

TUS8-04

In Umbra Draconis

A One-Round Dungeons & Dragons® Living Greyhawk™ Tusmit Regional Adventure

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For the last two years the red dragon Kerridzar's bones have grown cold. His menace has passed, his hoard stolen, his evil vanquished. But in the shadow of the Dragon, evil festers once again. This adventure is a loose sequel to *TUS5-09 Dance on a Volcano*. Centaurs may find this adventure VERY cramped. A one-round Regional adventure set in the Sheikdom of Suvii and the Yatils in Tusmit for characters level 2-15 (APLs 2-14).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual IV* [Jesse Decker], *Races of the Dragon* [Gwendolyn FM Kestrel, Jennifer Clarke Wilkes & Kolja Raven Liquette], *Races of the Wild* [Skip Williams] and *Spell Compendium* [Matthew 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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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 rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

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

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

Sum the results of step 1 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the

adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1-round Tusmit adventure. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Tusmit, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

PCs 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 PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC 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 PC 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*.

PREPARATION FOR PLAY

ITEMS FROM PREVIOUS ARS

If the PC ever slew a dragon: the Kobolds refer to those PCs as "great murderers" and "mighty assassins" and the like. The kobolds use those terms in a respectful manner, almost as honorifics.

This may have happened in a number of different regions including ADPs, CORs and other regions or meta-regions.

TUS5-09 DANCE ON A VOLCANO

Befriended the Red Fire: This PC met and made friends with the tribe of kobolds. The Kobolds consider them friends.

TUSINT6-02 TALES OF THE ASHES

Dragon Slayer: These PCs took part in the slaying of the red dragon Kerridzar and former master of the Red Fire kobolds. The Kobolds refer to those PCs as "God Slayer". The kobolds use this terms in a respectful manner, as an honorifics (after all if the PC killed Kerridzar he/she is way more powerful than they are). Ashan is significantly more respectful of those PCs.

TUS8-02 ONE MORE FOR THE ROAD

White dragon parts: If the PCs gave Lady Emeraud a nice wedding dress, the Kobolds refer to those PCs as "great murderers" and "mighty assassins" and the like. The kobolds use those terms in a respectful manner, as honorifics.

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Kerridzar was an evil red Dragon who ruled over a tribe of kobolds at the bottom of an extinct volcano in the sheikdom of Suvii in Tusmit.

His existence was not known to the general population of Tusmit, and even less his involvement as the leader of the Worldburners, until his attack on the town of Hesuv in the final months of 595CY (TUS5-09 *Dance on a Volcano*). He was finally defeated almost a year later by a force led by the resurrected Tusman PC Munthir Haddad (TUSINT6-02 *Tales of the Ashes*). The last of his Worldburners perished with him that day, but a large part of the kobold tribe that worshipped him was able to flee further inside the volcano.

A major crisis has now arisen in the Baklunish West: the legendary Cup and Talisman of Al'Akbar have finally been found and is now in the possession of the Caliph of Ekbir and of the Clergy of the Exalted Faith of Al'Akbar.

The True Faith of Al'Akbar has taken umbrage of the situation and has declared a holy war to their Exalted Faith counterparts. Armed forces have moved from Ket thru the lands of Tusmit with the intention of wrenching the holy relics from those "unbelievers".

So far, these events have not had much of an impact of the day-to-day life in Tusmit, but that might change...

ADVENTURE SUMMARY

Introduction: The PCs are in Hesuv enjoying the day.

Encounter 1: As the PCs are walking outside, they hear a commotion. A group of local worshippers of Azor'alq are bullying a group of red-colored Kobolds. The argument is non-violent, but the Kobolds are obviously scared of the men. Hopefully the PCs intervene; otherwise the Kobolds get threatened and scared a lot, but are left unharmed by the humans. The kobold tells the PCs that their lair in the holy furnace of the now divinely-ascended Kerridzar has once again been invaded by dangerous creatures. The Kobold explains that these new people are "so much worse" than the former followers of the Divine One.

Encounter 2: The PCs may wish to mosey around town a little.

Encounter 3: The PCs head to the volcano; on the way, they are attacked by some creatures. The Kobolds are very adept at disappearing when combat starts...

Encounter 4: The PCs meet with the new leaders of the kobolds. He tells the PCs about the new comers and that

he wants them D-E-A-D dead. The PCs are ambushed by servants of the Black Lady

Encounter 5: The PCs face off with the Black Lady of Iuz and her guards.

Encounter 6: The PCs reach the new sanctum of Iuz. The PCs face off with some Iuzians and demons.

Encounter 7: The leader of the kobolds thanks the PCs for their help and gives them a family heirloom.

INTRODUCTION

It is a beautiful day in Hesuv to enjoy the market. Even though the temperatures have been pretty cool these last few days, the sun shines down upon the marketplace.

Clerics of Mouqol walk amongst the stands offering assistance when needed on this holy place for them. Town guards maintain a visible presence at all the entrances to the market. Things would seem to be pretty normal here, were it not for the almost ominous lack of mullahs of the True Faith.

You and a few other adventurers are currently trying to sell off your payment from a previous adventure. The twelve prize-winning brixa goat babies Hari Homus gave you should fetch about 30 fountains (gp) each. Not bad for a simple delivery mission without incident. To make things better, he even offered to sell you more of them.

Haggling has been long but you are making some headway.

This would be a perfect time for the PCs to introduce themselves. Once they are done, proceed to **Encounter 1**.

1: BETTER START DOING IT RIGHT

You are about to conclude your business, when you hear voices rise in anger.

"Get out of here, runt!" calls one man.

"We should crush you like a vermin!" calls another.

"Azor'alq should smite you!" calls an irate woman.

"Scion of evil! Get a few paladins around here to cleanse these vermin!" calls an old man.

"Hang them!" calls a nearby beggar.

A high-pitch yipping voice replies in a heavily accented common. "Trade! Trade!"

Movement of the crowd allow you to see that the people have cornered two dark red-colored kobolds who are cowering with their backs to the wall of the temple of Azor'alq, the Banisher of Darkness.

PCs that played TUS5-09 *Dance on a Volcano* immediately recognize the color of the kobolds as that of the Red Fire tribe, a tribe of kobolds who worshipped Kerridzar the Red. Other PCs may know this by making a DC 20 Bardic Knowledge or Knowledge (local/VTF).

PCS INTERVENE

If the PC intervene right now, the reaction of the crowd to them is heavily based on whether the PCs have some "official" power such as belonging to a church, belonging to the army, or have (and display/announce) local titles of nobility.

If the PCs have some official power, the people withdraw and allow the PCs to approach the kobolds without further difficulties. Proceed to **"The Kobolds"**.

If the PCs do NOT have such official bearing, they have to move the crowd. This may require brute strength (pushing people away, a DC 25 Strength check), or convincing them that what they are doing is wrong (a DC 15 Bluff check, DC 15 Diplomacy check or a DC 10 Intimidate check). If the PCs succeed, proceed to **"the Kobolds"**. If they fail (each PCs is allow one try), proceed to **"PCs Wait"**

PCS WAIT

The crowd continues to bully the kobolds who keep groveling and yelping "Trade!" Finally, a group of clerics of Mouqol backed by mercenary hands armed with clubs come and force the crowd away from the kobolds.

One of the priests calls out. "These creatures have invoked the right to trade on this hallowed ground of the Merchant. Unless and until they break the law, the laws of Tusmit protect them too. Let us all work towards a profitable conclusion..."

The crowd grumbles, but nevertheless obeys the Merchant's cleric. People disperse quickly, resuming their business. The two red-colored kobolds are left alone.

Looking around a little, the two kobolds approach you.

If the PCs do not intervene now, the kobolds approach them. Proceed to **"The Kobolds"**

THE KOBOLDS

One of the kobolds asks in a yelping, almost whiny voice, draconic-accented common "I am Rov and this is Zark, we are clutch-mates... You are the adventurers? You are those who slay things without mercy for a living? We are here to trade for your services... We seek great warriors! We bring gifts..."

The kobold puts a single fire opal before you; it is the size of a man's palm. "More for you, we have more for you... Kill monsters for us. Great, big monsters..." The kobolds look at you expectantly.

Allow the PCs a chance to respond. If they agree, the kobolds invite the PCs to a nearby terrazzo where they order drinks for the PCs (they pay in gems). When everyone is set, give the PCs **Player Handout 1**.

The PCs are likely to have questions for the Kobolds.

- **What's the story of your tribe?** We have lived in the volcano serving the Divine One for as long as our records go. Then the god slayers came and butchered the Divine One. Now we are alone with the One touched by the Divine One who wisely guides our tribe.
- **Who is "Divine One"?** The divine one lived in the volcano before our tribe. He was immortal until murderers came and destroyed him. We dare not speak his holy name. (It was the red dragon Kerridzar).
- **Who is the "One touched by the Divine One"?** He is the all-powerful master of our tribe. He is child of the Divine One and archmage of great power. All the tribe bows to him. (It is Ashan the redspawn arcaniss).
- **Are you serving a dragon?** Not anymore, the Divine One was killed.
- **Who do you worship?** We worship Kurtulmak, the trap maker.
- **Who are the Skull worshippers?** They carry symbols of skulls and kill people. Some they raise as undead, some they leave dead. They are very evil. We do not want anything to do with them.
- **Why do you call them Skull worshippers?** They have skull on everything they have and they make piles of skulls
- **When did they appear?** Two months ago.
- **How many gems?** Enough to require a wagon.

- **Why were *YOU* sent here?** Because we dealt with people from your land before and formed bonds of friendship. (Rov and Zark were present during the meeting with adventurers in TUS5-09.)
- **How many of you are there now?** We are less than 50, our tribe is dying.
- **How did you get all those gems?** Slayers of the Divine One didn't get all the treasure. We kept some for the Master. But now that he is dead, we are willing to give them.
- **How many Skull-Worshippers are there?** It is hard to say because their monsters keep appearing and disappearing all the time.
- **Why should we help you?** Because you are mightiest than all of our warriors and you slay beasts for money and fortune.

When the PCs agree to help the Red Fire tribe, proceed to **Encounter 2**.

All APLs (non-combatants)

Rov and Zark: male kobold warrior 1; hp 5; *Monster Manual* 161. Both speak Common and Draconic.

DIVINATIONS

If, at any point in the adventure, the PCs wish to cast a divination spell (those spells are available in Hesuv at the standard LGCS cost). It is recommended that you make the success check secretly.

On a successful casting:

In the shadow of the dragon, extends a road paved with bones.

If unsuccessful

In the shadow of the dragon, darkness festers amongst its children.

WORD ON THE STREET

The PCs can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

PCs who "Hail from Suvii" automatically know up to and including DC 15. To get more information, they need to make a check.

DC 5: You are in Hesuv, a merchant town in the sheikdom of Suvii in Tusmit.

DC 10: Kettite soldiers have been seen recently on Tusman soil. They seem to be going to the north-west, towards Ekbir.

DC 15: The town of Hash'Esar has been devastated by a mysterious illness; most of its inhabitants have gone mad!

DC 20: The Grand Mufti of the Exalted Faith of Al'Akbar is coming down from his palace in the Yatils. I heard he stopped at the hidden fortress of Azor'alq to request that Munthir Haddad and most of the followers of the Banisher of Darkness join him on his crusade.

DC 22: Our beloved Pasha has decided to join the Holy Crusade against those Ekbirrians thieves! He left Sefmur with his most loyal soldiers to meet up with the Grand Mufti.

DC 25: Prince Muazzar Qharan is still in Shardvail with his bride, Princess Tira of Zeif. The Prince seemed a little under the weather the last time he attended a play in Sefmur...

2: YOU'RE HALFWAY UP AND YOU'RE HALFWAY DOWN

The temperature drops quickly as the PCs ascend the Yatils, making cold weather outfits a must. While very cold, an *endure elements* spell protects the PCs from the cold, but not from the lack of air. Refer to the Appendix 4 and the *DMG* for notes about the environment. The areas the PCs travel in are mostly high passes (10,000ft).

They are attacked by a group of evil creatures. Ask every PC for a Spot check. The creatures begin at a distance of 150ft + 10ft for each point by which the PC beats DC 15. So a roll of 30 means the PCs Spot the creatures when they are 300ft away. If no one succeeds at a DC15, the creatures surprise the PCs and begin 150ft away. Yes, the battle can start at extremely long range.

If the PCs *teleported* (or used a similar type of magic) near the volcano, the creatures attack them when they appear, as they were on patrol. The creatures start 150ft in the air above the PCs.

At APLs 2-8, those creatures are just local creatures out hunting. At APLs 10 and above, they are allied with the Iuzians and are looking for groups like that of the PCs.

The terrain for this encounter is a wide mountain pass. One side should be a sheer cliff wall going straight up. The rest should be rather open. There are a few boulders and areas where a small or medium-sized PC might take cover from the creatures.

There is no vegetation.

Rov and Zark almost immediately disappear from sight.

APL 2 (EL4)

Hippogriffs (2): hp 25 each; *Monster Manual* 152.

APL 4 (EL6)

Griffons (2): hp 59 each; *Monster Manual* 139.

APL 6 (EL8)

Advanced 15HD Griffons (2): hp 157 each; *Appendix I*

APL 8 (EL10)

Advanced 21HD Griffons (2): hp 241 each; *Appendix I*

APL 10 (EL12)

Advanced 21HD Fiendish Griffons (2): hp 241 each; *Appendix I*

APL 12 (EL14)

Advanced 21HD Fiendish Griffons of Legend (2): hp 346 each; *Appendix I*

APL 14 (EL16)

Advanced 21HD Fiendish Griffons of Legend (4): hp 346 each; *Appendix I*

Tactics: At APLs 2-8, the hippogriffs and griffons attack the biggest target they see (preferably a horse or horse-like creature like a pegasus). They only turn their attention to PCs if they take large amounts of damage. Therefore the PCs may leave their horses there as a snack and buff or heal themselves while the creatures eat them (at these APLs only). The creatures are nevertheless very hungry and the horses do not satisfy them.

At APL 10 and above, the griffons swoop down and pounce as soon as they can. They first attack flying PCs, then those who do damage to them, such as spell casters.

Development: Bringing back beaks of those griffons earns the PCs a reward. At APL 6 and beyond the size of the griffon have the authorities double the bounty (100gp per beak instead of the usual 50gp).

3: BLAZING HOT THE MOLTEN ROCK SPILLS OUT OVER THE LAND

The wide valley before you offers a spectacular site. Flanked by two mountains capped by eternal snows and a third mountain in the distance from the top of which a heavy plume of smoke can be seen. The volcano is devoid of any plant life or snow. It dominates the view.

The valley floor is filled with a wide blue lake whose surface remains undisturbed and the scenery above is reflected on its mirror-like surface. A mist escapes from the lake, giving the place a dream-like quality. The vegetation on the shores of the lake is composed of deciduous trees, which you have not seen so far in the Yatils.

Zark points to the fuming mountain. "That is where we live. From here on, we should be careful. The Skull Worshipers are likely to have some lookouts."

To the DM: picture Lake Louise in Alberta, but with a volcano on the far side.



Image 1: Lake Louise, Alberta

The temperature in the valley and around the lake is a constant 20°C, a lot warmer than the mountain air. While some may be worried that this is a lake of acid or other dangerous substance, the only danger comes from the heat. The water is very warm (30-50°C). Protection from the heat is necessary. Again an *endure element* spell is sufficient. Note that the heat dangers are only when one enters and dives into the waters of the lake. The water on the edges is cooler. Perfect for a bath!

The Iuzians do not think anything about the kobolds, are over confident and have not posted a sentry to watch for the PCs.

Allow the PCs to make plans about how to cross the open ground between where they are and the volcano. Make them tense, but there isn't any real danger.

Once they have crossed the area, read the following.

Zark points to a few loose rocks. "That is the entrance. We can get in through that place..." The kobolds move some rocks and starts crawling inside. The tunnel is cramped for a man, but fine for a halfling or a gnome.

Crossing the tunnel is easy but time-consuming. The two kobolds disable all the traps and after about 15 minutes of wiggling, you emerge into a large chamber.

The place is very warm and the red glow of hot lava basks the room in a strange glow. Rov and Zark whistle loudly and a few dozen kobolds heads appear from fissures, cracks and holes all around the place.

Two kobolds wearing elegant outfits made of leather approach you. They converse with Rov then motion for you to follow. "Come, come" they say.

A parade of kobolds begins to follow you. Crossing the chamber you end up before a humanoid covered in red scales with yellow and orange flame-like markings. It has a flame-colored chain shirt. On its belt hangs a spell component pouch.

"So... you are like those who slew the great Kerridzar..." says the creature. "You should have no problem with slaying worshippers of the Old One... Do you have a problem with that? But where are my manners, I am Ashan bal-Rajah, lord of the Red Fire tribe."

PCs can make a DC 18 Knowledge (nature) check to identify Ashan as a redspawn arcaniss, a spawn of Tiamat. Arcanisses love carnage, violence and burning things with their spells.

Ashan has no immediate designs for Tusmit and may serve as a temporary ally. He needs the PCs to destroy the Iuzians, since he is not capable of it by himself and his kobold servants.

Give the PCs **Player Handout 2**. After that, the PCs are likely to have a number of questions for Ashan.

- **Why should we help you?** Because we have a common enemy; we are not strong enough to

take them on by ourselves and you don't know where to strike.

- **We were promised gems?** Take them from their dead corpses.
- **Can you assist us?** Yes, I will lead my kobolds in an assault on their barracks. This should keep most of the Iuzians' reinforcements away from you. On your way there, you should meet at most, two patrols of guards.
- **What kind of forces do they have?** They have a lot of demons with a few giants and some mindless undead servants. I believe that I can block most of the giants and better undead. But they have the half-demonic snake-things and their elementals to contend with. They are led by a cleric of Iuz called the "Black Lady of Iuz". She is the one I want.
- **Why don't you do it yourself?** Most of their servants are immune to fire spells. They do not harm me and I do not harm them.
- **Can we rest?** I'd rather prefer you go now (Ashan is willing to let the PCs rest and re-prepare their spells).

When the PCs are ready to go, proceed to **Encounter 4**.

All APLs (EL10+, not meant to be fought)

Ashan Bal-Rajah: redspawn arcaniss sorcerer 2; hp 88; AL CE; Appendix 1.

Kobolds (40): hp 5 each, *Monster Manual* 161

4: INTO THE FIRE AND INTO THE FIGHT

Ashan smiles as he bids you farewell. "We'll dine on the burned remains of our enemies tonight. See you later."

Rov takes you through a series of narrow passageways when the temperature gradually rises. It is obvious that the kobold knows every nook and cranny of the volcano. Following his lead you avoid patrols of fire giants, huge fire elementals and other creatures. More than once you pass pools of red hot magma.

"Almost there!" says Rov. "It is just beyond this cavern here."

As he finishes saying that, a splash of magma flies from the lava and hits Rov. The kobold screams for a moment then dies before your eyes.

From the large pool of lava, you see creatures emerging and moving towards you.

Refer to **DM's Map 1** for the layout of the room. The PCs were headed towards the "top" end of the map.

Two *invisible* quasits are at the "top" end of the room. During the first round, they fly away to warn the Black Lady in **Encounter 5**.

All APLs (non-combatants)

Quasits (2): hp 13 each; *Monster Manual* 46

APL 2 (EL 3)

Flamebrother salamander: hp 26; *Monster Manual* 218

APL 4 (EL 5)

Flamebrother salamander (2): hp 26 each; *Monster Manual* 218

APL 6 (EL 7)

Large fire elemental: hp 60; AL NE; *Monster Manual* 98

Flamebrother salamander (2): hp 26 each; *Monster Manual* 218

APL 8 (EL 9)

Average Salamander (2): hp 58 each; *Monster Manual* 218

Five-headed Pyrohydra: hp 55; *Monster Manual* 155

APL 10 (EL 11)

Seven-headed Pyrohydra: hp 77; *Monster Manual* 155

Noble Salamander: hp 142; *Monster Manual* 121

APL 12 (EL 13)

Nine-headed Pyrohydra: hp 97; *Monster Manual* 155

Noble Salamander (2): hp 142 each; *Monster Manual* 121

APL 14 (EL 15)

Eleven-headed Pyrohydra: hp 118; *Monster Manual* 155

Noble Salamander (2): hp 142 each; *Monster Manual* 121

The Burning Emir: half red dragon Noble salamander; hp 152; *Appendix 1*.

Tactics: The salamanders have trained their allies well. They attempt to grab one of the toughest-looking PC and then their allies focus on that PC until they stopped moving.

The Burning Emir takes on a PC by himself, favoring heavily armored PCs.

Note that they are all immune to fire and therefore have no problem targeting each other with fire-based spells.

None of the creatures remain hidden in the lava once they launch their attack.

Development: The PCs can move on to the temple of Iuz and **Encounter 5**.

5: IF YOU DON'T WANT TO BOIL AS WELL...

The cavern beyond is noticeably cooler than the rest of the complex, in spite of its proximity to the major lava tubes.

The walls are covered in tapestries made of humanoid skin and have grinning skulls burned upon them. The whole room is bathed in a cold blood-red light. The source of this light is the twenty of so burning kobold zombies standing perfectly still around the room. You also notice twenty or so demonic creatures stand around the room.

A rather comely middle-aged woman with a tattooed skull over her features looks at you with a snarl.

"Finally, we have worthy victims for the Lord of Pain! Master Iuz! Accept these sacrifices in your name!" As she says this, most of the demons simply vanish into thin air, leaving but a few creatures with the woman.

Refer to **DM's Map 2** for the layout of the room. The white squares are of no use.

The cool is due to the effect of cold-emitting undead ooze that rest in the braziers. These oozes are mindless and do nothing. They are a failed Iuzian experiment that turned out to be useful.

The kobold zombies do absolutely nothing but radiate light (via a *continual flame* cast upon them). They are therefore not counted in the EL of this encounter.

If the PCs somehow managed to stop the quasits from warning the Black Lady in **Encounter 4**, the Iuzians do not have their power-up suite active on them.

All APLs (non-combatants)

Kobold Zombie (23): hp 16 each; *Monster Manual* 265

APL 2 (EL 5)

Black Lady of Iuz: female human favored soul of Iuz 4; hp 39; *Appendix 1*.

Dretch: hp 13; *Monster Manual* 42

APL 4 (EL 7)

Black Lady of Iuz: female human favored soul of Iuz 6; hp 57; *Appendix 1*.

Dretch (2): hp 13 each; *Monster Manual* 42

APL 6 (EL 9)

Babau: hp 66; *Monster Manual* 40.

Black Lady of Iuz: female human favored soul of Iuz 7; hp 66; *Appendix 1*.

Dretch (2): hp 13 each; *Monster Manual* 42

APL 8 (EL 11)

Black Lady of Iuz: female human favored soul of Iuz 9; hp 84 (+9 temp); *Appendix 1*.

The Black Lady's Planar Ally: half-fiendish gauth; hp 51; *Appendix 1*.

Babau (3): hp 66 each; *Monster Manual* 40.

APL 10 (EL 13)

Babau Assassin (2): babau fighter 3; hp 109 each; *Appendix 1*.

Black Lady of Iuz: female human favored soul of Iuz 9; hp 84 (+9 temp); *Appendix 1*.

The Black Lady's Planar Ally: half-fiendish gauth; hp 51; *Appendix 1*.

The Bodyguard: Male Half-fiendish Maug Fighter 4; hp 70; *Appendix 1*.

APL 12 (EL 15)

Babau Assassin (3): babau fighter 3; hp 132 each; *Appendix 1*.

Black Lady of Iuz: female human favored soul of Iuz 9; hp 84 (+9 temp); *Appendix 1*.

The Bodyguard: Male Half-fiendish Maug Fighter 4; hp 70; *Appendix 1*.

APL 14 (EL 17)

Advanced Bebilith: hp 333; *Appendix 1*.

Babau Assassin (3): babau fighter 3; hp 132 each; *Appendix 1*.

Black Lady of Iuz: female human favored soul of Iuz 9; hp 84 (+9 temp); *Appendix 1*.

The Black Lady's Planar Ally: half-fiendish gauth; hp 51; *Appendix 1*.

The Bodyguard: Male Half-fiendish Maug Fighter 4; hp 70; *Appendix 1*.

Tactics: The Black Lady and her demon allies all stand in the middle of the room. The babaus are initially hidden in the recess. They wait until the heavy infantry have moved into the room before they *teleport* at the back of the party and target spellcasters and other, softer targets. Otherwise, they move to try and flank the PCs.

The Black Lady uses her spells to support her allies and hurt the PCs. She prefers to target weaker-looking PCs.

Development: The PCs can pick up **Player Handout 3**. Proceed to **Encounter 6**.

6: D—D—DO YOU WANT TO DANCE WITH ME?

The dark forces defeated, Zark's head appears from behind a group of rocks.

"The Great Slayers have prevailed! Your holy wrath has once again been unleashed at the evils one! Huzzah!"

Other kobolds begin to appear and dance with joy. They smile and call you "Great Slayers!" and "Skull-bashers!" All this they do with great joy.

Ashan finally arrives. "I did not trust my people when they told me you could succeed at destroying the Iuzians. But you have earned my respect, something I do not grant easily."

"As a sign of friendship, I give you this." Ashan extends one of its claws; in it is a large tooth. "This is one of my father's fangs. It will identify you as a friend to those with the blood of the dragon."

FRIENDS OF THE TRIBE AND KOBOLDS

Kobold PCs, PCs who "Befriended the Red Fire" in *TUS5-09 Dance on a Volcano* and PCs who are "Dragon Slayer" from *TUS6-103 From the Ashes* are offered to join the tribe by Ashan.

If no PC qualifies, proceed to "Finally".

Turning to [PC's name(s)] Ashan says. "I offer you a chance to touch greatness and to join our tribe. I will give you a single chance to agree."

The PCs may have questions for Ashan. Ashan has no negative intentions towards the PCs. However, he does not want to have witnesses. He is truthful. Any kobold asked supports what Ashan says.

YES, it may look like some kind of trap, but it is not.

- **Will it hurt?** A little, but it won't leave a scar. No one has died by undergoing the ritual, and it was undertaken by all the kobolds. (All the kobolds nod).
- **What do I have to do?** You and I need to be alone so I can perform the ritual. It will not take more than a minute.
- **Can my friends stay?** I can only perform the ritual once. All those to whom I extended this offer will be with you. This is a sacred ritual of the tribe, and outsiders are not permitted.
- **Is this an evil act?** Does it matter? (Ashan does not care, but this is not an evil act)

If the PC(s) agrees, give him **Player Handout 4**. After that, proceed to "**Finally**". If the PC(s) refuses, proceed directly to "**Finally**".

FINALLY

"Now once you are done looting, we need to hold a special ceremony for those..." Ashan points to the bodies of the fallen. You should leave now. I will have Zark escort you out. Again, I thank you."

Ashan and the kobolds leave you in the cave.

There is one last thing to do. Who do you turn the Iuzian papers to?

Let the PCs debate amongst themselves who they want to give the documents to. The authorities don't mind copies of the plans, but don't tell the PCs this. Proceed to the **Conclusion**.

CONCLUSION: LET THE DANCE BEGIN...

The return to Hesuv is uneventful, if not for the thoughts that keep racing through your minds.

The involvement of the Iuzians in the war in the West certainly can't be a good thing. The existence of a somewhat peaceful tribe of kobolds is good news.

Once again you head to the bazaar to sell your loot and split the spoils. The merchant hands you a pile of fountains while his aids take the loot you gathered from your foes.

At that time, you hear a disturbance across the bazaar. Haven't you been here before?

Proceed to the **Epilogue**.

EPILOGUE

At that time, four fire giants enter the room followed by Ashan and some twenty kobolds.

Ashan tells the giants. "You see... the Iuzians are weaklings! I had minions destroy them for us all... Now we can truly claim this volcano for our own... Follow me or I will unleash my power upon you and your tribe next."

The fire giants confer amongst themselves for a moment, obviously unhappy with the choice they have to take. Finally, one of the fire giants turns to Ashan.

"We served your father because he led our people to victory. Do the same, and our loyalty is yours. Do not fail us." The giants then kneel before him.

"Let's burn something..." The redspawn arcaniss and the fire giants all smirk as the redspawn pulls out a map of eastern Tusmit.

AR REWARDS

All PCs who took part in the adventure receive the "**Hari's Herd**" AR reward.

PCs who intervene to keep the peace at the start of the adventure (the priests of Mouqol do not have to intervene to protect the kobolds) receive the "**Thanks of the Church of Mouqol**" AR reward.

All PCs who defeat the Iuzians receive the "**Kerridzar's Fang**" and the "**Friendship of the Red Fire Tribe**" AR rewards.

Kobold PCs, PCs who "**Befriended the Red Fire**" in *TUS5-09 Dance on a Volcano* and PCs who are "**Dragon Slayer**" from *TUS6-103 From the Ashes* AND accepted Ashan's offer to join the tribe receive the "**Member of the Red Fire**" AR reward.

If the PCs turn the information over to someone, circle the appropriate groups in the "**Thanks**" AR Reward. Note that the PCs CAN make copies of the information and turn it to more than one group. For the "**Tusman Rebels**" this would include the Udgru Elves, the Underground and any group that would not

necessarily work with the government. The Tusman Church of Azor'alq counts as the “**Kettite authorities**” for this purpose. This means that the PCs may NOT all get the SAME thanks.

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.

2: You're halfway up and you're halfway down

Defeat the griffon or hippogriffs

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

4: Into the fire and into the fight

Defeat the salamanders and their allies

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

5: If you don't want to boil as well

Defeat the Black Lady and her demonic minions

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Story Award

PCs get the Iuzian's plans.

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

Total Possible Experience

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

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Introduction

Selling the goats

ALL APLS: Coin 30 gp.

2: You're halfway up and you're halfway down

Pasha's Bounty for griffons and hippogriff heads.

APL 2: Coin 50 gp.

APL 4: Coin 50 gp.

APL 6: Coin 200 gp.

APL 8: Coin 200 gp.

APL 10: Coin 200 gp.

APL 12: Coin 200 gp.

APL 14: Coin 400 gp.

4: Into the fire and into the fight

APL 2: 0 gp.

APL 4: 0 gp.

APL 6: 0 gp.

APL 8: 0 gp.

APL 10: 0 gp.

APL 12: 0 gp.

APL 14: Magic 1525gp; +3 *longspear* (1525 gp).

5: If you don't want to boil as well

APL 2: Loot 29 gp; Magic 565 gp; +1 *full plate* (220 gp), +1 *greatsword* (195 gp), *dust of appearance* (150 gp); Total 594 gp.

APL 4: Loot 29 gp; Magic 901 gp; +1 *full plate* (220 gp), +1 *greatsword* (195 gp), *cloak of charisma +2* (333 gp), *dust of dryness* (70 gp), *vest of resistance +1* (83 gp); Total 930 gp.

APL 6: Loot 29 gp; Magic 1231 gp; +1 *full plate* (220 gp), +1 *greatsword* (195 gp), *cloak of charisma +2* (333 gp), *slippers of spider climbing* (333 gp), *vest of resistance +1* (83 gp); Total 1260 gp.

APL 8: Loot 29 gp; Magic 1768 gp; +1 *full plate* (220 gp), +1 *greatsword* (195 gp), *bottle of air* (604 gp); *cloak of charisma +2* (333 gp), *periapt of wisdom +2* (333 gp); *vest of resistance +1* (83 gp); Total 1797 gp.

APL 10: Loot 30 gp; Magic 3146 gp; +1 *chain shirt* (104 gp), +1 *full plate* (220 gp), +1 *greatsword* x2 (195 gp each), +1 *mithral chain shirt* x2 (175 gp each), *amulet of health +2* (333 gp), *cloak of charisma +2* (333 gp), *memento magica (2nd level)* x2 (500 gp each), *periapt of wisdom +2* (333 gp), *vest of resistance +1* (83 gp); Total 3176 gp.

APL 12: Loot 30 gp; Magic 4362 gp; +1 *chain shirt* (104 gp), +1 *full plate* (220 gp), +1 *greatsword* x2 (195 gp each), +1 *mithral chain shirt* x3 (175 gp each), *amulet of health +2* (333 gp), *cloak of charisma +2* (333 gp), *lens of detection* (291 gp); *memento magica (2nd level)* x2 (500 gp each), *necklace of adaptation* (750 gp); *periapt of wisdom +2* (333 gp), *vest of resistance +1* (83 gp); Total 4392 gp.

APL 14: Loot 30 gp; Magic 7154 gp; +1 *chain shirt* (104 gp), +1 *full plate* (220 gp), +1 *greatsword* x2 (195 gp each), +1 *mithral chain shirt* x3 (175 gp each), *amulet of health +2* (333 gp), *cloak of charisma +2* (333 gp), *crystal ball* (3500 gp); *gauntlets of ogre power* (333 gp); *memento magica (2nd level)* x2 (500 gp each), *periapt of wisdom +2* (333 gp), *vest of resistance +1* (83 gp); Total 7184 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

APL 14: 6,600 gp

Total Possible Treasure

APL 2: 674 gp

APL 4: 1,010 gp

APL 6: 1,490 gp

APL 8: 2,027 gp

APL 10: 3,406 gp

APL 12: 4,622 gp

APL 14: 9,139 gp

ADVENTURE RECORD ITEMS

Hari's Herd: Hari Homus agreed to sell you Brixashulty^{RoW} goats. Cost 150gp; Frequency: Regional.

Thanks of the Church of Mouqol: This counts as a social influence point with the Church of Mouqol of the Mouqollad Consortium.

Kerridzar's Fang: Wearing this fang as a non-magical necklace, earring or bracelet grants you a +2 circumstance bonus on Bluff and Diplomacy checks to all kobolds. At the DM's discretion some dragons and other dragon blood may honor this as well.

Friendship of the Red Fire Tribe: The Red Fire tribe of kobolds considers you a friend and until you do something to break that friendship, they always have a reaction of Indifferent or better towards you. Ashan bal-Rajah may respect this.

Member of the Red Fire Tribe: You have agreed to join the tribe and passed the rites of passage. You now have a red dragon scale embedded on your forehead. This has the following effects:

- The Red Fire tribe is always Friendly or better towards you (unless you break their trust).
- The scale is only visible by you, dragons or dragonblood subtype creatures or with a *true seeing* spell.
- You now have an unhealthy appreciation for fire-subtype dragons, fire spells and open flames. You have a -1 profane penalty to all saving throws against Redspawn Arcaniss and dragons with the fire sub-type.
- This qualifies you for Dracolexi^{RotD} (must speak Ignan as a language), Dragonheart Mage^{RotD} (brass, copper or red dragon only) or Dragon Devotee^{RotD} or Dragon Disciple^{DMG} (red only) prestige classes.
- (Tusmit PCs only) You may take a Red Fire Kobold as a cohort. This is a normal *Monster Manual* kobold, except it has red scales. It can only take levels of ranger, rogue or sorcerer.

- This can be removed with a *break enchantment*, *limited wish*, or *remove curse* cast by caster level 15th.

Thanks: This is an influence point with the following. Circle ALL those who apply. Tusman Authorities, Tusman Rebels, Kettite Authorities, Ekbirrian Authorities.

ITEM ACCESS

APL 2:

Dust of appearance (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

Dust of dryness (Adventure; DMG)

APL 6 (all of APL 2-4 plus the following):

Slippers of spider climbing (Adventure; DMG)

APL 8 (all of APL 2-6 plus the following):

Bottle of air (Adventure; DMG)

APL 10 (all of APL 2-8 plus the following):

+1 *large chain shirt* (Adventure; DMG)

+1 *large greatsword* (Adventure; DMG)

+1 *mithral chain shirt* (Adventure; DMG)

Large longsword (Adventure; PHB)

APL 12 (all of APLs 2-10 plus the following):

Lens of detection (Adventure; DMG)

Memento magica (2nd Level) (Adventure; MIC; 6,000gp)

Necklace of adaptation (Adventure; DMG)

APL 14 (all of APLs 2-12 plus the following):

+3 *large longspear* (Adventure; DMG)

Crystal ball (Adventure; DMG)

APPENDIX 1: ALL APLS

ASHAN BAL-RAJAH

CR 8

Male Redspawn Arcaniss* Sorcerer 2

*from *Monster Manual 4*

CE medium monstrous humanoid (dragonblood, fire)

Init +3; **Senses** darkvision 60ft, low-light vision; Listen +1, Spot +1

Languages Common, Draconic

AC 22, touch 13, flat-footed 19

hp 81 (10 HD); fire spell affinity

Immune fire paralysis, sleep

Fort +6, **Ref** +9, **Will** +10

Weakness vulnerable to cold

Speed 40 ft. (8 squares)

Melee mw heavy mace +9/+4 (1d8-1)

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

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*,

Sorcerer Spells Known (CL 6th):

4th (4/day)—*wall of fire* (CL 10th)

3rd (6/day)—*dispel magic*, *fireball* (DC17, CL 10th)

2nd (7/day)—*Melf's acid arrow* (+13 ranged touch), *mirror image*, *scorching ray* (+13 ranged touch CL 10th, 2 rays)

1st (7/day)—*burning hands* (DC15, CL 10th), *chill touch* (+8 melee touch, DC15), *magic missile* (3 missiles), *ray of enfeeblement* (+13 ranged touch, 1d6+5 Str), *true strike*

0 (6/day)—*acid splash* (+13 ranged touch), *detect magic*, *disrupt undead* (+13 ranged touch), *ghost sound* (DC14), *message*, *ray of frost* (+13 ranged touch), *touch of fatigue* (+8 melee touch, DC14)

Abilities Str 8, Dex 17, Con 18, Int 10, Wis 13, Cha 18

Feats Empower Spell, Point Blank Shot, Precise Shot, Weapon Focus (ranged touch),

Skills Concentration +17, Jump +3, Knowledge (arcana) +13, Listen +1, Spot +1

Possessions combat gear plus spell component pouch, +1 *chain shirt*, +1 *buckler*, masterwork heavy mace,

Armored Mage (Ex) A Redspawn Arcaniss can wear light armor and use light shields without an arcane spell failure. *Complete Arcane* 12

Fire Spell Affinity (Ex) a Redspawn Arcaniss casts fire spells at +2 caster level. In addition, the Redspawn Arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

5: IF YOU DON'T WANT TO BOIL AS WELL

BLACK LADY OF IUZ

CR 4

Female Oeridian Favored Soul 4

CE Medium Humanoid

Init +0; **Senses** Listen +2, Spot +2**Languages** Common**AC** 19, touch 10, flat-footed 19**hp** 31 (4HD);**Fort** +5, **Ref** +4, **Will** +6**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *greatsword* +6 (2d6+2) or**Melee** masterwork *greatsword* +6 (2d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Combat Gear** *dust of appearance***Favored Soul Spells Known** (CL 4th):2nd (2 (4)/day) — *bear's endurance* †, *bull's strength* †, *death knell*1st (5 (7)/day) — *bless* †, *cure light wounds*, ~~*protection from good*~~ †, *resurgence***0 (6/day) — *cure minor wounds*, *detect magic*, *light*, *read magic*, *resistance*, *virtue*† Already cast: *bless*, *protection from good***Abilities** Str 13, Dex 10, Con 12, Int 8, Wis 14, Cha 16**Feats** Armor proficiency: Heavy, Improved Toughness*, Martial Weapon Proficiency (*greatsword*), Skill Focus (Concentration), Weapon Focus (*greatsword*)**Skills** Concentration +11, Diplomacy +5, Heal +7**Possessions** combat gear plus +1 *full plate*, +1 *greatsword*, masterwork *greatsword*,**Power-Up Suite** AC 19 (21 vs good), touch 10 (12 vs good), flat-footed 19 (21 vs good); hp 39; Fort +7 (+2 vs good), Ref +4 (+2 vs good), Will +6 (+2 vs good) (+1 vs fear); **Melee** +1 *greatsword* +8 (2d6+5) or masterwork *greatsword* +8(2d6+4); Str 17, Con 16; Concentration +13 ; **Spells active**: *bear's endurance*, *bless*, *bull's strength*, *protection from good*

* see Appendix 2: New Rules Items

5: IF YOU DON'T WANT TO BOIL AS WELL

BLACK LADY OF IUZ

CR 6

Female Oeridian Favored Soul 6

CE Medium Humanoid

Init +0; **Senses** Listen +2, Spot +2**Languages** Common**AC** 19, touch 10, flat-footed 19**hp** 45 (6 HD);**Resist** fire 10**Fort** +7, **Ref** +6, **Will** +8**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *greatsword* +7 (2d6+2) or**Melee** masterwork *greatsword* +7 (2d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +5**Combat Gear** *dust of dryness***Favored Soul Spells Known** (CL 6th):3rd (2 (4)/day) — *dispel magic*, *invisibility purge*,
*ring of blades** †2nd (4 (6)/day) — ~~*bear's endurance*~~ †, ~~*bull's strength*~~ †, *calm emotions*, *death knell*1st (4 (7)/day) — ~~*bless*~~ †, *cure light wounds*,
~~*protection from good*~~ †, *resurgence***, ~~*shield of faith*~~ †0 (6/day) — *cure minor wounds*, *detect magic*,
light, *purify food & drink*, *read magic*, *resistance*,
virtue† Already cast: *bear's endurance*, *bull's strength*,
protection from good, *shield of faith***Abilities** Str 13, Dex 10, Con 12, Int 8, Wis 14, Cha 18**Feats** Armor proficiency: Heavy, Combat Casting, Improved Toughness*, Martial Weapon Proficiency (greatsword), Skill Focus (Concentration), Weapon Focus (greatsword)**Skills** Concentration +13 (+17 when casting defensively), Diplomacy +7, Heal +8**Possessions** combat gear plus *cloak of charisma* +2, *vest of resistance* +1, +1 *full plate*, +1 *greatsword*, masterwork *greatsword*,**Power-Up Suite** AC 21, touch 12, flat-footed 21; hp 57; Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); **Melee** +1 *greatsword* +10 (2d6+5) or masterwork *greatsword* +10(2d6+4); Str 17, Con 16; Concentration +15 (+19 defensively); **Spells active**: *bear's endurance*, *bless*, *bull's strength*, *invisibility purge*, *protection from good*, *ring of blades**, *shield of faith*

* see Appendix 2: New Rules Items

2: YOU'RE HALFWAY UP AND YOU'RE HALFWAY DOWN

ADVANCED 15HD GRIFFONS CR 6

N Huge Magical Beast

Init +6; **Senses** darkvision 60ft; low-light vision, scent, Listen +8, Spot +12

Languages Common (cannot speak)

AC 19, touch 10, flat-footed 17

hp 157 (15 HD);

Fort +14, **Ref** +11, **Will** +9

Speed 30 ft. (6 squares), fly 80ft (average)

Melee bite +22 (3d6+8) and claws +19/+19/+14 (1d8+4)

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

Base Atk +15; **Grp** +31

Special Actions pounce, rake 1d8+4

Abilities Str 26, Dex 14, Con 20, Int 5, Wis 14, Cha 8

Feats Improved Initiative, Improved Natural Attack (claw), Iron Will, Multiattack, Rapidstrike* (claws), Weapon Focus (bite),

Skills Jump +18, Listen +8, Jump +12,

Pounce (Ex) If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +19/+19 melee, damage 1d8+4.

Skills Griffons have a +4 racial bonus on Jump and Spot checks.

* see Appendix 2: New Rules Items

0 (6/day) — *cure minor wounds, detect magic, light, purify food & drink, read magic, resistance, virtue*

‡ Already cast: *invisibility purge, ring of blades**, *bear's endurance, bull's strength, bless, protection from good, shield of faith*

Abilities Str 13, Dex 10, Con 12, Int 8, Wis 14, Cha 18

Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness*, Martial Weapon Proficiency (greatsword), Skill Focus (Concentration), Weapon Focus (greatsword)

Skills Concentration +14 (+18 when casting defensively), Diplomacy +8, Heal +8

Possessions *cloak of charisma +2, slippers of spider climbing, vest of resistance +1, +1 greatsword, +1 full plate, masterwork greatsword*

Power-Up Suite AC 21, touch 12, flat-footed 21; hp 66; Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +11 (2d6+5) or masterwork greatsword +11(2d6+4); Str 17, Con 16; Concentration +16 (+20 defensively); Spells active: *bear's endurance, bless, bull's strength, invisibility purge, protection from good, ring of blades*, shield of faith*

* see Appendix 2: New Rules Items

5: IF YOU DON'T WANT TO BOIL AS WELL

BLACK LADY OF IUZ CR 7

Female Oeridian Favored Soul 7

CE Medium Humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Common

AC 19, touch 10, flat-footed 19

hp 52 (7HD);

Resist fire 10

Fort +7, **Ref** +6, **Will** +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +8 (2d6+2) or

Melee masterwork greatsword +8 (2d6+1)

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

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

Favored Soul Spells Known (CL 7th):

3rd (3 (5)/day) — *dispel magic, invisibility purge* ‡, *ring of blades** ‡

2nd (5 (7)/day) — *bear's endurance* ‡, *bull's strength* ‡, *calm emotions, death knell*

1st (4 (7)/day) — *bless* ‡, *cure light wounds, inflict light wounds, protection from good* ‡, *resurgence***, *shield of faith* ‡

2: YOU'RE HALFWAY UP AND YOU'RE HALFWAY DOWN

ADVANCED 21HD GRIFFONS CR 8

N Huge Magical Beast

Init +6; **Senses** darkvision 60ft; low-light vision, scent, Listen +10, Spot +14

Languages Common (cannot speak)

AC 20, touch 10, flat-footed 18

hp 241 (21 HD);

Fort +20, **Ref** +14, **Will** +11

Speed 30 ft. (6 squares), fly 80ft (average)

Melee bite +28 (3d6+8) and claws +25/+25/+20 (1d8+4)

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

Base Atk +21; **Grp** +37

Special Actions pounce, rake 1d8+4

Abilities Str 26, Dex 14, Con 22, Int 5, Wis 14, Cha 8

Feats Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Iron Will, Multiattack, Rapidstrike* (claws), Weapon Focus (bite),

Skills Jump +20, Listen +10, Jump +14,

Pounce (Ex) If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +25/+25 melee, damage 1d8+4.

Skills Griffons have a +4 racial bonus on Jump and Spot checks.

* see Appendix 2: New Rules Items

5: IF YOU DON'T WANT TO BOIL AS WELL

BLACK LADY OF IUZ CR 9

Female Oeridian Favored Soul 9

CE Medium Humanoid

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

Languages Common

AC 19, touch 10, flat-footed 19

hp 66 (9HD);

Resist fire 10

Fort +7, **Ref** +6, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +11/+6 (2d6+5) or masterwork *greatsword* +11/+6 (2d6+4)

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

Base Atk +6; **Grp** +9

Favored Soul Spells Known (CL 9th):

4th (2 (5)/day) — *death ward* †, *freedom of movement* †, *lesser planar ally* †

3rd (5 (7)/day) — *dispel magic*, *invisibility purge* †, *ring of blades** †

2nd (4 (7)/day) — *aid* †, *bear's endurance* †, *bull's strength* †, *calm emotions*, *death knell*

1st (4 (7)/day) — *bless* †, *cure light wounds*, *inflict light wounds*, *protection from good* †, *resurgence**, *shield of faith* †

0 (6/day) — *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food & drink*, *read magic*, *resistance*, *virtue*

† Already cast: *death ward*, *freedom of movement*, *lesser planar ally*, *invisibility purge*, *ring of blades**, *aid*, *bear's endurance*, *bull's strength*, *bless*, *protection from good*, *shield of faith*

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 16, Cha 18

Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness*, Martial Weapon Proficiency (greatsword), Silent Spell, Skill Focus (Concentration), Weapon Focus (greatsword)

Skills Concentration +16 (+20 when casting defensively), Diplomacy +9, Heal +10

Possessions *bottle of air*, *cloak of charisma* +2, *periapt of wisdom* +2, *vest of resistance* +1, +1 *greatsword*, +1 *full plate*, masterwork *greatsword*

Power-Up Suite AC 22, touch 13, flat-footed 22; hp 84 (+9 temporary); Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +13/+3 (2d6+7) or masterwork *greatsword* +13/8 (2d6+6); Str 18, Con 16; Concentration +18 (+22 defensively); Spells active: *aid*, *bear's endurance*, *bless*, *bull's strength*, *death ward*, *freedom of movement*, *invisibility purge*, *protection from good*, *ring of blades**, *shield of faith*

* see Appendix 2: New Rules Items

THE BLACK LADY'S PLANAR ALLY CR --

Half-Fiendish Gauth (Beholder)

CE Medium Outsider (augmented aberration)

Init +8; **Senses** all-around vision, darkvision 60ft; Listen +4, Spot +17

Aura Stunning Gaze

Languages Beholder and Common

AC 22, touch 14, flat-footed 18

hp 51 (6 HD); **DR** 5/magic

Immune disease

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +6, **Ref** +6, **Will** +9

Speed 5ft ft. (1 squares), fly 20ft (good), Flyby Attack

Ranged eye rays +8 ranged touch (see below) and melee bite +0 (1d6)

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

Base Atk +4; **Grp** +5

Special Actions Eye rays, stunning gaze, smite good (+6)

Spell-Like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC16)

Abilities Str 12, Dex 18, Con 18, Int 15, Wis 15, Cha 15

SQ Flight

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will

Skills Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17,

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

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can only aim two eye rays at targets in any one 90-degree arc (up, forward, left, right, back or down). The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body in any given arc.

Caster Level is 8th.

Dispel magic: This works like a targeted dispel function of the spell, 1d20+8.

Exhaustion: This works like the spell *ray of exhaustion* (no save)

Inflict moderate wounds: This work as the spell, 2d8+8 damage (DC15 Will negates)

Paralysis: Fortitude DC15 negates or be paralyzed for 2d10 minutes.

Scorching ray: This works like the spell dealing 4d6 points of fire damage (no save). A gauth creates only one ray per use of this ability.

Sleep: This works like spell, except that it affects one creature with any number of Hit Dice (DC15 Will negates)

Flight (Ex) A beholder's body is naturally buoyant.

This buoyancy allows the beholder to fly at a speed of 20ft. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Stunning Gaze (Su) Stun for 1 round, 30ft, Will DC15 negates. Any creature meeting the gaze of the gauth's central eye is subject to its stunning attack. Since the gauth can use its eye ray as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its does at the same time.

2: YOU'RE HALFWAY UP AND YOU'RE HALFWAY DOWN

ADVANCED 21HD FIENDISH GRIFFONS CR 8

NE Huge Magical Beast (extraplanar)
Init +6; **Senses** darkvision 60ft; low-light vision, scent,
 Listen +10, Spot +14

Languages Common (cannot speak)

AC 20, touch 10, flat-footed 18

hp 241 (21 HD); **DR** 10/magic

Resist cold 10 fire 10; **SR** 25

Fort +20, **Ref** +14, **Will** +11

Speed 30 ft. (6 squares), fly 80ft (average)

Melee bite +28 (3d6+8) and claws +25/+25/+20
 (1d8+4)

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

Base Atk +21; **Grp** +37

Special Actions aligned strike, pounce, rake 1d8+4,
 smite good (+20dmg)

Abilities Str 26, Dex 14, Con 22, Int 5, Wis 14, Cha 8

Feats Great Fortitude, Improved Initiative, Improved
 Natural Armor, Improved Natural Attack (claw), Iron
 Will, Multiattack, Rapidstrike*
 (claws), Weapon Focus (bite),

Skills Jump +20, Listen +10, Jump +14,

Aligned Strike (Su) A fiendish creature's natural
 weapons are treated as magic weapons for the
 purpose of overcoming damage reduction.

Pounce (Ex) If a griffon dives upon or charges a foe,
 it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +25/+25 melee, damage
 1d8+4.

Skills Griffons have a +4 racial bonus on Jump and
 Spot checks.

* see Appendix 2: New Rules Items

5: IF YOU DON'T WANT TO BOIL AS WELL

BABAU ASSASSIN CR 9

Babau Fighter 3

CE Medium Outsider (chaotic, extraplanar, evil,
 tanar'ri)

Init +1; **Senses** darkvision 60ft, Listen +19, Spot +1

Languages Abyssal, Celestial, Draconic

AC 25, touch 11, flat-footed 24
 (+1 Dex, +6 armor, +8 natural)

hp 109 (10 HD); **DR** 10/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +13, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares)

Melee claws +16/+16 (1d8+6/ 19-20, x2) and bite +14
 (1d6+3)

Base Atk +10; **Grp** +16

Atk Options Power Attack, sneak attack (+2d6)

Special Actions Cleave, *summon tanar'ri*

Spell-Like Abilities (CL 7th):

At will—*darkness*, *dispel magic*, *see invisibility*,
greater teleport (self plus 50 pounds of objects
 only)

1/day—*summon tanar'ri*

Abilities Str 22, Dex 12, Con 20, Int 14, Wis 13, Cha
 16

SQ protective slime, telepathy 100ft

Feats Cleave, Multiattack, Power Attack, Improved
 Critical (Claw), Improved Natural Attack (Claw),
 Improved Toughness*

Skills Balance +3, Climb +19, Disable Device +12,
 Disguise +13, Escape Artist +11, Hide +19, Jump
 +8, Listen +19, Move Silently +19, Open Lock +11,
 Search +20, Sleight of Hand +11, Survival +1 (+3
 following tracks), Tumble +7, Use Rope +1 (+3 with
 bindings),

Possessions +1 mithral chain shirt

Protective Slime (Su) A slimy red jelly coats the
 babau's skin. Any weapon that touches it takes 1d8
 points of acid damage from the corrosive goo, and
 the weapons hardness does not reduce this
 damage. A magic weapon may attempt a DC20
 Reflex save to avoid taking this damage. A
 creature who strikes the babau with an unarmed
 attack, unarmed strike, touch spell or natural
 weapon takes this damage as well, but can negate
 the damage with a DC20 Reflex save. The save
 DC is Constitution-based.

Summon Tanar'ri (Sp) Once per day, a Babau can
 attempt to summon 1 babau with a 40% chance of
 success. This ability is the equivalent of a 3rd-level
 spell.

Skills Babau have a +8 racial bonus on Hide, Listen
 Move Silently and Search checks.

Power-Up Suite hp 129; Fort +15, Will +7 (+8 vs
 fear); Melee 2 claws +20 (1d8+8/ 19-20, x2) and
 bite +17 (1d6+4); Str 26, Con 24; Climb +21 Jump
 +10; Spells active: *bear's endurance*, *bless*, *bull's
 strength*

* see Appendix 2: New Rules Items

BLACK LADY OF IUZ CR 9

Female Oeridian Favored Soul 9

CE Medium Humanoid

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

Languages Common

AC 19, touch 10, flat-footed 19

hp 66 (9 HD);

Resist fire 10

Fort +7, **Ref** +6, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +11/+6 (2d6+5) or

Melee masterwork *greatsword* +11/+6 (2d6+4)

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

Base Atk +6; **Grp** +9

Favored Soul Spells Known (CL 9th):

4th (2 (5)/day) — *death ward* †, *freedom of movement* †, *lesser planar ally* †

3rd (5 (7)/day) — *dispel magic*, *invisibility purge* †, *ring of blades* * †

2nd (0 (7)/day) — *aid* †, *bear's endurance* † † †, *bull's strength* † † †, *calm emotions*, *death knell*

1st (4 (7)/day) — *bless* †, *cure light wounds*, *inflict light wounds*, *protection from good* †, *resurgence* **, *shield of faith* †

0 (6/day) — *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food & drink*, *read magic*, *resistance*, *virtue*

† Already cast: *death ward*, *freedom of movement*, *lesser planar ally*, *invisibility purge*, *ring of blades**, *aid*, *bear's endurance* (on herself and the babau assassins), *bull's strength* (on herself and the babau assassins), *bless*, *protection from good*, *shield of faith*

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 16, Cha 18

Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness*, Martial Weapon Proficiency (*greatsword*), Silent Spell, Skill Focus (Concentration), Weapon Focus (*greatsword*)

Skills Concentration +16 (+20 when casting defensively), Diplomacy +9, Heal +10

Possessions combat gear plus *cloak of charisma* +2, *memento magica* (2nd level) (2) [used], *periapt of wisdom* +2, *vest of resistance* +1, +1 *greatsword*, +1 *full plate*, masterwork *greatsword*

Power-Up Suite AC 22, touch 13, flat-footed 22; hp 84 (+9 temporary); Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +13/+3 (2d6+7) or masterwork *greatsword* +13/8(2d6+6); Str 18, Con 16; Concentration +18 (+22 defensively); Spells active: *aid*, *bear's endurance*, *bless*, *bull's strength*, *death ward*, *freedom of movement*, *invisibility purge*, *protection from good*, *ring of blades**, *shield of faith*

* see Appendix 2: New Rules Items

THE BLACK LADY'S PLANAR ALLY

CR --

Half-Fiendish Gauth (Beholder)

CE Medium Outsider (augmented aberration)

Init +8; **Senses** all-around vision, darkvision 60ft; Listen +4, Spot +17

Aura Stunning Gaze

Languages Beholder and Common

AC 22, touch 14, flat-footed 18

hp 51 (6 HD); **DR** 5/magic

Immune disease

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +6, **Ref** +6, **Will** +9

Speed 5ft ft. (1 squares), fly 20ft (good), Flyby Attack
Ranged eye rays +8 ranged touch (see below) and melee bite +0 (1d6)

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

Base Atk +4; **Grp** +5

Special Actions Eye rays, stunning gaze, smite good (+6)

Spell-Like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC16)

Abilities Str 12, Dex 18, Con 18, Int 15, Wis 15, Cha 15

SQ Flight

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will

Skills Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17,

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

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can only aim two eye rays at targets in any one 90-degree arc (up, forward, left, right, back or down). The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body in any given arc.

Caster Level is 8th.

Dispel magic: This works like a targeted dispel function of the spell, 1d20+8.

Exhaustion: This works like the spell *ray of exhaustion* (no save)

Inflict moderate wounds: This work as the spell, 2d8+8 damage (DC15 Will negates)

Paralysis: Fortitude DC15 negates or be paralyzed for 2d10 minutes.

Scorching ray: This works like the spell dealing 4d6 points of fire damage (no save). A gauth creates only one ray per use of this ability.

Sleep: This works like spell, except that it affects one creature with any number of Hit Dice (DC15 Will negates)

Flight (Ex) A beholder's body is naturally buoyant. This buoyancy allows the beholder to fly at a speed of 20ft. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Stunning Gaze (Su) Stun for 1 round, 30ft, Will DC15 negates. Any creature meeting the gaze of the gauth's central eye is subject to its stunning attack. Since the gauth can use its eye ray as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its does at the same time.

THE BODYGUARD

Male Half-Fiendish Maug Fighter 4

CR 9

*From *Fiend Folio*

CE Large outsider (augmented construct, extraplanar)

Init +5; **Senses** darkvision 60ft; Listen +7, Spot +7

Languages Common, Draconic, Giant

AC 27, touch 14, flat-footed 22, Dodge, Mobility

hp 70 (6 HD); rapid repair; **DR** 5/magic

Immune Immunity to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect requiring a Fort save unless it works on objects. Maug are also not subject to critical hits, sneak attacks, subdual damage, ability damage, ability drain, energy drain, and death from massive damage.

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +8, **Ref** +6, **Will** +1

Speed 40 ft. (8 squares), fly 40ft (average)

Melee +1 *greatsword* +16 (3d6+18/ 19-20) and bite +9 (1d8+5) or

Melee longsword+14 (2d6+15/ 19-20) and bite +9 (1d8+5) or

Melee bite +14 (1d8+10) and claws +9/+9 (1d6+5) or

Melee slam +14 (1d8+15) and bite +9 (1d8+10) and claws +9/+9 (1d6+5)

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

Base Atk +5; **Grp** +19 **Atk Options** Power Attack

Special Actions magic-aligned, smite good (+6 damage)

Spell-Like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC17)

Abilities Str 30, Dex 21, Con 18, Int 14, Wis 10, Cha 16

SQ pulverize, rapid repair

Feats Alertness^B, Dodge, Improved Toughness*, Mobility, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword),

Skills Climb +14, Craft (armorsmith) +7, Craft (stonemasonry) +11, Craft (weaponsmith) +7, Intimidate +12, Jump +19, Knowledge (architecture) +11, Listen +7, Profession (architect) +5, Profession (soldier) +5, Ride+9, Spot +7, Survival +5,

Possessions *amulet of health* +2, +1 *chain shirt*, +1 *greatsword*, longsword

Magic Strike (Ex) A maug's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Pulverize (Su) 3/day a maug can touch an object and negate it's hardness for 1d4 rounds (Fort save DC 18 negates). This power can affect a 1000 cubic feet and unattended nonmagical objects do not receive a saving throw.

Rapid Repair (Ex) As long as a maug has 1 hp you repair 1 point of damage per 1 hour of FULL rest. This can rise to 2hp per full hour of rest if someone assists a maug with a successful Craft(stonemasonry) check (DC 15). A maug cannot assist his own repair and Rapid Repair does not regrow or reattach missing limbs.

Skills +4 racial bonus to Craft (stonemasonry) & Knowledge (architecture & engineering) checks

* see Appendix 2: New Rules Items

2: YOU'RE HALFWAY UP AND YOU'RE HALFWAY DOWN

ADVANCED 21HD FIENDISH GRIFFONS OF LEGEND* CR 12

*From *Monster Manual II*

NE Huge Outsider (augmented magical beast, native)
Init +6; **Senses** darkvision 60ft; low-light vision, scent,
 Listen +11, Spot +17

Languages Common (cannot speak)

AC 28, touch 13, flat-footed 23
hp 346 (21 HD); fast healing 5; **DR** 10/magic
Resist cold 10 fire 10; **SR** 25
Fort +28, **Ref** +20, **Will** +20

Speed 30 ft. (6 squares), fly 80ft (average)
Melee bite +33 (4d6+13) and claws +30/+30/+25
 (2d6+6)

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

Base Atk +21; **Grp** +42

Special Actions aligned strike, raging blood, pounce,
 rake 1d8+6, smite good (+20dmg)

Abilities Str 36, Dex 14, Con 32, Int 7, Wis 16, Cha 12

SQ fast healing, greater damage

Feats Great Fortitude, Improved Initiative, Improved
 Natural Armor, Improved Natural Attack (claw), Iron
 Will, Multiattack, Rapidstrike* (claws), Weapon
 Focus (bite),

Skills Jump +25, Listen +11, Jump +17,

Aligned Strike (Su) A fiendish creature's natural
 weapons are treated as magic weapons for the
 purpose of overcoming damage reduction.

Greater Damage (Ex) Damage dice for a creature of
 legend's attacks are increased by one die type.

Pounce (Ex) If a griffon dives upon or charges a foe,
 it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +30/+30 melee, damage
 2d6+6.

Raging Blood (Ex) The griffons of legend have acid
 blood. Each times damage is dealt to the creature
 with a piercing or slashing attack, its blood sprays
 outwards in a 5ft cone dealing 1d4 points of acid
 damage to all within range (no saving throw). A
 monster of legend is not harmed by its own blood.

Skills Griffons have a +4 racial bonus on Jump and
 Spot checks.

* see Appendix 2: New Rules Items

5: IF YOU DON'T WANT TO BOIL AS WELL

BABAU ASSASSIN CR 11

Babau Fighter 5
 CE Medium Outsider (chaotic, extraplanar, evil,
 tanar'ri)

Init +1; **Senses** darkvision 60ft, Listen +20, Spot +2
Languages Abyssal, Celestial, Draconic

AC 25, touch 11, flat-footed 24
hp 132 (12 HD); **DR** 10/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +14, **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)

Melee claws +19/+19 (1d8+8/ 19-20, x2) and bite +16
 (1d6+3)

Base Atk +12; **Grp** +18

Atk Options Power Attack, sneak attack (+2d6)

Special Actions Cleave, *summon tanar'ri*

Spell-Like Abilities (CL 7th):

At will—*darkness*, *dispel magic*, *see invisibility*,
greater teleport (self plus 50 pounds of objects
 only)

1/day—*summon Tanar'ri*

Abilities Str 22, Dex 12, Con 20, Int 14, Wis 14, Cha 16

SQ protective slime, telepathy 100ft

Feats Cleave, Multiattack, Power Attack, Improved
 Critical (Claw), Improved Natural Attack (Claw),
 Improved Toughness*, Weapon Focus (Claw) ,
 Weapon Specialization (Claw)

Skills Balance +3, Climb +21, Disable Device +12,
 Disguise +13, Escape Artist +11, Hide +19, Jump
 +10, Listen +20, Move Silently +19, Open Lock
 +11, Search +20, Sleight of Hand +11, Survival +1
 (+3 following tracks), Tumble +8, Use Rope +1 (+3
 with bindings),

Possessions +1 *mithral chain shirt*

Protective Slime (Su) A slimy red jelly coats the
 babau's skin. Any weapon that touches it takes 1d8
 points of acid damage from the corrosive goo, and
 the weapons hardness does not reduce this
 damage. A magic weapon may attempt a DC20
 Reflex save to avoid taking this damage. A
 creature who strikes the babau with an unarmed
 attack, unarmed strike, touch spell or natural
 weapon takes this damage as well, but can negate
 the damage with a DC20 Reflex save. The save
 DC is Constitution-based.

Summon Tanar'ri (Sp) Once per day, a Babau can
 attempt to summon 1 babau with a 40% chance of
 success. This ability is the equivalent of a 3rd-level
 spell.

Skills Babau have a +8 racial bonus on Hide, Listen
 Move Silently and Search checks.

Power-Up Suite hp 153; Fort +16, Will +8 (+9 vs
 fear); Melee 2 claws +22 (1d8+10/ 19-20, x2) and
 bite +19 (1d6+5); Str 26, Con 24; Climb +23 Jump
 +12; Spells active: *bear's endurance*, *bless*, *bull's
 strength*

* see Appendix 2: New Rules Items

BLACK LADY OF IUZ

CR 9

Female Oeridian Favored Soul 9
CE Medium Humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 19, touch 10, flat-footed 19

hp 66 (9 HD);

Resist fire 10

Fort +7, **Ref** +6, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +11/+6 (2d6+5) or

Melee masterwork *greatsword* +11/+6 (2d6+4)

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

Base Atk +6; **Grp** +9

Favored Soul Spells Known (CL 9th):

4th (2 (5)/day) — ~~death ward~~ †, ~~freedom of movement~~ †, ~~lesser planar ally~~ †

3rd (5 (7)/day) — ~~dispel magic~~, ~~invisibility purge~~ †, ~~ring of blades~~ †

2nd (0 (7)/day) — ~~aid~~ †, ~~bear's endurance~~ † † †, ~~bull's strength~~ † † †, *calm emotions*, *death knell*

1st (4 (7)/day) — *bless* †, *cure light wounds*, *inflict light wounds*, ~~protection from good~~ †, *resurgence* **, ~~shield of faith~~ †

0 (6/day) — *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food & drink*, *read magic*, *resistance*, *virtue*

† Already cast: *death ward*, *freedom of movement*, *lesser planar ally*, *invisibility purge*, *ring of blades**, *aid*, *bear's endurance* (on herself and the babau assassins), *bull's strength* (on herself and the babau assassins), *bless*, *protection from good*, *shield of faith*

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 16, Cha 18

Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness*, Martial Weapon Proficiency (*greatsword*), Silent Spell, Skill Focus (Concentration), Weapon Focus (*greatsword*)

Skills Concentration +16 (+20 when casting defensively), Diplomacy +9, Heal +10

Possessions *cloak of charisma* +2, *lens of detection*, *memento magica* (2nd level) (2) [used], *necklace of adaptation*, *periapt of wisdom* +2, *vest of resistance* +1, +1 *greatsword*, +1 *full plate*, *masterwork greatsword*

Power-Up Suite AC 22, touch 13, flat-footed 22; hp 84 (+9 temporary); Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +13/+3 (2d6+7) or *masterwork greatsword* +13/8 (2d6+6); Str 18, Con 16; Concentration +18 (+22 defensively); Spells active: *aid*, *bear's endurance*, *bless*, *bull's strength*, *death ward*, *freedom of movement*, *invisibility purge*, *protection from good*, *ring of blades**, *shield of faith*

* see Appendix 2: New Rules Items

THE BLACK LADY'S PLANAR ALLY

CR --

Half-Fiendish Gauth (Beholder)

CE Medium Outsider (augmented aberration)
Init +8; **Senses** all-around vision, darkvision 60ft; Listen +4, Spot +17

Aura Stunning Gaze

Languages Beholder and Common

AC 22, touch 14, flat-footed 18

hp 51 (6 HD); **DR** 5/magic

Immune disease

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +6, **Ref** +6, **Will** +9

Speed 5ft ft. (1 squares), fly 20ft (good), Flyby Attack

Ranged eye rays +8 ranged touch (see below) and melee bite +0 (1d6)

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

Base Atk +4; **Grp** +5

Special Actions Eye rays, stunning gaze, smite good (+6)

Spell-Like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC16)

Abilities Str 12, Dex 18, Con 18, Int 15, Wis 15, Cha 15

SQ Flight

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will

Skills Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17,

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

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can only aim two eye rays at targets in any one 90-degree arc (up, forward, left, right, back or down). The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body in any given arc.

Caster Level is 8th.

Dispel magic: This works like a targeted dispel function of the spell, 1d20+8.

Exhaustion: This works like the spell *ray of exhaustion* (no save)

Inflict moderate wounds: This work as the spell, 2d8+8 damage (DC15 Will negates)

Paralysis: Fortitude DC15 negates or be paralyzed for 2d10 minutes.

Scorching ray: This works like the spell dealing 4d6 points of fire damage (no save). A gauth creates only one ray per use of this ability.

Sleep: This works like spell, except that it affects one creature with any number of Hit Dice (DC15 Will negates)

Flight (Ex) A beholder's body is naturally buoyant. This buoyancy allows the beholder to fly at a speed of 20ft. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Stunning Gaze (Su) Stun for 1 round, 30ft, Will DC15 negates. Any creature meeting the gaze of the gauth's central eye is subject to its stunning attack.

Since the gauth can use its eye ray as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its does at the same time.

THE BODYGUARD

CR 9

Male Half-Fiendish Maug Fighter 4

*From *Fiend Folio*

CE Large outsider (augmented construct, extraplanar)

Init +5; **Senses** darkvision 60ft; Listen +7, Spot +7

Languages Common, Draconic, Giant

AC 27, touch 14, flat-footed 22, Dodge, Mobility

hp 70 (6 HD); rapid repair; **DR** 5/magic

Immune Immunity to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect requiring a Fort save unless it works on objects. Maug are also not subject to critical hits, sneak attacks, subdual damage, ability damage, ability drain, energy drain, and death from massive damage.

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +8, **Ref** +6, **Will** +1

Speed 40 ft. (8 squares), fly 40ft (average)

Melee +1 *greatsword* +16 (3d6+18/ 19-20) and bite +9 (1d8+5) or

Melee longsword+14 (2d6+15/ 19-20) and bite +9 (1d8+5) or

Melee bite +14 (1d8+10) and claws +9/+9 (1d6+5) or

Melee slam +14 (1d8+15) and bite +9 (1d8+10) and claws +9/+9 (1d6+5)

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

Base Atk +5; **Grp** +19

Atk Options Power Attack

Special Actions magic-aligned, smite good (+6 damage)

Spell-Like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC17)

Abilities Str 30, Dex 21, Con 18, Int 14, Wis 10, Cha 16

SQ pulverize, rapid repair

Feats Alertness^B, Dodge, Improved Toughness*,

Mobility, Power Attack, Weapon Focus

(greatsword), Weapon Specialization (greatsword),

Skills Climb +14, Craft (armorsmith) +7, Craft

(stonemasonry) +11, Craft (weaponsmith)

+7, Intimidate +12, Jump +19, Knowledge

(architecture) +11, Listen +7, Profession (architect)

+5, Profession (soldier) +5, Ride+9, Spot +7,

Survival +5,

Possessions *amulet of health* +2, +1 *chain shirt*, +1 *greatsword*, longsword

Magic Strike (Ex) A maug's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Pulverize (Su) 3/day a maug can touch an object and negate it's hardness for 1d4 rounds (Fort save DC 18 negates). This power can affect a 1000 cubic

feet and unattended nonmagical objects do not receive a saving throw.

Rapid Repair (Ex) As long as a maug has 1 hp you repair 1 point of damage per 1 hour of FULL rest. This can rise to 2hp per full hour of rest if someone assists a maug with a successful Craft(stonemasonry) check (DC 15). A maug cannot assist his own repair and Rapid Repair does not regrow or reattach missing limbs.

Skills +4 racial bonus to Craft (stonemasonry) & Knowledge (architecture & engineering) checks

* see Appendix 2: New Rules Items

2: YOU'RE HALFWAY UP AND YOU'RE HALFWAY DOWN

ADVANCED 21HD FIENDISH GRIFFONS OF LEGEND*(4) CR 12

*From *Monster Manual II*

NE Huge Outsider (augmented magical beast, native)
Init +6; **Senses** darkvision 60ft; low-light vision, scent,
 Listen +11, Spot +17

Languages Common (cannot speak)

AC 28, touch 13, flat-footed 23
hp 346 (21 HD); fast healing 5; **DR** 10/magic
Resist cold 10 fire 10; **SR** 25
Fort +28, **Ref** +20, **Will** +20

Speed 30 ft. (6 squares), fly 80ft (average)
Melee bite +33 (4d6+13) and claws +30/+30/+25
 (2d6+6)

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

Base Atk +21; **Grp** +42

Special Actions aligned strike, raging blood, pounce,
 rake 1d8+6, smite good (+20dmg)

Abilities Str 36, Dex 14, Con 32, Int 7, Wis 16, Cha 12

SQ fast healing, greater damage

Feats Great Fortitude, Improved Initiative, Improved
 Natural Armor, Improved Natural Attack (claw), Iron
 Will, Multiattack, Rapidstrike* (claws), Weapon
 Focus (bite),

Skills Jump +25, Listen +11, Jump +17,

Aligned Strike (Su) A fiendish creature's natural
 weapons are treated as magic weapons for the
 purpose of overcoming damage reduction.

Greater Damage (Ex) Damage dice for a creature of
 legend's attacks are increased by one die type.

Pounce (Ex) If a griffon dives upon or charges a foe,
 it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +30/+30 melee, damage
 2d6+6.

Raging Blood (Ex) The griffons of legend have acid
 blood. Each times damage is dealt to the creature
 with a piercing or slashing attack, its blood sprays
 outwards in a 5ft cone dealing 1d4 points of acid
 damage to all within range (no saving throw). A
 monster of legend is not harmed by its own blood.

Skills Griffons have a +4 racial bonus on Jump and
 Spot checks.

* see Appendix 2: New Rules Items

4: INTO THE FIRE AND INTO THE FIGHT THE BURNING EMIR CR 12

Male Half-Red Dragon Noble Salamander
 NE Large Dragon (Extraplanar, Fire, Augmented
 Outsider)

Init +2; **Senses** darkvision 60ft, low-light vision, Listen
 +23, Spot +23

Languages Aquan, Auran, Common, Draconic,
 Ignan, Infernal, Terran

AC 23, touch 11, flat-footed 21

hp 152 (16 HD); **DR** 15/magic

Immune fire, paralysis, sleep

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

Weakness Vulnerability to cold

Speed 20 ft. (4 squares), fly 40 ft.(Average);

Melee +3 *longspear* +28/+23/+18/+13 (2d8+13 plus
 1d8 fire) and bite +23 (1d8+5 plus 1d8 fire) and tail
 slap +23 (2d8+5 plus 1d8 fire) or
 2 claws +25 (1d6+10 plus 1d8 fire) and bite
 +23 (1d8+5 plus 1d8 fire) and tail slap +23 (2d8+5
 plus 1d8 fire)

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

Base Atk +16; **Grp** +30

Atk Options

Special Actions Constrict 2d8+5 plus 1d8 fire,
 improved grab,

Combat Gear +3 *longspear*

Spell-Like Abilities (CL 15th):

3/day—*burning hands* (5d4, DC 14 fire), *fireball*
 (DC 16, 10d6), *flaming sphere* (DC 14), *wall of*
fire (DC 16)

1/day—*dispel magic*, *summon monster VII* (huge
 fire elemental)

Abilities Str 30, Dex 14, Con 18, Int 18, Wis 15, Cha 17

Feats Alertness, Cleave, Great Cleave, Multiattack^B,
 Power Attack, Skill Focus (Craft (Blacksmithing))

Skills Bluff +22, Concentration +13, Craft
 (Blacksmithing) +30, Diplomacy +16, Hide +17,
 Intimidate +14, Listen +23, Move Silently +21,
 Sense Motive +10, Spot +23, Tumble +11

Breath Weapon (Su) 30-foot cone, once per day, 6d8
 fire, Reflex DC 20 negates.

Constrict (Ex) A salamander deals automatic tail slap
 damage (including fire damage) with a successful
 grapple check. A noble salamander can constrict
 multiple creatures simultaneously, provided they
 are all at least two sizes smaller than it.

Heat (Ex) A salamander generates so much heat that
 its mere touch deals additional fire damage.
 Salamanders' metallic weapons also conduct this
 heat. (1d8 heat)

Improved Grab (Ex) To use this ability, a salamander
 must hit a creature of up to one size larger than
 itself with its tail slap attack. It can then attempt to
 start a grapple as a free action without provoking
 an attack of opportunity. If it wins the grapple
 check, it establishes a hold and can constrict.

Skills Salamanders have a +4 bonus on Craft
 (Blacksmithing) checks.

Feats Salamanders have the Multiattack feat even
 though they do not have the requisite three natural
 weapons.

5: IF YOU DON'T WANT TO BOIL AS WELL

ADVANCED BEBILITH CR 15

CE Gargantuan Outside (chaotic, extraplanar, evil)
Init +5; **Senses** darkvision 60ft, scent; Listen +28, Spot +28

Languages Abyssal (does not speak), telepathy 100ft.

AC 24, touch 7, flat-footed 23

hp 333 (23 HD); **DR** 10/good

Fort +23, **Ref** +14, **Will** +15

Speed 40 ft. (8 squares), climb 20ft

Melee bite +32 (3d6+13 /19-20 plus poison) and claws +30/+30 (2d6+6 plus poison)

Space 20 ft.; **Reach** 15 ft.

Base Atk +23; **Grp** +52

Atk Options Cleave, Power Attack

Special Actions poison, rend armor, web

Spell-Like Abilities (CL 23th):

At Will—*plane shift* (self only)

Abilities Str 36, Dex 12, Con 30, Int 11, Wis 14, Cha 14

Feats Cleave, Improved Critical (bite), Improved Grapple, Improved Initiative, Improved Natural Attack (claws), Multiattack, Power Attack, Track12,

Skills Climb +47, Diplomacy +4, Hide +23, Jump +43, Listen +28, Move Silently +27, Search +26, Sense Motive +28, Spot +28, Survival +2 (+4 following tracks),

Poison (Ex) Injury, Fortitude DC 26, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex) If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 6d6+26 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex) A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 26 Escape Artist check or burst the web with a DC 26 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Skills A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

Power-Up Suite: AC 27 touch 10, flat-footed 26 (+3 deflection); Will +16 vs fear; Melee +33 (3d6+13 /19-20 plus poison) and claws +31/+31 (2d6+6 plus poison); Spells active: *bless*, *shield of faith*

BABAU ASSASSIN CR 11

Babau Fighter 5

CE Medium Outsider (chaotic, extraplanar, evil, tanar'ri)

Init +1; **Senses** darkvision 60ft, Listen +20, Spot +2

Languages Abyssal, Celestial, Draconic

AC 25, touch 11, flat-footed 24

hp 132 (12 HD); **DR** 10/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +14, **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)

Melee claws +19/+19 (1d8+8/ 19-20, x2) and bite +16 (1d6+3)

Base Atk +12; **Grp** +18

Atk Options Power Attack, sneak attack (+2d6)

Special Actions Cleave, *summon tanar'ri*

Spell-Like Abilities (CL 7th):

At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only)

1/day—*summon Tanar'ri*

Abilities Str 22, Dex 12, Con 20, Int 14, Wis 14, Cha 16

SQ protective slime, telepathy 100ft

Feats Cleave, Multiattack, Power Attack, Improved Critical (Claw), Improved Natural Attack (Claw), Improved Toughness*, Weapon Focus (Claw), Weapon Specialization (Claw)

Skills Balance +3, Climb +21, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Jump +10, Listen +20, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Tumble +8, Use Rope +1 (+3 with bindings),

Possessions +1 *mithral chain shirt*

Protective Slime (Su) A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapons hardness does not reduce this damage. A magic weapon may attempt a DC20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell or natural weapon takes this damage as well, but can negate the damage with a DC20 Reflex save. The save DC is Constitution-based.

Summon Tanr'ri (Sp) Once per day, a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills Babau have a +8 racial bonus on Hide, Listen Move Silently and Search checks.

Power-Up Suite hp 153; Fort +16, Will +8 (+9 vs fear); Melee 2 claws +22 (1d8+10/ 19-20, x2) and

bite +19 (1d6+5); Str 26, Con 24; Climb +23 Jump +12; Spells active: *bear's endurance*, *bless*, *bull's strength*

* see Appendix 2: New Rules Items

BLACK LADY OF IUZ

CR 9

Female Oeridian Favored Soul 9

CE Medium Humanoid

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

Languages Common

AC 19, touch 10, flat-footed 19

hp 66 (9HD);

Resist fire 10

Fort +7, **Ref** +6, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +11/+6 (2d6+5) or

Melee masterwork *greatsword* +11/+6 (2d6+4)

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

Base Atk +6; **Grp** +9

Favored Soul Spells Known (CL 9th):

4th (2 (5)/day) — *death ward* †, *freedom of movement* †, *lesser planar ally* †

3rd (5 (7)/day) — *dispel magic*, *invisibility purge* †, *ring of blades*** †

2nd (0 (7)/day) — *aid* †, *bear's endurance* † † †, *bull's strength* † † †, *calm emotions*, *death knell*

1st (3 (7)/day) — *bless* †, *cure light wounds*, *inflict light wounds*, *protection from good* †, *resurgence*** †, *shield of faith* † †

0 (6/day) — *cure minor wounds*, *detect magic*, *detect poison*, *light*, *purify food & drink*, *read magic*, *resistance*, *virtue*

† Already cast: *death ward*, *freedom of movement*, *lesser planar ally*, *invisibility purge*, *ring of blades**, *aid*, *bear's endurance* (on herself and the babau assassins), *bull's strength* (on herself and the babau assassins), *bless*, *protection from good*, *shield of faith* (on herself and the bebilith)

Abilities Str 16, Dex 10, Con 12, Int 8, Wis 16, Cha 18

Feats Armor proficiency: Heavy, Combat Casting, Improved Toughness*, Martial Weapon Proficiency (*greatsword*), Silent Spell, Skill Focus (Concentration), Weapon Focus (*greatsword*)

Skills Concentration +16 (+20 when casting defensively), Diplomacy +9, Heal +10

Possessions *cloak of charisma* +2, *crystal ball*, *gauntlets of ogre power*, *memento magica* (2nd level) (2) [used], *periapt of wisdom* +2, *vest of resistance* +1, +1 *greatsword*, +1 *full plate*, masterwork *greatsword*

Power-Up Suite AC 22, touch 13, flat-footed 22; hp 84 (+9 temporary); Fort +9 (+2 vs good), Ref +6 (+2 vs good), Will +8 (+2 vs good) (+1 vs fear); Melee +1 *greatsword* +13/+3 (2d6+7) or masterwork *greatsword* +13/8(2d6+6); Str 18, Con 16; Concentration +18 (+22 defensively); Spells active: *aid*, *bear's endurance*, *bless*, *bull's strength*, *death ward*, *freedom of movement*, *invisibility*

purge, *protection from good*, *ring of blades**, *shield of faith*

* see Appendix 2: New Rules Items

THE BLACK LADY'S PLANAR ALLY

CR --

Half-Fiendish Gauth (Beholder)

CE Medium Outsider (augmented aberration)

Init +8; **Senses** all-around vision, darkvision 60ft;

Listen +4, Spot +17

Aura Stunning Gaze

Languages Beholder and Common

AC 22, touch 14, flat-footed 18

hp 51 (6 HD); **DR** 5/magic

Immune disease

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +6, **Ref** +6, **Will** +9

Speed 5ft ft. (1 squares), fly 20ft (good), Flyby Attack

Ranged eye rays +8 ranged touch (see below) and melee bite +0 (1d6)

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

Base Atk +4; **Grp** +5

Special Actions Eye rays, stunning gaze, smite good (+6)

Spell-Like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC16)

Abilities Str 12, Dex 18, Con 18, Int 15, Wis 15, Cha 15

SQ Flight

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will

Skills Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17,

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

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can only aim two eye rays at targets in any one 90-degree arc (up, forward, left, right, back or down). The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body in any given arc.

Caster Level is 8th.

Dispel magic: This works like a targeted dispel function of the spell, 1d20+8.

Exhaustion: This works like the spell ray of exhaustion (no save)

Inflict moderate wounds: This work as the spell, 2d8+8 damage (DC15 Will negates)

Paralysis: Fortitude DC15 negates or be paralyzed for 2d10 minutes.

Scorching ray: This works like the spell dealing 4d6 points of fire damage (no save). A gauth creates only one ray per use of this ability.

Sleep: This works like spell, except that it affects one creature with any number of Hit Dice (DC15 Will negates)

Flight (Ex) A beholder's body is naturally buoyant. This buoyancy allows the beholder to fly at a speed of 20ft. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Stunning Gaze (Su) Stun for 1 round, 30ft, Will DC15 negates. Any creature meeting the gaze of the gauth's central eye is subject to its stunning attack. Since the gauth can use its eye ray as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its does at the same time.

THE BODYGUARD

CR 9

Male Half-Fiendish Maug Fighter 4

*From *Fiend Folio*

CE Large outsider (augmented construct, extraplanar)

Init +5; **Senses** darkvision 60ft; Listen +7, Spot +7

Languages Common, Draconic, Giant

AC 27, touch 14, flat-footed 22, Dodge, Mobility (-1 size, +5 Dex, +5 armor, +8 natural)

hp 70 (6 HD); rapid repair; **DR** 5/magic

Immune Immunity to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect requiring a Fort save unless it works on objects. Maug are also not subject to critical hits, sneak attacks, subdual damage, ability damage, ability drain, energy drain, and death from massive damage.

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18
Fort +8, **Ref** +6, **Will** +1

Speed 40 ft. (8 squares), fly 40ft (average)

Melee +1 *greatsword* +16 (3d6+18/ 19-20) and bite +9 (1d8+5) or

Melee longsword+14 (2d6+15/ 19-20) and bite +9 (1d8+5) or

Melee bite +14 (1d8+10) and claws +9/+9 (1d6+5) or

Melee slam +14 (1d8+15) and bite +9 (1d8+10) and claws +9/+9 (1d6+5)

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

Base Atk +5; **Grp** +19

Atk Options Power Attack

Special Actions magic-aligned, smite good (+6 damage)

Spell-Like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC17)

Abilities Str 30, Dex 21, Con 18, Int 14, Wis 10, Cha 16

SQ pulverize, rapid repair

Feats Alertness^B, Dodge, Improved Toughness**, Mobility, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword),

Skills Climb +14, Craft (armorsmith) +7, Craft (stonemasonry) +11, Craft (weaponsmith) +7, Intimidate +12, Jump +19, Knowledge (architecture) +11, Listen +7, Profession (architect)

+5, Profession (soldier) +5, Ride+9, Spot +7, Survival +5,

Possessions *amulet of health* +2, +1 *chain shirt*, +1 *greatsword*, longsword

Magic Strike (Ex) A maug's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Pulverize (Su) 3/day a maug can touch an object and negate it's hardness for 1d4 rounds (Fort save DC 18 negates). This power can affect a 1000 cubic feet and unattended nonmagical objects do not receive a saving throw.

Rapid Repair (Ex) As long as a maug has 1 hp you repair 1 point of damage per 1 hour of FULL rest. This can rise to 2hp per full hour of rest if someone assists a maug with a successful Craft(stonemasonry) check (DC 15). A maug cannot assist his own repair and Rapid Repair does not regrow or reattach missing limbs.

Skills +4 racial bonus to Craft (stonemasonry) & Knowledge (architecture & engineering) checks

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

Source: *Complete Warrior* 101

Rapidstrike [Monstrous]

You can attack more than once with a natural weapon.

Prerequisite: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast or plant type, base attack bonus +10.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with 3 arms and 3 claw attack.

Normal: Without this feat you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapon you have.

Source: *Draconomicon* 73

MAGIC ITEMS

Memento Magica

Price (Item Level): See table

Body Slot: -

Caster Level: 17th

Aura: Strong (DC 23) transmutation

Activation: Standard (command)

Weight: -

Carved into the shape of a dragon's scale, this piece of amethyst swirls with foggy images of runes.

When activated, a *memento magica* allows you to regain any one spell slot that you had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* recalls a spell slot of the level it was created to hold. Different *memento magicas* exist for each level from 1st through 9th.

A *memento magica* functions once per day. This item has no effects for spellcasters who prepare their spells.

Prerequisites: Craft Wondrous Item, ability to spontaneously cast spells of the spell level to be recalled

Cost to Create: See table

Spell Slot	Price (Item Level)	Cost to Create
1 st	1,500 gp (5 th)	750 gp, 60 XP, 2 days
2 nd	6,000 gp (5 th)	3,000 gp, 240 XP, 6 days
3 rd	13,500 gp (5 th)	6,750 gp, 540 XP, 14 days
4 th	24,000 gp (5 th)	12,000 gp, 960 XP, 24 days
5 th	37,500 gp (5 th)	18,750 gp, 1,500 XP, 38 days
6 th	54,000 gp (5 th)	27,000 gp, 2,160 XP, 54 days
7 th	73,500 gp (5 th)	36,750 gp, 2,940 XP, 74 days
8 th	96,000 gp (5 th)	48,000 gp, 3,840 XP, 96 days
9 th	121,500 gp (5 th)	60,750 gp, 4,860 XP, 122 days

Source: *Magic Item Compendium*, 164

Vest of Resistance

Price (Item Level): 1,000 gp (4th) (+1), 4,000 gp (8th) (+2), 9,000 gp (12th) (+3), 16,000 gp (14th) (+4), 25,000 gp (15th) (+5)

Body Slot: Torso

Caster Level: 10th

Aura: Moderate; (DC 20) abjuration

Activation: -

Weight: 1 lb

A vest of resistance offers magic protection in the form of a +1 to +5 resistance bonus on saving throws.

Prerequisites: Craft Wondrous Items, resistance.

Cost to Create: 500 gp, 40 XP, 1 day (+1); 2,000 gp, 160 XP, 4 day (+2); 4,500 gp, 360 XP, 9 day (+3); 8,000 gp, 640 XP, 16 day (+4); 12,500 gp, 1,000 XP, 25 day (+5)

Source: *Magic Item Compendium*, 147

SPELLS

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 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 a creature and saying a brief prayer, you can convince a higher power to grant a

second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject succeeds at 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 was caused by the 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.

Source: *Spell Compendium* 174

Ring of Blades

Conjuration (Creation)

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered and slashing for the purpose of overcoming damage reduction.

Material Component: A small dagger.

Source: *Spell Compendium* 174

MONSTERS

Maug CR 3

Large Construct (extraplanar)

HD 2d10+30 (41 hp)

Initiative +2

Speed: 40 ft (8 squares) (can't run)

Armor Class 25 (-1 Size, +1 Dex, +8 masterwork full plate armor, +7 natural), touch 10, flat footed 24

Base Attack/Grapple: +1/+10

Attack: Masterwork two-bladed sword +5 melee, or slam +6 melee

Full Attack: Masterwork two-bladed sword +5 melee and +5 melee, or slam +6 melee

Damage: Masterwork two-bladed sword 2d6+5/19-20 and 2d6+2/19-20, slam 1d8+7

Space/Reach: 10 ft./10 ft.

Special Attacks: Pulverize

Special Qualities: Construct traits, grafts, rapid repair, SR 14

Saves: Fort +0, Ref +2, Will +0

Abilities: Str 20, Dex 15, Con –, Int 13, Wis 11, Cha 12.

Skills: Craft (blacksmithing) +6, Craft (stonemasonry)* +10, Intimidate +6, Knowledge (architecture and engineering)* +10, Listen +7, Profession (siege engineer) +5, Profession (soldier) +5, Spot +7, Survival +5

Feats: Alertness (B), Two-Weapon Fighting.

Climate/Terrain: Any land and underground

Organization: Solitary, squad (4-7), warband (2-4 maugs plus 4-9 hobgoblins), or company (10-40 maugs plus 1 sergeant of 1st or 2nd level per 5 maugs, 2-4 lieutenants of 3rd-6th level, 1 leader of 7th-10th level, and 20-50 hobgoblins)

Challenge Rating: 3

Treasure: Half standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +3

Maugs are tireless soldiers in search of battle. These constructs from Acheron are used on battlefields across the planes as perfect mercenaries, since they remain unflinchingly loyal to their employer and are fearless in battle. Maugs serve any master willing to meet their price, and they do not trouble themselves with questions of right and wrong.

Maugs are hulking constructs of stone standing more than 9 feet tall and weighing almost 1,500 pounds. Their steel-grey bodies are cut from the pitiless stone of Acheron into massive, humanoid forms. Most maugs carry Huge two-bladed swords forged in the harsh foundries of their home plane and wear heavy iron breastplates of the same origin. A number of Maugs are modified with grafts of stone and metal.

Scholars of planar matters suspect that maugs first served as shock troops in an ancient war between two long-lost empires. In the end, one empire or both discovered some means of transporting the maugs to Thuldanin, the second layer of Acheron and a junkyard of debris from all wars. Initially transported to Thuldanin as prisoners, the maugs ended up changing the layer in to their fortress. The first maugs banished there used knowledge stolen from their creators to craft more maugs. These ancient maugs are known by their fellows as the Thulkarr, and they rule the maugs to this day. The Thulkarr and other maug spellcasters

have the ability to travel to other planes, and they sometimes use *plane shift* or *gate* to call up squads and platoons of maugs to fight in conflicts across the multiverse. Since maugs are nonliving constructs and do not die unless destroyed in combat, many of these mercenaries remain on the Material Plane for centuries, seeking out wars to give meaning to their existence.

Maugs speak Common, Draconic, and Giant.

COMBAT

Whether thundering across the battlefield on crushing rollers or whirling through ranks of their enemies with their deadly two-bladed swords, maugs are juggernauts of destruction. Maugs view every confrontation as a battle in a war, so they always fight with a plan formulated for the battleground. If they have advance knowledge of the site of the conflict, they build traps, dig trenches, and try to control the flow of battle to their best advantage.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

Construct Traits: Maugs are immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires it to make a Fortitude save unless it also works on objects. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A maug can not heal itself but can be healed through repair. It cannot be raised or resurrected. A maug has darkvision (60' range)

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks.

Source: *Fiend Folio*, 121-122

Redspawn Arcaniss CR 6

Always CE Medium monstrous humanoid (dragonblood, fire)

Init +1; Senses darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages Common, Draconic

AC 18, touch 11, flat-footed 17; armored mage (+1 Dex, +3 armor, +2 shield, +2 natural)

hp 52 (8 HD); fire spell affinity

Immune fire, paralysis, *sleep*

Fort +4, **Ref** +7, **Will** +6

Weakness vulnerability to cold

Speed 40 ft. (8 squares)

Melee mwk heavy mace +9/+4 (1d8)

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

Base Atk +8; **Grp** +8 **Atk Options** Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (4/day) — fireball (DC 16; CL 8th)

2nd (6/day) — Melf's acid arrow (+10 ranged touch), scorching ray (+10 ranged touch; CL 8th)

1st (7/day) — burning hands (DC 14; CL 8th), chill touch (+8 melee touch; DC 14), magic missile, true strike

0 (6/day) — acid splash (+10 ranged touch), detect magic, disrupt undead (+10 ranged touch), ghost sound (DC 13), message, ray of frost (+10 ranged touch), touch of fatigue (+8 melee touch, DC 13)

Abilities Str 10 Dex 13, Con 15, Int 10, Wis 17, Cha 17

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch)

Skills Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +0, Spot +0

Possessions combat gear plus masterwork studded leather armor, +1 *buckler*, masterwork heavy mace, spell component pouch, gold pendant shaped like a red dragon's head worth 100 gp

Advancement by character class; **Favored Class** sorcerer; see text

Fire Spell Affinity (Ex) a Redspawn Arcaniss casts fire spells at +2 caster level. In addition, the Redspawn Arcaniss

heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A Redspawn Arcaniss can wear light armor and use light shields without an arcane spell failure.
Complete Arcane 12

Tiamat created the redspawn arcanisses to be her spellcasters in battle, imbuing them with a red dragon's love of carnage and the magic all true dragons inherit with age. The arcanisses serve her as engines of destruction, wildly hurling deadly spells amid the Chromatic Dragon's more melee-oriented forces.

STRATEGIES AND TACTICS

Redspawn arcanisses enjoy combat and charge into frays. They take a direct approach in combat, rarely using guile or tactics beyond relying on their fire spell affinity and immunity to fire. Even in melee, they prefer to use magic.

An arcaniss casts fire spells recklessly, entering *fireballs* on itself to harm flanking foes and using *burning hands* and *scorching ray* spells, all the while healing itself. Should fire spells be ineffectual, a redspawn arcaniss prefers to retreat, using other magic as it does so. It casts fire spells to heal, then usually return with other spawn of Tiamat to take revenge.

If in battle it spots a dragonblood character (such as a spellscale or dragonborn from the *Races of Dragon* supplement) or any creature with a connection to good dragons, a redspawn arcaniss focuses on that enemy. Even dire opposition does not discourage an arcaniss from pleasing Tiamat by killing one of her hated foes.

A redspawn arcaniss typically wears light armor and a light shield, keeping one hand free for spellcasting. It also carries a simple weapon, such as a heavy mace, for the rare occasions when it must resort to physical combat.

Environment: Redspawn arcanisses haunt the fringes of civilization and move frequently. They don't mind living in the rough for long periods, and they're most at home in large caves in warm hills. Where it is safe for them to do so, they sometimes venture into towns to buy and sell goods and seek information.

Typical Physical Characteristics: A redspawn arcaniss stands about 6 feet tall and weight approximately 200 pounds. When young, a redspawn arcaniss has much more yellow and orange in its coloring. As it ages, these colors grow redder, eventually deepening in color to almost black.

Alignment: Redspawn arcanisses are always chaotic evil. They revel in ruin and pains. They believe that every act of destruction should honor Tiamat, their mother and god.

Level Adjustment: +4

Source: *Monster Manual IV*, 152-153

Monster of Legend

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. These divinely enhances creatures are often set to guard artifacts or planar portals.

Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

CREATING A MONSTER OF LEGEND

"Monster of legend" is a template that can be added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider, though the monster of legend's home plane is the Material Plane. It has all the base creature's attributes except as noted here.

Hit Dice: All the base creature's Hit Dice increase to d8s (if smaller than d8, otherwise same as base creature).

Speed: Same as base creature.

AC: Base creature's natural armor bonus improves by +5.

Attacks: Same as base creature.

Damage: Same as base creature or as indicated on the table below, whichever is greater.

Size	Slam	Bite	Claw	Gore
Fine	1	1	-	-
Diminutive	1d2	1d2	1	-
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium-size	1d6	1d6	1d4	1d3
Large	1d8	1d8	1d6	1d4
Huge	2d6	2d6	2d4	1d6
Gargantuan	2d8	2d8	2d6	1d8
Colossal	4d6	4d6	2d8	2d6

Special Attacks: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks.

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15-foot cone, 3d6 damage). Choose one of the following energy types: acid, fire, lightning, or cold. A target can make a Reflex save (DC 10 + ½ monster of legend's Hit Dice + monster of legend's Constitution modifier) for half damage.

Frightful Presence (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + ½ monster of legend's Hit Dice + monster of legend's Charisma modifier) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 10 + ½ monster of legend's Hit Dice + monster of legend's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Raging Blood (Su): Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th-level cleric (save DC 10 + spell level + monster of legend's Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature's extraordinary, supernatural and spell-like abilities. In addition, it gains two of the following special qualities.

Damage Reduction (Su): 10/+1

Enhanced Attributes (Ex): The save DC for each of the monster of legend's special attacks, spells, and spell-like abilities increases by +4.

Fast Healing (Ex): A monster of legend regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

Greater Damage (Ex): Damage dice for the creature's natural attacks are increased by one die type, as indicated on the table below.

Old Damage	New Damage
—	1 point
1 point	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6

Haste (Su): The creature is supernaturally quick. It can take an extra partial action each round, as if affected by a *haste* spell.

Immunities (Ex): The creature is immune to two of the following effects: acid, electricity, fear, poison, polymorphing, or mind-affecting effects.

Reflective Hide (Su): the creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Regrow Limbs (Ex): If the creature loses a limb, head, or body part, a new one grows in 1 round. A monster of legend with ability cannot be slain by a vorpal weapon's head-severing ability.

See in Darkness (Su): The creature can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Spell Resistance (Su): the creature has spell resistance equal to 10 + ½ monster of legend's Hit Dice.

Subtype (Ex): The creature has one of the following sub-types: cold or fire

Saves: Each of the base creature's base saves increases by +3

Abilities: increase from the base as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Cha +4.

Skills: A monster of legend has skill points as the base creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

Feats: A monster of legend gains Improved Initiative and Multiattack as bonus feats.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Source: *Monster Manual II*, 213-214

APPENDIX 3: THE LAW IN SOUTHERN TUSMIT

Although the laws of Tusmit are supposed to be the same throughout the nation, the southern sheikdoms are much more rigorous in their following and application of the laws than the northern ones. In the sheikdoms of the north, justice is often swiftly served in the name of the True Faith and without any consultations or regards to the civil laws of the nation.

Generalities

Sentences range will vary depending on the circumstances of the offense and/or the status of the person being judged. Each week represents 1 Time Units (TU) in game play.

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the Tusmit triad at tusmittriad@yahoogroups.com.

LASHINGS

All lashings are given in public where the criminal can be showered by manure and rotting vegetables. The number of lashes given should be noted on the AR.

HORSES

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

HIGH FINES

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains (gp) per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadis and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defense.

THE SELF-DEFENSE CLAUSE

A clause of self-defense can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defense.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a

penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one week of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason to call upon this clause.

LEGAL AUTHORITIES

In theory, there are three levels of legal authority in Tusmit. The lowest level is the Military, followed by the Court and finally the Sheik. *Minor* offenses are usually dealt with by an authority figure of the Military. This can be a high-ranking member of the Guard or the Faris. *Major* offenses are usually taken care of by the Court, and *High* offenses by the Sheik himself (or a representative (*almijah*), appointed by the sheik, which has been granted full decisional authority). Each sheikdom is responsible for appointing a Court in each major city of the sheikdom. A Court is a group of 3 judges responsible for hearing cases and rendering justice right after hearing the said cases. This group will always be composed of a member of the Church of the True Faith, a member of the Military (a Guard or Faris), and a member of the Nobility. In most towns and villages, the local authority figure or the highest ranking priest of Al'Akbar will replace the Court, depending on who is really in charge.

THE OFFENSES

Assault. (Noble, Church or Government official)

Threat or use of force that results in bodily harm upon a member of a legal church, noble or government official

Sentence: Confiscation of weapon used and imprisonment of 2 to 6 months.

Assault. (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to four weeks.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of two weeks.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: Overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

1. Government official, noble, military, or church official: Imprisonment of two weeks and loss of fifty percent of property
2. Other: Fine of one and a half times the blackmail price

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to five years.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: Torture in public and death.
- Murder of government official, noble, military, or church official: Death
- Other: Sent to the mines for up to 20 years with loss of all property which will be given to the victim's family.

Theft

Possession, sale, or acquisition of an object without permission.

Sentences:

- Less than 100 fountains stolen: 1d10 lashes per 25 fountains stolen.
- 100 to 500 fountains in value: Imprisonment for 1 week and 2d10 lashes per 100 fountains' worth of goods.
- 500 fountains in value or more: Sent to the mines for 1 week per 100 fountains stolen.
- Horse theft: 2d10 lashes, sent to the mines for 5 years and loss of all property.

Treason

Any activity that weakens or gives an edge to a foreign power against the good of the nation of Tusmit.

Sentence: Torture and death.

Vandalism

Willful destruction or defacement of any structure, object, thing, or place.

Sentence: 1d10 lashes per one hundred fountains and a fine equaling three times the cost of reparation.

Worship of a banned religion

Holding worshiping ceremonies to gods banned in Tusmit: the Fire God, the Elder Elemental Eye, Hextor, Iuz, Pyremious, Tharizdun, Vecna

Sentence: Sent to exile; sent to mines for life if caught in Tusmit again.

APPENDIX 4: TEXTES EN FRANCAIS

A French translation of the boxed texts is available; if they are not included with this scenario, please contact poc@tusmit.org to receive them

La traduction en français des textes en gras est disponible; si elle n'est pas incluse avec ce scénario, veuillez contactez poc@tusmit.org pour l'obtenir.

APPENDIX 5: THE ENVIRONMENT IN THE YATILS

Mountain Travel

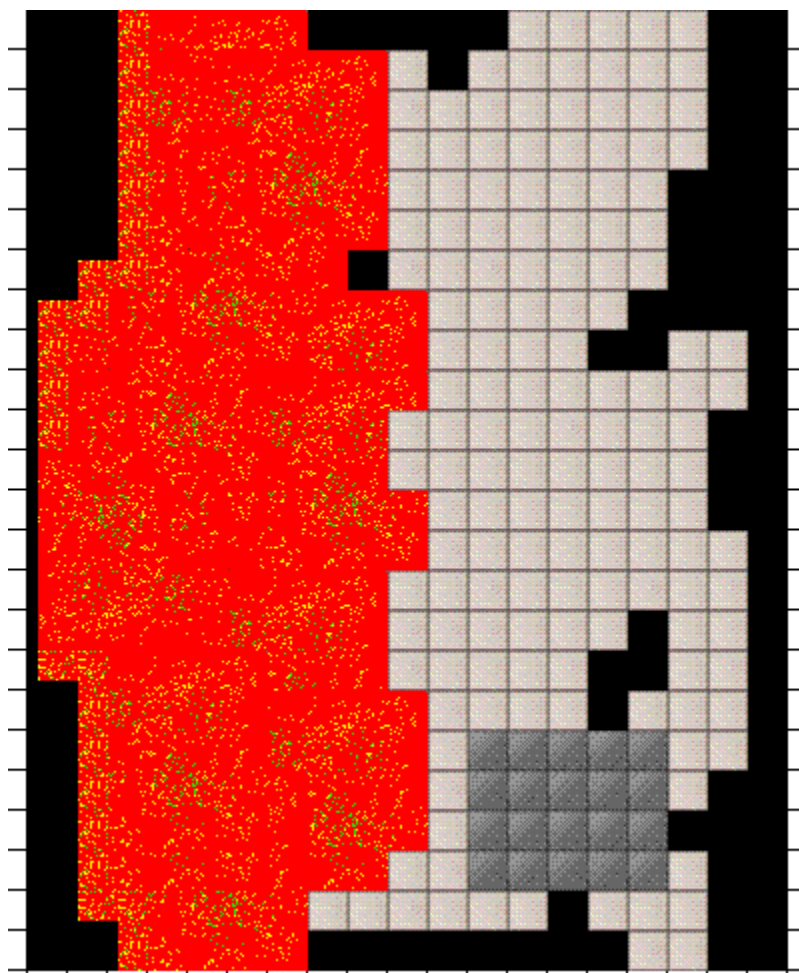
High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must re-acclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

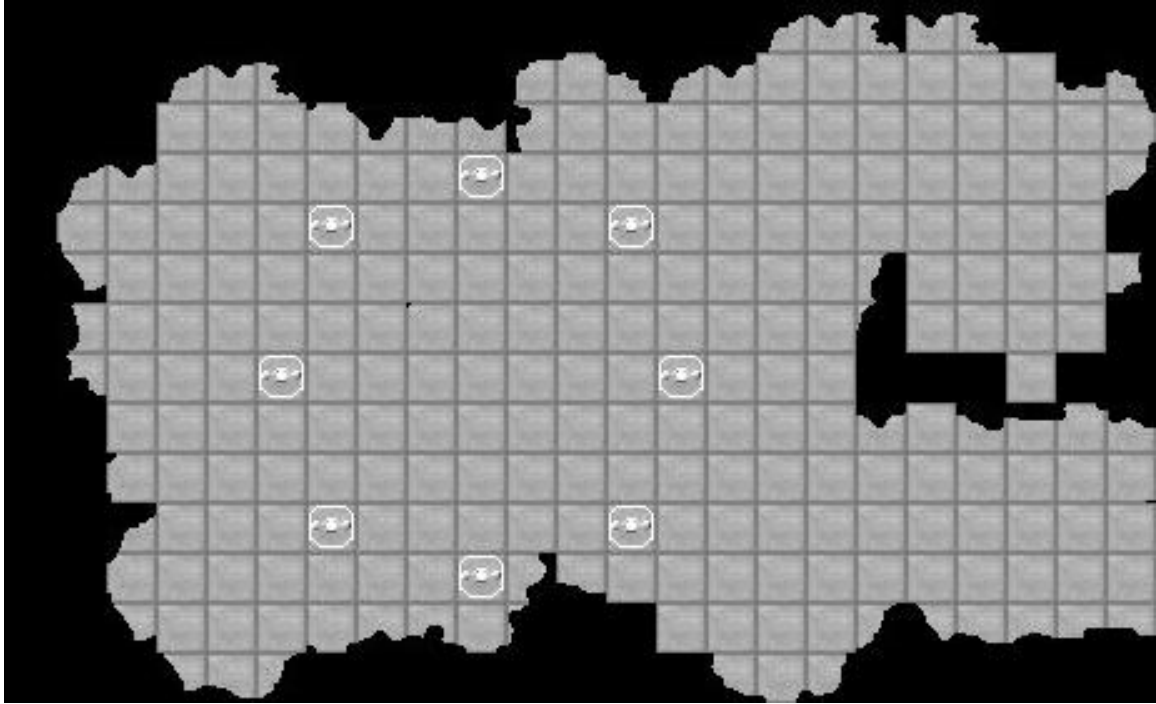


Map 1: The Lava room

The PCs start on the dark grey area

Bright red areas indicate burning hot magma

Map 2: The Temple of Iuz



PLAYER HANDOUT 1: THE KOBOLDS' SPEECH

Rov begins to speak.

"The days following the sad death of our most Divine Master, the evils ones left the volcano that was our home. It was a happy time for the Red Fire tribe... One that was touched by the Divine One joined our tribe and made us strong again. We lived in peace, praying to Kurtulmak that a new Most Divine One would come and lead our tribe once more. That is when the Skull-Worshippers came" says Rov looking to the ground.

Zark continues. *"The skull-worshippers came in with their disgusting creatures and took over the main chambers of the volcano. We tried to fight them and chase them out using traps, and numbers but they defeated us at every turn. They have strong magic and magic creatures appear everywhere. They took many of our clutch brothers as slaves and forced them to work for them and tortured them. Many they threw into the cauldron of burning fire, cackling."*

Rov continues *"We talked among ourselves and sought the wisdom of the Touched of the Divine One. After much debate, it was agreed that we would come to the lands of those-who-slay-gods and seek your assistance..."*

"The Skull-Worshippers have taken most of the gold and gems that we have. Our tribe is willing to give it all to you if you would free us from them. Our tribe's survival rests upon your benevolent and most powerful weapons of death."

The two kobolds look expectantly at you. *"There are many gems... many, many gems, all for you..."*



Image 2: Rov and Zark

PLAYER HANDOUT 2: ASHAN

"Just over three months ago, a force of worshippers of Iuz the Old One moved into the area. They were looking for something that belonged to my now-dead father, the Great Kerridzar. I think some kind of artifact or item that those who slew him might have left behind."

"However they found nothing... But my kobolds and a few creatures that live in the area..."

"They have since commanded a number of their minions to take over the central locations, where my father's lair used to be. They rallied a few giants and some other creatures that lived around here to their cause. I didn't mind them until they started sacrificing my kobolds to their gods. The Chromatic Dragon does not take well to having her worshippers flayed, mutilated or thrown into a cauldron of lava in the name of some other god..."

"More recently, they have begun to use demon that teleport in and out of the volcano to conduct raids on "the armies of Ket" that. I'm sure they have a lot of intelligence."

"I have sent Rov and Zark to get assistance. You may keep any items they have. I want to feast on their unholy corpses."

Ashan stands from his throne. *"Death to our enemies... may we char their bones and feast upon their burned remains..."*

"Are you willing to help us?"



Image 3: Ashan bal-Rajah

PLAYER HANDOUT 3: THE IUZIAN PAPERS

You have found a series of notes written in a mixture of Abyssal, Common, Draconic and other languages. After spending some time to make out some kind of order, you can determine the following:

- The Iuzians had a pact with Kerridzar to use the volcano as a base in the Baklunish West.
- After Kerridzar' passing, they have approached Ashan bal-Rajah to renew the same pact. Judging from a few of the documents, Ashan told the Iuzians in no uncertain terms where they could put their "offer of alliance"...
- The Iuzians have recently sent demons as "observers" to the principal cities of the Baklunish West, including Blashikdur (Tusmit), Ekbir City (Ekbir), Lopolla (Ket), Molvar (Ket), Sefmur (Tusmit) and Zeir-i-Zeir (Zeif).
- They have gathered a lot of information on the leaders of those nations.

PLAYER HANDOUT 4: VISIONS OF THE DRAGON

Once you are alone with Ashan, he asks you to lie on the ground. As you do so, he mutters a few words in draconic. From a pouch, he pulls out a single red scale.

"The divine remnants of one touched by the Chromatic Dragon; The symbol of our tribe; The symbol of greatness. I, Ashan bal-Rajah son of Tiamat and Kerridzar the Red bestow upon you the gift of the dragon." Ashan then places the scale on your forehead.

Then the world explodes! Your forehead burns as if you have been submerged in the fiery pits of the volcano. You scream but only flame comes out of your lungs. You twist but the burning sensation only spreads. You try to ignore the pain but the fire burns through your skull.

Then the pain subsides slowly.

Opening your eyes you see yourself flying over a small village. Your breath quickly sets homes ablaze. Your claws rend the defenders. Your tail destroys walls.

A feeling of great power pulses through your veins. As the blaze around you mounts towards the heavens you revel in its glory, in its warmth, in its destructive power.

Almost as soon as it started, it is all over and the red face of Ashan appears before you. He smiles.

"You have seen it... The Chromatic Dragon sent you a vision... You have felt her power... You now know what it is to have the blood of a red dragon pulse through your vein. Welcome to my tribe..."