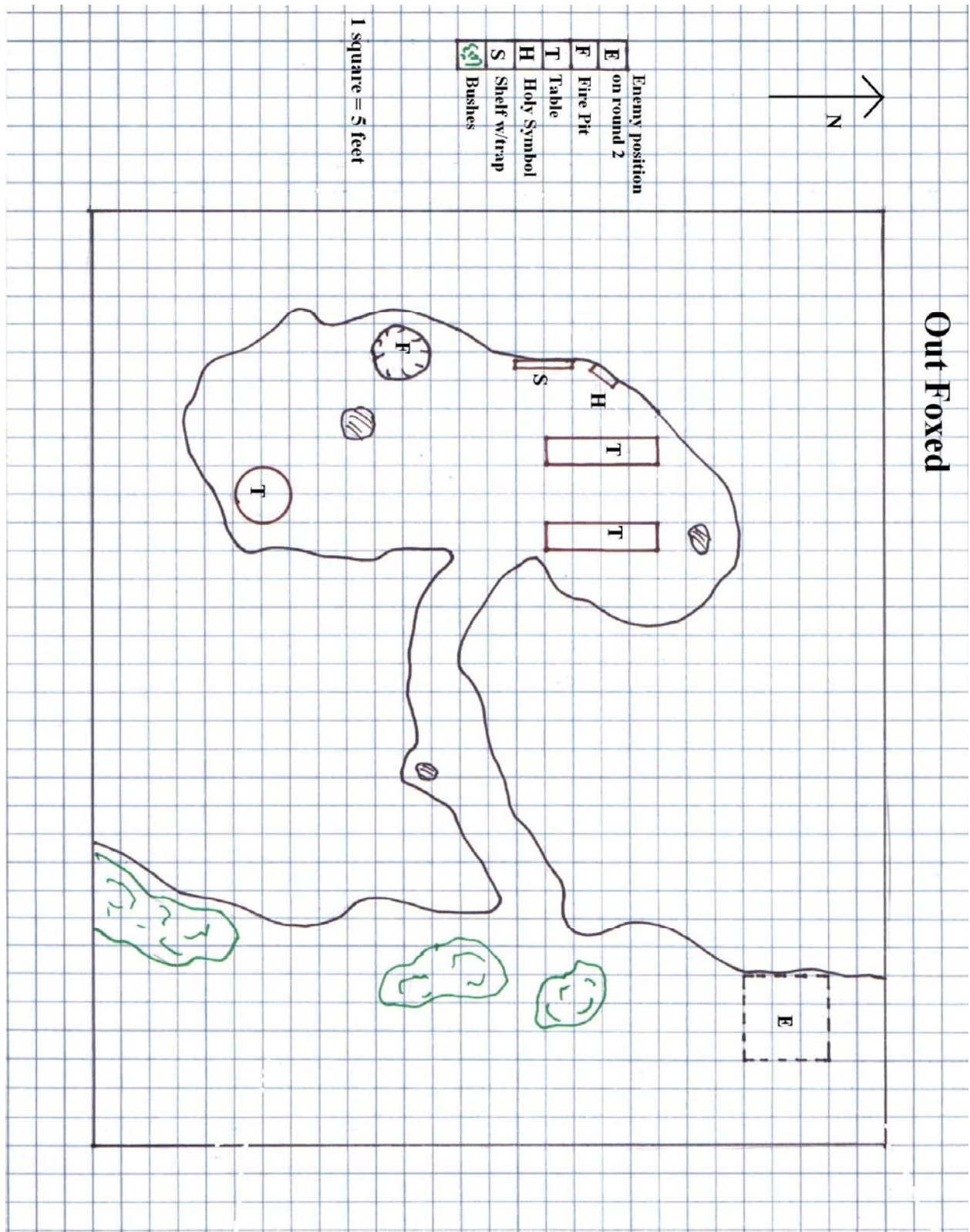
DM AID: MAP #1 – ENCOUNTER 1: ROLL FOR INITIATIVE



DM AID: MAP #2 – ENCOUNTER 6: HELL’S KITCHEN



DM AID: MAP #3 – ENCOUNTER 8: OUT FOXED?



Sundered Bonds

1 square = 5 feet

5-ft. Contour

Boulder

Tree Trunk

Bush

N

Caravan enters from this direction

+15'

+10'

+5'

+10'

+15'

DM AID: NEW RULES

NEW FEATS

Arcane Strike (*Complete Warrior*)

Prerequisite: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

Chain Spell (*Complete Arcane*)

Prerequisite: Any Metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Dampen Spell (*Player's Handbook II*)

Prerequisite: Improve Counterspell.

Benefit: You can use an immediate action to attempt to dampen an enemy's spell. As with counterspelling, you must identify the target spell as it is being cast. If you successfully identify it, you can expend any spell or spell slot to dampen your opponent's incantation. Because of your hasty immediate casting, you do not fully counter the target spell. Instead, you subtract the level of the spell or spell slot you expend from the save DC of your opponent's spell.

Earth Sense (*Races of Stone*)

Prerequisite: Con 13, Wis 13.

Benefit: As long as you are touching the ground, you can take a move action to sense the number of creatures within 20 feet that are also touching the ground and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Special: Creatures with the air or aquatic subtype may not select this feat.

Magic Disruption [Reserve] (*Complete Mage*)

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an abjuration spell of 3rd level or higher available to cast, you can attempt to interrupt another character's spellcasting with a tiny burst of magic. As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduced by 2 (to a minimum caster level of 1st).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

Mobile Spellcasting (*Complete Adventurer*)

Prerequisite: Concentration 8 ranks

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you

lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Powerful Charge (*Fiendish Codex II*)

Prerequisite: Medium or Large size, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage only to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

Ranged Disarm (*Complete Warrior*)

Prerequisite: Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: Choose one type of ranged weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

Special: A fighter may select Ranged Disarm as one of his fighter bonus feats.

Rapid Metamagic (*Complete Mage*)

Prerequisite: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a Metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Short Haft (*Player's Handbook II*)

Prerequisite: Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3.

Benefit: As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack space adjacent to you. With another swift action you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

Special: A fighter can select Short Haft as one of his fighter bonus feats.

Steady Concentration (*Races of Stone*)

Prerequisite: Concentration 8 ranks.

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

NEW ITEMS

Arcanist's Gloves (Magic Item Compendium)

Price (Item Level): 500 gp (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: ---

When you activate *arcanist's gloves*, you add 2 to the caster level of the next 1st-level spell you cast before the end of your turn.

Arcanist's gloves function two times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning*.

Cost to Create: 250 gp, 20 XP, 1 day.

Armor Crystal of Bent Sight (Magic Item Compendium)

Price (Item Level): 500 gp (3rd)

Property: --- (shield crystal)

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: ---

Weight: ---

A *crystal of bent sight* offers a great boon to any who face creatures that have gaze attack. When this augment crystal is attached to your shield, you can avert your eyes from a creature that has a gaze attack without suffering, a miss chance on you attack rolls against that creature.

Prerequisites: Craft Magic Arms and Armor, *clairaudience/clairvoyance*.

Cost to Create: 250 gp, 20 XP, 1 day.

Bag of Endless Caltrops (Magic Item Compendium)

Price (Item Level): 800 gp (3rd)

Body Slot: ---

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: Move (manipulation)

Weight: 2 lbs.

Five times per day, you can reach into this pouch and pull out a handful o caltrops (enough to cover a 5-foot square). In addition to the activation cost, filling a 5-foot square with caltrops by hand requires a standard action.

The caltrops produced are not magical and follow all the rules for normal caltrops (PH 126).

Prerequisites: Craft Wondrous Item, *Leomund's secret chest*.

Cost to Create: 400 gp, 32 XP, 1 day.

Belt of Growth (Magic Item Compendium)

Price (Item Level): 3,000 gp (7th)

Body Slot: Waist

Caster Level: 10th

Aura: Moderate; (DC 20) transmutation

Activation: Standard (command)

Weight: ---

When you activate a *belt of growth*, you instantly increase in size (as if affected by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases you size.

A belt of growth functions once per day.

Prerequisites: Craft Wondrous Item, *enlarge person*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Burning Veil (Magic Item Compendium)

Price (Item Level): 1,000 gp (4th)

Body Slot: Head

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: --- and Swift (mental)

Weight: ---

Wearing a *burning veil* gives you immunity to the red effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *burning veil*, it deals 1d6 points of fire damage to a single creature that has already taken fire damage from an arcane spell you cast in this round. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *burning hands*, possession of a piece of the set.

Cost to Create: 500 gp, 40 XP, 1 day.

Charm of Countersong (Magic Item Compendium)

Price (Item Level): 400 gp (2nd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: ---

Weight: ---

This small charm, usually pinned to the front of your shirt or tunic, allows you to use countersong to interrupt a sonic attack. Once per day, you can activate your countersong bardic music ability as an immediate action.

Prerequisites: Craft Wondrous Item, Perform 6 ranks, countersong.

Cost to Create: 200 gp, 16 XP, 1 day.

Circlet of Rapid Casting (Complete Arcane)

Price (Item Level): 15,000 gp (14th)

Body Slot: Head

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

Activation: Swift (command)

Weight: ---

A *circlet of rapid casting* allows you to cast a small number of spells each day more quickly. This circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to cast a single spell as part of the same swift action you used to activate the circlet. This spell must be one that normally has a casting time of no longer than 1 standard action. Doing this expends the prepared spell or spell slot as if you had cast the spell normally.

1 charge: Cast a single spell of up to 2nd level.

2 charges: Cast a single spell of up to 3rd level.

3 charges: Cast a single spell of up to 4th level.

Prerequisites: Craft Wondrous Item, Quicken Spell.

Cost to Create: 7,500 gp, 600 XP, 15 days.

Crimson Dragonhide Bracers (Magic Item Compendium)

Price (Item Level): 5,000 gp (9th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) abjuration, transmutation

Activation: ---

Weight: 1 lb.

Crimson dragonhide bracers grant you resistance to fire 5 and a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0).

Prerequisites: Craft Wondrous Item, *barkskin*, *resist energy*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Dispelling Cord (Magic Item Compendium)

Price (Item Level): 1,000 gp (4th)

Body Slot: Torso

Caster Level: 5th

Aura: Faint; (DC 17) abjuration

Activation: Swift (command)

Weight: ---

A *dispelling cord* is worn wrapped loosely around your chest, its two ends slung over your shoulder. When you activate a *dispelling cord*, you gain a +2 competence bonus on any dispel checks you make until the end of your turn.

A dispelling cord functions five times per day. Each time it is activated, one of the five knots magically unties itself, indicating the uses remaining for the day.

Prerequisites: Craft Wondrous Item, *dispel magic*.

Cost to Create: 500 gp, 40 XP, 1 day.

Eternal Wand of Detect Magic (Magic Item Compendium)

Price (Item Level): 460 gp (3rd).

Body Slot: --- (held)

Caster Level: 1st

Aura: Faint; (DC 15) divination

Activation: Standard (command)

Weight: ---

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An *eternal wand* functions two times per day.

Prerequisites: Craft Wand, Craft Wondrous Item, *detect magic*.

Cost to Create: 230 gp, 18 XP, 1 day.

Healing Belt (Magic Item Compendium)

Price (Item Level): 750 gp (3rd)

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: --- Standard (command)

Weight: 1 lb.

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 500 gp, 40 XP, 1 day.

Gloves of Endless Javelins (Magic Item Compendium)

Price (Item Level): 7,000 gp (11th)

Body Slot: Hands

Caster Level: 5th

Aura: Faint; (DC 17) evocation

Activation: Free (command)

Weight: ---

Gloves of endless javelins allow you to rain death down on you enemies. When you activate these gloves, a +1 *javelin* made of pure force appears in you hand.

A javelin created by the gloves lasts until you resolve an attack with it or until the end of your turn, whichever comes first.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous item, *magic missile*, possession of a piece of the set.

Cost to Create: 3,500 gp, 280 XP, 7 day.

Goggles of Draconic Vision (Magic Item Compendium)

Price (Item Level): 16,000 gp (14th)

Body Slot: Face

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: --- and standard (command)

Weight: ---

Goggles of draconic vision grant you a +5 bonus on Spot checks, low-light vision, and darkvision out to 60 feet. In addition, while wearing them, you cannot be blinded by the cloud a hovering dragon creates (though the cloud still provides concealment for all within it). These are continuous effects and require no activation.

Once per day, you can activate the goggles to grant you blindsense out to 30 feet for 1 minute.

Prerequisites: Craft Wondrous Item, *dragonsight* (SC 73).

Cost to Create: 8,000 gp, 640 XP, 16 days.

Kyton Armor (Complete Arcane)

Price (Item Level): 13,100 gp (14th)

Body Slot: Body

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

Activation: Swift (command)

Weight: 12 lb.

This suit of armor functions as a +1 *mithral shirt*. When you activate it, one of the five dangling chains makes one melee attack (using your base attack bonus) against an adjacent creature of your choice. The chain deals 1d6 points of bludgeoning damage (no Str bonus on damage), and is treated as a magic weapon with an enhancement bonus equal to the armor's enhancement bonus to AC.

Prerequisites: Craft Magic Arms and Armor, *animate objects*.

Cost to Create: 6,000 gp (plus 1,100 gp for mithral shirt), 480 XP, 12 days.

Living Chain (Magic Item Compendium)

Price (Item Level): 4,325 gp (9th)

Body Slot: --- (held)

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: ---

Weight: 10 lb.

This +1 *spiked chain* coils around the target's limbs on a successful attack, granting you a +2 bonus on Strength checks made to trip the target.

Prerequisites: Craft Magic Arms and Armor, *bull's strength*.

Cost to Create: 2,000 gp (plus 325 gp for master work spiked chain), 160 XP, 4 days.

Riding Boots (Magic Item Compendium)

Price (Item Level): 12,000 gp (13th)

Body Slot: Feet

Caster Level: 10th

Aura: Moderate; (DC 20) transmutation

Activation: ---

Weight: 2 lb.

Riding boots react to your mount and correct it when necessary, almost without your guidance. While mounted, you gain a +5 competence bonus on Ride checks made during combat, plus the benefit of the Ride-By Attack feat, even if you lack the prerequisites for it. In addition, if you have the Spirited Charge feat, any charge attacks you make while mounted and wielding a lance deal x4 damage on a critical hit (instead of the normal x3).

Prerequisites: Craft Wondrous Item, Ride-By Attack, *cat's grace*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Safewing Emblem (Magic Item Compendium)

Price (Item Level): 250 gp (2nd)

Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Immediate (mental)
Weight: ---

If you fall at least 10 feet, a *safewing emblem* becomes a pair of feathery wings that grant you a *feather fall* effect, allowing you to descend safely from any height up to 180 feet. When you land, the emblem shatters, its magic expended.

Prerequisites: Craft Wondrous Item, *feather fall*.

Cost to Create: 125 gp, 10 XP, 1 day.

Slow Burst Weapon Enhancement (Magic Item Compendium)

Price (Item Level): +5,000 gp
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: ---

A chill aura numbs this weapon's victim when you strike true. Whenever you score a critical hit with this weapon, the target is slowed (as the *slow* spell) for 3 rounds (Will DC 14 negates). This effect activates even if the creature struck is not normally subject to extra damage from critical hits.

Prerequisites: Craft Wondrous Item, fox's cunning.

Cost to Create: 250 gp, 20 XP, 1 day.

Speed Armor Enhancement (Magic Item Compendium)

Price (Item Level): +6,000 gp
Property: Armor and shield
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Swift (mental)

A suit of armor or shield that has this property can quicken your movements. Three times per day, you can command it to produce a haste effect on you (as the *haste* spell) that lasts for 1 round.

Prerequisites: Craft Magic Arms and Armor, *haste*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Summoner's Totem (Magic Item Compendium)

Price (Item Level): 3,100 gp (8th)
Body Slot: --- (held)
Caster Level: 3rd
Aura: Faint; (DC 16) conjuration
Activation: ---; see text
Weight: 2 lb.

A boon or those who magically conjure animals to aid them in combat, a summoner's totem allows instantaneous enhancement of your summoned allies. When you summon a single animal using a *summon nature's ally* spell, you can cast another spell targeting the summoned creature as a swift action. The second spell must be no higher than 3rd level, it must target the summoned creature (and only the summoned creature), its casting time must be no longer than 1 standard action, and it expends the spell or spell slot as normal.

Prerequisites: Craft Wondrous Item, *speak with animals*, *summon nature's ally II*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

Weapon Crystal of Energy Assault (Magic Item Compendium)

Price (Item Level): 600 gp (3rd) (least); 3,000 gp (7th) (lesser)
Body Slot: --- (weapon crystal)
Caster Level: 5th
Aura: Faint; (DC 17) evocation

Activation: ---

Weight: ---

A *crystal of energy assault* adds a particular type of energy damage to a weapon's attacks: acid, cold, electricity, or fire. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon.

Least: This crystal adds 1 point of energy damage of its type to the weapon's damage.

Lesser: This crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage.

Prerequisites: Craft Magic Arms and Armor; *Melf's acid arrow*.

Cost to Create: 300 gp, 24 XP, 1 day (least); 1,500 gp, 120 XP, 3 days (lesser).

Weapon Crystal of Return (Magic Item Compendium)

Price (Item Level): 300 gp (2nd) (least); 1,000 (4th) (lesser)

Body Slot: --- (weapon crystal)

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: ---

Weight: ---

A *crystal of return* allows a weapon to leap into its owner's hand.

Least: This crystal allows you to draw the weapon to which it is attached as a free action.

Lesser: As the least crystal, and in addition you can call the weapon (if unattended) to your hand from up to 30 feet away as a move action.

Prerequisites: Craft Magic Arms and Armor, *mage hand*.

Cost to Create: 150 gp, 12 XP, 1 day (least); 500 gp, 40 XP, 1 day (least).

NEW SPELLS

Animalistic Power (Player's Handbook II)

Transmutation

Level: Clr 2, Drd 2, DuB 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A sparkling nimbus of green light appears around the creature. As the light fades, the creature seems a shade larger and assumes a more animalistic, even feral countenance.

You imbue the subject with an aspect of the natural world. The subject gains a +2 enhancement bonus to Strength, Dexterity, and Constitution.

Material Component: A bit of animal fur, feathers, or skin.

Arc of Lightning (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Drd 4, Sor/Wiz 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its target). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Material Component: Two small iron rods.

Aura of Vitality (Spell Compendium)

Transmutation

Level: Drd 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Close (25 ft. + 5 ft./2 levels)

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

One after another, your companions begin to radiate a soft, golden glow. They breathe deeply, suffused with additional mystic power.

All subjects receive a +4 morale bonus to Strength, Dexterity, and Constitution.

Bigby's Striking Fist (Player's Handbook II)

Evocation [Force]

Level: DuB 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

A large glowing fist, the size of a human torso, appears in front of the creature and slams into it with great force.

The attack bonus of this *striking fist* equals your caster level + your key ability modifier +2 for the hand's Strength score (14). The fist deals 1d6 points of nonlethal damage per two caster levels (maximum 5d6) and attempts a bull's rush (PH 154). The fist has a bonus of +4 plus +1 per two caster levels on the bull's rush attempt, and if successful it knocks the subject back in a direction of your choice. This movement does not provoke attacks of opportunity. A subject that succeeds on its Reflex save takes half damage and is not subject to the bull's rush attempt.

Material Component: Three glass beads.

Blade of Blood (Player's Handbook II)

Necromancy

Level: Ass 1, Blk 1,Clr 1, Dub 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

Red blood erupts along the weapon's blade, bludgeon, or point. The blood drips to spatter in thick, viscous drops upon the ground

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hits points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Bombardment (Spell Compendium)

Conjuration (Creation)
Level: Drd 8
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cylinder (15-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half; (see text)
Spell Resistance: No

You point to the empty air and boulders tumble into being, burying your opponents.

You designate the spot on which the cylinder is centered. Each creature in the area that fails a Reflex saving throw takes 1d8 points of the damage per caster level (maximum 20d8) and is buried under 5 feet of rubble. A successful save halves the damage and avoids burial. A buried creature can free itself with a DC 20 Strength check (a full-round action), or it can be dug free by others (a single creature working alone requires 1 minute to free a trapped creature). A buried creature is unable to move, and cannot cast spells with somatic components, and any material components must be in hand.

After this spell is cast, its area is covered in 5 feet of dense rubble (DMG 90)

Focus: A quartz crystal embedded in rock.

Brilliant Aura (Spell Compendium)

Transmutation
Level: Clr 8, Drd 8, Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Taking fresh insight from contemplation of light, you cast the spell and set your allies aglow with white brilliance.

You transform all weapons, natural weapons, thrown weapons, or group of projectile weapons of the subject creatures' into a weapon with the brilliant energy special ability (DMG 224). If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Cast in Stone (Spell Compendium)

Transmutation

Level: Drd 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None and Fortitude negates; see text

Spell Resistance: No

Your eyes become like gray stone orbs traced with golden veins. The change catches the foes fighting you by surprise, and they turn to stone

Any creature within 30 feet that meets your gaze is permanently turned into a mindless, inert statue (as flesh to stone), unless it succeeds on a Fortitude save. You can free the victim of your own cast in stone at any time by speaking a command word you establish during the creature.

Each creature within range of the gaze must attempt a saving throw against the gaze effect each round at the beginning of its turn. A creature can avert its eyes, which grants a 50% chance to avoid the gaze but in turn grants you concealment relative to it. A creature can close its eye or turn away entirely; doing so prevents the gaze from affecting it but grants you total concealment from that creature.

In addition, you can actively attempt to use the gaze as a standard action each round. To do so, you choose a target within range, and that target must attempt a saving throw. A target that is averting or shutting its eyes gains the above benefits.

Channeled Pyroblast (Player's Handbook II)

Evocation [Fire]

Level: Dup 4, Sor/Wiz 4

Components: V, S

Casting Time: See text

Range: Medium (100 ft. + 10 ft./level)

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A sphere of fiery energy comes into being before you. You channel energy into it, causing it to bubble and seethe with power. When you have poured enough energy into the sphere, you send it flying into your foes.

This spell creates a bolt of fiery energy that blasts your enemies. The spell's strength depends on the amount of time you spend channeling energy into it.

If you cast this spell as a swift action it deals 1d4 points of fire damage per two caster levels (maximum 10d4) against a single target of your choice.

If you cast this spell as a standard action, it deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures in a 10-foot-radius spread.

If you cast this spell as a full-round action, it deals 1d8 points of fire damage per caster level (maximum 10d8) to all creatures in a 15-foot-radius spread.

You do not need to declare ahead of time how long you want to spend casting the spell. When you begin casting this spell, you decide that you are finished casting after the appropriate time has passed.

Charge of the Triceratops (Spell Compendium)

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Holding your hand to your head—index and middle fingers extended in a V—you call upon the ancient power of the triceratops. You touch your intended target, which then grows large horns, a heavy skull plate, and a thickened hide

The horns created by this spell grant a natural gore attack that deals 1d8 points of damage (1d6 points of damage if the subject creature is Small, 2d6 if Large). If the gore attack is used as part of a charge, it deals double damage.

If the gore attack is used as a primary weapon, the subject adds 1-1/2 times its Strength bonus to the damage of the attack. If it is used as a secondary weapon, the subject adds only ½ its Strength bonus to the damage roll, and takes a -5 penalty on the attack roll.

The recipient also gains a +4 enhancement bonus to its natural armor.

Corona of Cold (Spell Compendium)

Evocation [Cold]
Level: Clr 3, Drd 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

As you complete the spell you feel your extremities turn ice cold, numb, and sluggish. The feeling subsides as the cold drains away from you body into the air around you , causing your breath to emerge as white puffs in the now-chill air.

You are surrounded by a protective aura of cold that also causes damage to others within its radius. You gain resistance to fire 10.

Starting in the round you cast the spell, *corona of cold* also deals 1d12 points of cold damage each round at the beginning of your turn to all other creatures within the area. A successful save prevents the damage cause by the spell in that round, but does not prevent damage in future rounds. Creatures damaged by the spell shiver uncontrollably, taking a -2 penalty to their Strength and Dexterity and moving at half speed for as long as they remain within the area; these penalties do not stack with consecutive rounds of damage or additional *corona of cold* spells.

Death Ward, Mass (Spell Compendium)

Necromancy
Level: Clr 8, Drd 9
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which are more than 30 ft. apart

Sensing the spark of life in your allies through your magic, you bolster that spark and protect it from harm.

This spell functions like *death ward* (PH 217), expect as noted above.

Dimension Hop (Player's Handbook II)

Conjuration (teleportation)

Level: Dub 2, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Pale motes of light dance and swirl about your fingertips. When you touch the creature, it disappears, leaves a cloud of motes in its wake, and reappears somewhere nearby.

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Dispelling Touch (Player's Handbook II)

Abjuration

Level: Dub 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched creature, object or spell effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your touch causes one spell to rip free of its source and dissipate into nothingness.

You can use *dispelling touch* to end an ongoing spell that has been cast on a creature or object, or a spell that has a noticeable ongoing effect. You make a dispel check (1d20 + your caster level, maximum +10) against the spell effect with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell or until you fail all your checks. Magic items carried by a creature are not affected.

Draconic Might (Spell Compendium)

Transmutation

Level: Pal 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, your ally's face is covered briefly with a fine pattern of yellow scales. The scales fade, but the golden radiance remains.

The subject of the spell gains a +4 enhancement bonus to Strength, Constitution, and Charisma. It also gains a +4 enhancement bonus to natural armor. Finally, it has immunity to magic sleep and paralysis effects.

Special: Sorcerers cast this spell at +1 caster level.

Energy Vortex (Spell Compendium)

Evocation (see text)

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Targets: All creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Energy wells up inside you and explodes outward in a furious burst.

When you cast *energy vortex*, you choose one of four energy types: acid, cold, electricity, or fire. A blast of that energy type bursts in all directions from you dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type

The descriptor of this spell is the same as the energy type you choose when you cast it.

Enhance Familiar (Spell Compendium)

Universal

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

After you touch the target familiar, the creature perks up and appears more alert.

You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.

Expeditious Retreat, Swift (Spell Compendium)

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: 1 swift action

Duration: 1 round

In a breathless voice you call out, as if you were already running a race.

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Fortunate Fate (Spell Compendium)

Conjuration Healing

Level: Clr 7

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

A golden aura spreads out from your fingertips, suffusing your ally with a golden glow that brightens, then fades into her skin.

You surround the subject with an aura that immediately heals the creature if it is subjected to an effect that would kill it (reduce its hit points to -10 or below). When this event occurs, the *fortunate fate* spell intervenes by immediately triggering a *heal* spell upon the target. If the effect is one that causes harm in a way that a *heal* spell can repair (disease, hit point damage, ability damage, or poison), the target does not actually die, saved by the *heal*. If the effect is one that *heal* cannot countermand (such as ability drain, old age, negative levels, disintegration, or death effects), the *fortunate fate* spell cannot prevent the creature's death.

Heat Drain (Spell Compendium)

Necromancy (cold)

Level: Clr 8

Components: V, S, DF

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The heat in the room seems to rush toward you, leaving everyone around you in bone-chilling pain while you feel amazingly refreshed and alive.

You drain the heat from all living creatures within the affected area except you. This influx of warmth heals and empowers you. All affected living creatures take 1d6 points of cold damage per caster level (maximum 20d6). For every living creature that takes damage from this spell, you gain 2 temporary hit points. The temporary hit points last or up to 1 minute per level.

Mage Armor, Greater, (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Orb of Fire (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

An orb of fire about 3 inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes dazed by the fire's overwhelming heat for 1 round. A successful Fortitude save negates the daze effect but does not reduce the damage.

Orb of Fire, Lesser (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Radiant Assault (Spell Compendium)

Evocation [Light]

Level: Clr 7, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With outstretched hand, you gesture toward the area where the spell will come into effect. An instant later a blast of multicolored light fills that area.

This spell releases energy in the form of a multitude of rainbow-colored beams that erupt in every direction within the area designated by you. This kaleidoscopic burst of energy deals 1d6 points of damage per caster level (maximum 15d6), and all creatures within the burst are dazed for 1d6 rounds. Those that succeed on a Will save take only half normal damage and are dazzled for 1d6 rounds instead.

Sightless creatures are unaffected by this spell

Focus: An eye from any outsider that has 4 or more Hit Dice.

Ray of Clumsiness (Spell Compendium)

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty of 1d6+5, minimum Dexterity 1).

Reciprocal Gyre (Spell Compendium)

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You finger the tiny loop of wire in your hands as you complete the spell. You manipulate the magical aura of the target, creating a damaging feedback reaction, and the target explodes with white sparks.

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Material Component: A tiny closed loop of copper wire.

Resistance, Superior (Spell Compendium)

Abjuration

Level: Brd 6, Clr 6, Drd 6; Sor/Wiz 6

Duration: 24 hours

As you finish casting the spell you feel imbued with the feeling that something greater than yourself is protecting you. When you touch your intended subject and release the spell, the feeling disappears.

This spell functions like *resistance* (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Resurgence (Spell Compendium)

Abjuration

Level: Blk 1 Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Seeking Ray (Player's Handbook II)

Evocation [Electricity]

Level: Dub 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

A ray of electricity springs from your hand. It snakes around obstacles, cover, and other impediments on its way toward your target.

You create a ray that deals 2d6 points of electricity damage if it strikes your target. While this ray requires a ranged touch attack to strike an opponent, it ignores concealment and cover (but not total cover), and it does not take the standard penalty for firing into melee.

In addition to the damage it deals, the ray creates a link of energy between you and the subject. If this ray struck the target and dealt damage, you gain a +4 bonus on attacks you make with ray spells (including another casting of this one, if desired) against the subject for 1 round per caster level. If you cast *seeking ray* a second time on a creature that is still linked to you from a previous casting, the duration of the new link overlaps (does not stack with) the remaining duration of the previous one.

Stand (Player's Handbook II)

Conjuration (Teleportation)

Level: Dup 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing prone creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms and a single clarion command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking attacks of opportunity.

Sure Strike (Player's Handbook II)

Divination

Level: Dup 2, Sor/Wiz 2
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round or until discharged

You gain a fleeting glimpse into the future, enough to guide your impending attack.

You cast this spell immediately before you make an attack roll. You can see into the future for that attack, granting you a +1 insight bonus per three caster levels on your next attack roll.

Tortoise Shell (Spell Compendium)

Transmutation

Level: Drd 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)

In the blink of an eye, the creature you touched grows the armor plating of a tortoise across its torso and a tough, leathery skin elsewhere.

Tortoise shell grants a +6 enhancement bonus to the subject's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels beyond 11th, to a maximum of +9 at 20th level.

The enhancement bonus provided by *tortoise shell* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Tortoise shell slows a creature's movement as if it were wearing heavy armor. An elf subject to *tortoise shell*, for example, would have a speed of 20 feet and could run only 60 feet per round. The spell affects only a creature's speed; *tortoise shell* doesn't carry an armor check penalty or an arcane spell failure chance.

Zone of Revelation (Spell Compendium)

Divination

Level: Clr 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-radius/level emanation centered on a point in space
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes

After making a dramatic gesture and uttering a few words of power, you close your eyes and open them again, revealing all that is hidden.

All creatures and objects within a *zone of revelation* are made visible. This includes invisible creatures, as well as those on coexistent planes such as the Ethereal Plane and the Plane of Shadow (DMG 150). Natives of these planes do not lose any abilities but are simply made visible.

Zone of revelation suppresses but does not dispel invisibility, etherealness, or other spells. Once a formerly invisible object or creature leaves the area, it becomes invisible again. Ethereal creatures in the spell's area become nonethereal until they move beyond the spell's range.

Arcane Material Components: A handful of dust from the grave clothes of an undead creature.

PLAYER HANDOUT 1: NOTES AT THE PARTY

For Honorary members of the Chain Breakers:

My friend, the war with the Pomarj is at a turning point. It is a time when the actions of a few can spell the difference between success and defeat. I would like to meet with you privately to discuss this matter more. Please discretely excuse yourself and follow the waiter than delivered this message. I find that salt goes best for disposing of secret notes.

Scarred Fox

For members of the Royal Army:

You are hereby ordered to report to a private meeting within this demesne. Discretely excuse yourself and follow the waiter that delivered this note. You are to discuss this with no one, including the waiter. Destroy this note upon reading it. You should find it as least as tasty as field rations.

Field Marshal Augustus Clunkerfire

For members of the Royal Navy:

You are hereby ordered to report to a private meeting within this demesne. Discretely excuse yourself and follow the waiter that delivered this note. You are to discuss this with no one, including the waiter. Destroy this note upon reading it. You should find it as least as tasty as field rations.

Admiral Tiberius Mansfield III

For members of the Mine Rangers:

You are hereby ordered to report to a private meeting within this demesne. Discretely excuse yourself and follow the waiter that delivered this note. You are to discuss this with no one, including the waiter. Destroy this note upon reading it. You should find it as least as tasty as field rations.

General Brunar Blackhand

For members of the Liegeman of the Prince:

Loyal Liegeman, the time has come to test you courage and loyalty to the crown. You are to meet with me privately. Follow the waiter that handed you this note. Do so discretely and speak to no one about what you are doing. You will find this note is best disposed of with a little bit of salt.

His Royal Highness, Prince Olinstaad Corond

For members of the Talons of Retribution:

The time has come for your skills to be called upon. The evil done by the Pomarj beckons for retribution. You are to meet with me in at once. Discreetly follow the waiter that has given you this note and speak of this to no one. Dispose of this note discreetly as well. Perhaps the use of a flavoring prestidigitation would help pass this issue more smoothly?

Magnus Loudrin

For members of the Congregation of the Hills:

My child, Ulaa's need is great for you. I must meet with you immediately to discuss matters of great import. Please follow the waiter that has given you this note. Be discrete but polite, and speak nothing of this. Dispose of this note in as complete a fashion as possible. Fortunately the servants of Ulaa have strong digestive systems.

Keeper Karin Whytsmyth

For members of the Guardians of the Soul Forged:

Stone Brother (or Sister), the dwarves of Ulek are in need of the prowess of heroes. I wish to meet with you immediately to discuss things important to the Stone Blessed. Follow the waiter that delivered this note, but do so as discreetly as possible. Talk to no one. Dispose of this note immediately. I hear that a stout dwarven ale makes a good chaser for such things.

Patriarch Cedrick Rocksoul

For everyone else:

It has come to the attention of local persons of renown that you have proven yourself to be a brave and steadfast hero. There is great need for such heroes during these perilous times. If you are a loyal subject or friend of the Principality of Ulek, I would discuss this need with you privately. Please discreetly excuse yourself and follow the waiter that delivered this note. Speak of this to no one and dispose of this note immediately. I am told a dash of salt helps this along quite well.

His Royal Highness, Prince Olinstaad Corond

CRITICAL EVENT SUMMARY: ULP8-02 SUNDERED BONDS

For use only at OASIS 21.

1. Did the players defeat the Hydra of the Adirole?
Yes No

2. Did the PCs survive the Earth Dragon's attack?
Yes No

3. Did the PCs get Scarred Fox safely to the Chain Breakers?
Yes No

4. Did the PCs rescue the slaves in the final encounter?
Yes No

5. Did any of the PCs receive "Honorary Member of the Chain Breakers?"
Yes No

If so, list each PC's character name and their Chain Breaker name:

Notes: (Add anything that happened that might be considered out of the ordinary – strange occurrences, results that may not fit the above, etc):