

NMR7-01

The Village (Stat Block Errata)

A Two-Round Dungeons & Dragons® Living
Greyhawk™
Metaregional Adventure set in the Duchy of Urnst
Version 1.0

by Bryan Bagnas

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Villages in civilized lands are always quaint. Though often banal to the experienced adventurer, each village has characteristics that make it stand out from the rest. This village is no exception. Unrelenting fog, mysterious deaths and voices in the darkness terrify the local inhabitants. It also has a secret to die for.

A two-round Metaregional adventure set in the Duchy of Urnst for characters level 2-16 (APLs 4-14).

Resources for this adventure [and the authors of those works] include *Duchy of Urnst Website* [DoU Triad], *Marklands* [Carl Sargent], *Dragon Magazine* 338: *Core Beliefs: Boccob* [Sean K. Reynolds], *Dragon Magazine* 341: *Lesser Golems* [Campbell Pentney], *Complete Divine* [David Noonan], and *Complete Arcane* [Richard Baker].

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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3: OPTION THREE**QODIM****CR 3**

Male tiefling rogue 3

LE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +6**Languages** Common, Infernal**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 15 (3 HD)**Resist** cold 5, electricity 5, and fire 5**Fort** +2, **Ref** +6, **Will** +1; Evasion; +1 vs traps**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** masterwork rapier +6 (1d6+2/18-20) or**Melee** dagger +4 (1d4+2/19-20) or**Ranged** shortbow +5 (1d6/x3)**Base Atk** +2; **Grp** +4**Atk Options** sneak attack +2d6**Special Actions** spell-like ability**Spell-Like Abilities** (CL 3rd):1/day -- *darkness***Abilities** Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8**SQ** aura of faint evil, trapfinding**Feats** Combat Reflexes, Weapon Focus (rapier),**Skills** Bluff +7, Balance +9, Diplomacy +3, Hide +9, Jump +8, Listen +6, Move Silent +7, Sense Motive +6, Spot +6, Tumble +9**Possessions** masterwork rapier, chain shirt, backpack, rations, wine skin, shortbow, 20 arrows, quiver, dagger, sack, iron spikes**XALIS****CR 3**

Female tiefling sorcerer 3

LE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common, Infernal**AC** 17, touch 13, flat-footed 14(+3 Dex, +4 *shield*)**hp** 11 (3 HD)**Immune** *magic missile***Resist** cold 5, electricity 5, and fire 5**Fort** +2, **Ref** +6, **Will** +3**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** quarterstaff +0 (1d6-1) or**Melee** dagger +0 (1d4-1/19-20) or**Ranged** light crossbow +4 (1d8/19-20)**Base Atk** +1; **Grp** +0**Atk Options** Point Blank Shot, Precise Shot**Special Actions** spell-like ability**Sorcerer Spells Known** (CL 3rd):1st (6/day)—*chill touch* (+0 touch, DC 13), *ray of enfeeblement* (+5 ranged touch), *shield*[†]0 (6/day)—*acid splash* (+5 ranged touch), *detect magic*, *ray of frost* (+5 ranged touch), *read magic*, *touch of fatigue* (+0 touch, DC 12)[†] Already cast**Spell-Like Abilities** (CL 3rd):1/day -- *darkness***Abilities** Str 8, Dex 16, Con 13, Int 12, Wis 10, Cha 15**SQ** aura of faint evil**Feats** Point Blank Shot, Precise Shot**Skills** Bluff +10, Hide +3, Knowledge (Arcana) +7, Spellcraft +7**Possessions** backpack, *cloak of charisma* +2, dagger, rations, wine skin, light crossbow, bolts (20), quiver, sack, iron spikes, quarterstaff**8: REV. HERUGIN'S HOUSE****JUNK GOLEM****CR 5**

N Medium construct

Init -1; **Senses** low-light vision; Listen +0, Spot +0**Languages** Common**AC** 17, touch 9, flat-footed 17

(-1 Dex, +8 natural)

hp 64 (8 HD); DR 5/bludgeoning**Immune** construct immunities, magic immunity**Fort** +2, **Ref** +1, **Will** +2**Speed** 20 ft. (4 squares)**Melee** slam +10 (2d6+6)**Base Atk** +6; **Grp** +10**Special Actions** Metal Rot**Abilities** Str 18, Dex 8, Con -, Int -, Wis 11, Cha 1**SQ** Construct traits, salvage, self-repair**Feats** -**Skills** -**Possessions** salvage

Metal Rot (Su) Once every 1d4+1 rounds, as a free action, the junk golem can draw upon the corrosion, decay, and rust within its body to expel a cloud of metal-rotting orange gas into the air. This gas affects any metallic object within 5 feet of the creature and deals 1d6 points of damage to all such items (ignoring hardness). Metal magic items do not receive saving throws, but any creature within this area may make a DC 14 Reflex save to avoid the gas completely. This save DC is Constitution based.

Magic Immunity (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Mending repairs 1 hit point of damage to the golem, while *make whole* repairs 3d6 hit points of damage. Junk golems are treated as a crystalline creature for the purposes of the shatter spell, which affects them normally.

Salvage (Ex) Although most of the individual item that make up a junk golem are worthless, a DC 15 Search of the creature's remains reveals 1d6 mundane items that are still functional (roll on Table 3-8 on page 56 of the DMG).

Self Repair (Ex) Junk golems are able to retrieve discarded items and add them to their own forms, replacing damaged components and reinforcing

their bodies with new pieces of metal or wood. Generally, a wandering junk golem can use this ability to repair 1d6 hit points per hour, but in areas with large amounts of items (battle sites, scap heaps, and so on) this ability may be used to repair 3d6 hit points per hour.

12: THE GRAVEYARD

HUECUVA CLERIC

CR 4

Huecuva cleric 2

NE Medium undead

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

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 21 (2 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +3, **Ref** -1, **Will** +7

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

Melee morningstar +3 (1d8+2) or

Melee dagger +3 (1d4+2/19-20) or

Melee slam +3 (1d6+3 plus Huecuva Blight) or

Ranged light crossbow +0 (1d8/19-20)

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

Cleric Spells Prepared (CL 2nd):

1st—*bane* (DC 15), *cause fear*^P (DC 15), *doom* (DC 15), *protection from good* (CL3)

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

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +3 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con —, Int 4, Wis 18, Cha 14

SQ undead traits

Feats Brew Potion, Scribe Scroll, Toughness

Skills Concentration +5, Heal +6, Knowledge (arcana) -2, Knowledge (religion) +2, Spellcraft -1

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar, light crossbow, quiver with 10 bolts, wooden holy symbol

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

HUECUVA PALADIN

CR 4

Huecuva paladin 2

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 21 (2 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +3, **Ref** +0, **Will** +2

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

Melee longsword +5 (1d8+3/19-20) or

Melee short sword +5 (1d6+3/19-20) or

Melee dagger +5 (1d4+3/19-20) or

Melee slam +5 (1d6+4 plus Huecuva Blight)

Base Atk +2; **Grp** +5

Atk Options Cleave, Power Attack, smite good 1/day

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 16

SQ undead traits

Feats Cleave, Power Attack, Toughness

Skills Concentration +2, Handle Animal +4, Heal +4, Knowledge (religion) -2, Ride +3

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Once a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for

the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

BESTOW CURSE TRAP CR 4

Description see text.

Search DC 28; **Type** magic

Trigger detection; **Reset** automatic; **Init** +0

Effect spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates). This curse inflicts a -6 decrease to Con (minimum 1).

Duration Permanent

Disarm Disable Device DC 28

15: MR. HERUGIN, I PRESUME

TADOLF HERUGIN CR 6

Male human cleric 6

LE Medium humanoid (human)

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

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 45 (6 HD)

Immune *magic missile*

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee masterwork heavy mace +6 (1d8+1) or

Melee masterwork sickle +6 (1d6+1) or

Ranged light crossbow +5 (1d8/19-20)

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

Atk Options Power Attack

Special Actions bolster undead, spontaneous casting (inflict)

Cleric Spells Prepared (CL 6th):

3rd—*bestow curse* (+5 touch, DC 17), *cure serious wounds*, *dispel magic*, *magic circle against good*^P (CL7)

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell*^P (DC16, CL7), *sound burst* (DC 16)

1st—*bless*, *doom* (DC 15), *entropic shield*, *shield of faith*, *protection from good*^P (CL7)

0—*detect magic*, *cure minor wounds* (x3), *detect poison*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +5 touch), Evil (cast evil spells at +1 caster level)

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

SQ aura of strong evil, rebuke undead

Feats Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion)), Craft Wondrous Item

Skills Concentration +11, Knowledge (arcana) +4, Knowledge (religion) +11, Spellcraft +6

Possessions combat gear plus *periapt of wisdom* +2, *brooch of shielding*, masterwork chain shirt, masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts with quiver, wooden holy symbol, several books.

HUECUVA PALADIN

CR 4

Huecuva paladin 2

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 21 (2 HD); **DR** 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +3, **Ref** +0, **Will** +2

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

Melee longsword +5 (1d8+3/19-20) or

Melee short sword +5 (1d6+3/19-20) or

Melee dagger +5 (1d4+3/19-20) or

Melee slam +5 (1d6+4 plus Huecuva Blight)

Base Atk +2; **Grp** +5

Atk Options Cleave, Power Attack, Smite Good 1/day

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 16

SQ undead traits

Feats Cleave, Power Attack, Toughness

Skills Concentration +2, Handle Animal +4, Heal +4, Knowledge (religion) -2, Ride +3

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Once a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for

the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

3: OPTION THREE**QODIM****CR 5**

Male tiefling rogue 5

LE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Listen +8, Spot +8**Languages** Common, Infernal**AC** 19, touch 14, flat-footed 19; Uncanny Dodge (+4 Dex, +5 armor)**hp** 23 (5 HD)**Resist** cold 5, electricity 5, and fire 5**Fort** +2, **Ref** +8, **Will** +1; Evasion; +1 vs traps**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.**Melee** masterwork rapier +7 (1d6+2/18-20) or**Melee** dagger +5 (1d4+2/19-20) or**Ranged** shortbow +7 (1d6/x3)**Base Atk** +3; **Grp** +5**Atk Options** sneak attack +3d6**Special Actions** spell-like ability**Spell-Like Abilities** (CL 5th):1/day -- *darkness***Abilities** Str 14, Dex 18, Con 13, Int 12, Wis 10, Cha 8**SQ** aura of faint evil, trapfinding**Feats** Combat Reflexes, Weapon Focus (rapier)**Skills** Bluff +9, Balance +13, Diplomacy +3, Hide +13, Jump +11, Listen +8, Move Silent +11, Sense Motive +8, Spot +6, Tumble +13**Possessions** masterwork rapier, +1 *chain shirt*, backpack, rations, wine skin, shortbow, 20 arrows, quiver, dagger, sack, iron spikes**XALIS****CR 3**

Female tiefling sorcerer 3

LE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common, Infernal**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 *shield*)**hp** 11 (3 HD)**Immune** *magic missile***Resist** cold 5, electricity 5, and fire 5**Fort** +2, **Ref** +6, **Will** +3**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** quarterstaff +0 (1d6-1) or**Melee** dagger +0 (1d4-1/19-20) or**Ranged** light crossbow +4 (1d8/19-20)**Base Atk** +1; **Grp** +0**Atk Options** Point Blank Shot, Precise Shot**Special Actions** spell-like ability**Sorcerer Spells Known** (CL 3rd):1st (6/day)—*chill touch* (+0 touch, DC 13), *ray of enfeeblement* (+5 ranged touch), *shield*[†]0 (6/day)—*acid splash* (+5 ranged touch), *detect magic*, *ray of frost* (+5 ranged touch), *read magic*, *touch of fatigue* (+0 touch, DC 12)[†] Already cast**Spell-Like Abilities** (CL 3rd):1/day -- *darkness***Abilities** Str 8, Dex 16, Con 13, Int 12, Wis 10, Cha 15**SQ** aura of faint evil**Feats** Point Blank Shot, Precise Shot**Skills** Bluff +10, Hide +3, Knowledge (Arcana) +7, Spellcraft +7**Possessions** backpack, *cloak of charisma* +2, dagger, rations, wine skin, light crossbow, bolts (20), quiver, sack, iron spikes, quarterstaff**6: SKELETONS****SPELLSTITCHED OWLBEAR SKELETON CR 3**

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** Common**AC** 13, touch 11, flat-footed 11

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

hp 32 (5 HD); DR 5/magic or silver and DR 5/bludgeoning**Immune** cold, undead immunities**Resist** turn resistance +2**SR** 5**Fort** +3, **Ref** +5, **Will** +6**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** 2 claws +6 melee (1d6+5) and bite +1 melee (1d8+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +11**Special Actions** spell-like abilities**Spell-Like Abilities** (CL 5th):1st—*burning hands* (2/day), *mage armor* (2/day)**Abilities** Str 21, Dex 14, Con -, Int -, Wis 10, Cha 1**SQ** undead traits**Feats** Improved Initiative**Skills** None**Possessions** None**8: REV. HERUGIN'S HOUSE****JUNK GOLEM****CR 5**

N Medium construct

Init -1; **Senses** low-light vision; Listen +0, Spot +0**Languages** Common**AC** 17, touch 9, flat-footed 17

(-1 Dex, +8 natural)

hp 64 (8 HD); DR 5/bludgeoning**Immune** construct immunities, magic immunity**Fort** +2, **Ref** +1, **Will** +2**Speed** 20 ft. (4 squares)**Melee** Slam +10 (2d6+6)**Base Atk** +6; **Grp** +10**Special Actions** Metal Rot**Abilities** Str 18, Dex 8, Con -, Int -, Wis 11, Cha 1**SQ** construct traits, salvage, self-repair**Feats** -

Skills -

Possessions salvage

Metal Rot (Su) Once every 1d4+1 rounds, as a free action, the junk golem can draw upon the corrosion, decay, and rust within its body to expel a cloud of metal-rotting orange gas into the air. This gas affects any metallic object within 5 feet of the creature and deals 1d6 points of damage to all such items (ignoring hardness). Metal magic items do not receive saving throws, but any creature within this area may make a DC 14 Reflex save to avoid the gas completely. This save DC is Constitution based.

Magic Immunity (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Mending repairs 1 hit point of damage to the golem, while *make whole* repairs 3d6 hit points of damage. Junk golems are treated as a crystalline creature for the purposes of the *shatter* spell, which affects them normally.

Salvage (Ex) Although most of the individual item that make up a junk golem are worthless, a DC 15 Search of the creature's remains reveals 1d6 mundane items that are still functional (roll on Table 3-8 on page 56 of the DMG).

Self Repair (Ex) Junk golems are able to retrieve discarded items and add them to their own forms, replacing damaged components and reinforcing their bodies with new pieces of metal or wood. Generally, a wandering junk golem can use this ability to repair 1d6 hit points per hour, but in areas with large amounts of items (battle sites, scap heaps, and so on) this ability may be used to repair 3d6 hit points per hour.

12: THE GRAVEYARD

HUECUVA CLERIC

CR 6

Huecuva cleric 4

NE Medium undead

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

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 39 (4 HD); **DR** 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +0, **Will** +8

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

Melee morningstar +5 (1d8+2) or

Melee dagger +5 (1d4+2/19-20) or

Melee slam +5 (1d6+3 plus Huecuva Blight) or

Ranged light crossbow +2 (1d8/19-20)

Base Atk +3; **Gp** +5

Cleric Spells Prepared (CL 4th):

2nd—*bull's strength*, *desecrate*^D(CL5), *hold person* (DC 16), *silence* (DC 16)

1st—*bane* (DC 15), *cause fear*^P (DC 15), *doom* (DC 15), *protection from good* (CL5)

0—*detect magic*, *guidance* (2), *resistance*, *virtue*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +5 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con —, Int 4, Wis 19, Cha 14

SQ undead traits

Feats Brew Potion, Empower Spell, Scribe Scroll, Toughness

Skills Concentration +7, Heal +6, Knowledge (arcana) -1, Knowledge (religion) +4, Spellcraft +0

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar, light crossbow, quiver with 10 bolts, wooden holy symbol

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

HUECUVA PALADIN

CR 6

Huecuva paladin 4

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 39 (4 HD); **DR** 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +1, **Will** +3

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

Melee longsword +7 (1d8+3/19-20) or

Melee short sword +7 (1d6+3/19-20) or

Melee dagger +7 (1d4+3/19-20) or

Melee slam +7 (1d6+4 plus Huecuva Blight)

Base Atk +4; Grp +7

Atk Options Cleave, Great Cleave, Power Attack, smite good 1/day

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17

SQ undead traits

Feats Cleave, Great Cleave, Power Attack, Toughness

Skills Concentration +4, Handle Animal +4, Heal +4, Knowledge (religion) –2, Ride +5

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Once a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

FIREBALL TRAP

CR 5

Description see text.

Search DC 29; **Type** magic

Trigger detection; **Reset** automatic; **Init** +0

Effect spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage).

Duration –

Disarm Disable Device DC 29

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN

CR 8

Male human cleric 8

LE Medium humanoid (human)

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

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +10 armor, +2 shield)

hp 59 (8 HD)

Immune *magic missile*

Fort +8, **Ref** +5, **Will** +10

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

Melee masterwork heavy mace +8/+3 (1d8+1) or

Melee masterwork sickle +8/+3 (1d6+1) or

Ranged light crossbow +7 (1d8/19-20)

Base Atk +6; **Grp** +7

Atk Options Power Attack

Special Actions bolster undead, spontaneous casting (inflict)

Cleric Spells Prepared (CL 8th):

4th—*cure critical wounds*, *divine power*, *freedom of movement*, *unholy blight*^P (CL9 DC18)

3rd—*bestow curse* (+7 touch, DC17), *cure serious wounds*, *dispel magic*, *magic circle against good*^P (CL9), *protection from energy*

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell*^P (DC16, CL9), *sound burst* (DC 16)

1st—*bless*, *cure light wounds* (x2), *doom* (DC 15), *entropic shield*, *protection from good*^P (CL9)

0—*detect magic* (x2), *cure minor wounds* (x3), *detect poison*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +7 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 19, Cha 8

SQ aura of strong evil, rebuke undead

Feats Craft Wondrous Item, Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion))

Skills Concentration +13, Knowledge (arcana) +5, Knowledge (religion) +14, Spellcraft +8

Possessions combat gear plus *periapt of wisdom* +2, *brooch of shielding*, +2 *full plate*, masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts with quiver, wooden holy symbol, several books.

HUECUVA PALADIN

CR 6

Huecuva paladin 4

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 39 (4 HD); **DR** 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +1, **Will** +3

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

Melee longsword +7 (1d8+3/19-20) or

Melee short sword +7 (1d6+3/19-20) or

Melee dagger +7 (1d4+3/19-20) or

Melee slam +7 (1d6+4 plus Huecuva Blight)

Base Atk +4; **Grp** +7

Atk Options Cleave, Great Cleave, Power Attack, smite good 1/day

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17
SQ undead traits

Feats Cleave, Great Cleave, Power Attack, Toughness

Skills Concentration +4, Handle Animal +4, Heal +4, Knowledge (religion) -2, Ride +5

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Once a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

APL 8

3: OPTION THREE

QODIM

CR 5

Male tiefling rogue 5

LE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Infernal

AC 19, touch 14, flat-footed 19; Uncanny Dodge (+4 Dex, +5 armor)

hp 23 (5 HD)

Resist cold 5, electricity 5, and fire 5

Fort +2, **Ref** +8, **Will** +1; Evasion; +1 vs traps

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee masterwork rapier +7 (1d6+2/18-20) or

Melee dagger +5 (1d4+2/19-20) or

Ranged shortbow +7 (1d6/x3)

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

Atk Options sneak attack +3d6

Special Actions spell-like ability

Spell-Like Abilities (CL 5th):

1/day -- *darkness*

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

SQ aura of faint evil, trapfinding

Feats Combat Reflexes, Weapon Focus (rapier)

Skills Bluff +9, Balance +13, Diplomacy +3, Hide +13, Jump +11, Listen +8, Move Silent +11, Sense Motive +8, Spot +6, Tumble +13

Possessions masterwork rapier, +1 chain shirt, backpack, rations, wine skin, shortbow, 20 arrows, quiver, dagger, sack, iron spikes

12: THE GRAVEYARD

HUECUVA CLERIC

CR 6

Huecuva cleric 4

NE Medium undead

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

Languages Common

AC 23, touch 9, flat-footed 23 (-1 Dex, +8 armor, +2 shield, +4 natural)

hp 39 (4 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +0, **Will** +8

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

Melee morningstar +5 (1d8+2) or

Melee dagger +5 (1d4+2/19-20) or

Melee slam +5 (1d6+3 plus Huecuva Blight) or

Ranged light crossbow +2 (1d8/19-20)

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

Cleric Spells Prepared (CL 4th):

2nd—*bull's strength*, *desecrate*^D (CL5), *hold person* (DC 16), *silence* (DC 16)

1st—*bane* (DC 15), *cause fear*^D (DC 15), *doom* (DC 15), *protection from good* (CL5)

0—*detect magic*, *guidance* (2), *resistance*, *virtue*

D: Domain spell. Deity: Incabulos. Domains: Death (*death touch* 1/day, +5 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con —, Int 4, Wis 19, Cha 14

SQ undead traits

Feats Brew Potion, Empower Spell, Scribe Scroll, Toughness

Skills Concentration +7, Heal +6, Knowledge (arcana) -1, Knowledge (religion) +4, Spellcraft +0

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar, light crossbow, quiver with 10 bolts, wooden holy symbol

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

HUECUVA PALADIN

CR 6

Huecuva paladin 4

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24 (+8 armor, +2 shield, +4 natural)

hp 39 (4 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +4, **Ref** +1, **Will** +3

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

Melee longsword +7 (1d8+3/19-20) or

Melee short sword +7 (1d6+3/19-20) or
Melee dagger +7 (1d4+3/19-20) or
Melee slam +7 (1d6+4 plus Huecuva Blight)
Base Atk +4; **Grp** +7
Atk Options Cleave, Great Cleave, Power Attack,
smite good 1/day

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17
SQ undead traits

Feats Cleave, Great Cleave, Power Attack,
Toughness

Skills Concentration +4, Handle Animal +4, Heal +4,
Knowledge (religion) -2, Ride +5

Possessions dagger, longsword, masterwork full
plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can
use this supernatural ability to cure itself of damage
equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam
attack must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive successful saves, or
receives magical treatment (such as a remove
disease spell).

Smite Good (Su) Once a day, the huecuva may
attempt to smite good with one normal melee
attack. It adds its Charisma modifier to its attack
roll and deals 1 extra point of damage per Hit Dice.
If a huecuva accidentally smites a creature that is
not good, the smite has no effect but is still used up
for that day.

Turn Resistance (Ex) A huecuva is treated as an
undead with 2 more Hit Dice than it actually has for
the purposes of turn, rebuke, command, or bolster
attempts.

Undead Traits A huecuva is immune to mind-
affecting effects, poison, sleep, paralysis, stunning,
disease, death effects, necromantic effects (unless
they specifically affect undead), and any effect that
requires a Fortitude save unless it also works on
objects. It is not subject to critical hits, subdual
damage, ability damage, ability drain, or death from
massive damage. A huecuva cannot be raised, and
resurrection works only if it is willing. A huecuva
has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

CHAIN LIGHTNING TRAP CR 7

Description see text.

Search DC 31; **Type** magic

Trigger proximity; **Reset** automatic **Init** +0

Effect spell effect (*chain lightning*, 11th-level wizard,
11d6 electricity to target nearest center of trigger
area plus 5d6 electricity to each of up to eleven

secondary targets, DC 19 Reflex save half
damage)

Duration –

Disarm Disable Device DC 31

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN

CR 10

Male human cleric 10

LE Medium humanoid (human)

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

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +10 armor, +2 shield)

hp 73 (10 HD)

Immune *magic missile*

Fort +9, **Ref** +6, **Will** +11

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

Melee masterwork heavy mace +9/+4 (1d8+1) or

Melee masterwork sickle +9/+4 (1d6+1) or

Ranged light crossbow +8 (1d8/19-20)

Base Atk +7; **Grp** +8

Atk Options Power Attack

Special Actions bolster undead, spontaneous casting
(inflict)

Cleric Spells Prepared (CL 10th):

5th—*flame strike* (DC 19), *righteous might*, *slay
living*^P (DC 19)

4th—*cure critical wounds*, *divine power*, *freedom of
movement*, *poison* (+8 touch, DC 18), *unholy
blight*^P (CL11 DC18)

3rd—*bestow curse* (+8 touch, DC 17), *cure serious
wounds*, *dispel magic*, *magic circle against good*^P
(CL11), *protection from energy*

2nd—*bear's endurance*, *bull's strength*, *cure
moderate wounds*, *death knell*^P (DC16, CL11),
sound burst (DC16), *spiritual weapon* (+11/+6,
1d8+3)

1st—*bleed*, *cure light wounds* (x2), *doom* (DC 15),
entropic shield, *protection from good*^P (CL11)

0—*detect magic* (x2), *cure minor wounds* (x3),
detect poison

D: Domain spell. Deity: Incubulos. Domains: Death
(*death touch* 1/day, +8 touch), Evil (cast evil spells
at +1 caster level)

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 19, Cha
8

SQ aura of strong evil, rebuke undead

Feats Craft Wondrous Item, Empower Spell, Lightning
Reflexes, Power Attack, Skill Focus (Knowledge
(religion))

Skills Concentration +15, Knowledge (arcana) +5,
Knowledge (religion) +16, Spellcraft +10

Possessions combat gear plus *periapt of wisdom* +2,
brooch of shielding, +2 full plate, ring of
counterspells (with *flame strike* cast in it),
masterwork heavy mace, masterwork heavy shield,
masterwork sickle, 2 rations, light crossbow, 20
bolts with quiver, wooden holy symbol, several
books.

HUECUVA PALADIN**CR 8**

Huecuva paladin 6

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2**Languages** Common**AC** 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 57 (6 HD); DR 10/silver**Immune** undead immunities**Resist** turn resistance +2**Fort** +5, **Ref** +2, **Will** +4**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** longsword +9/+4 (1d8+3/19-20) or**Melee** short sword +9/+4 (1d6+3/19-20) or**Melee** dagger +9/+4 (1d4+3/19-20) or**Melee** slam +9/+4 (1d6+4 plus Huecuva Blight)**Base Atk** +6; **Grp** +9**Atk Options** Cleave, Great Cleave, Power Attack, smite good 2/day, sneak attack +1d6**Abilities** Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17**SQ** undead traits**Feats** Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness**Skills** Concentration +4, Handle Animal +4, Heal +6, Knowledge (religion) +0, Ride +5**Possessions** dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword**Lay On Hands (Su)** Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.**Huecuva Blight (Su)** Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).**Smite Good (Su)** Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.**Turn Resistance (Ex)** A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.**Undead Traits** A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless

they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

12: THE GRAVEYARD**HUECUVA CLERIC****CR 7**

Huecuva cleric 5

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; Listen +4, Spot +4**Languages** Common**AC** 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 48 (5 HD); DR 10/silver**Immune** undead immunities**Resist** turn resistance +2**Fort** +4, **Ref** +0, **Will** +8**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** morningstar +5 (1d8+2) or**Melee** dagger +5 (1d4+2/19-20) or**Melee** slam +5 (1d6+3 plus Huecuva Blight) or**Ranged** light crossbow +2 (1d8/19-20)**Base Atk** +3; **Grp** +5**Cleric Spells Prepared** (CL 5th):3rd—*animate dead*^P (CL6), *bestow curse* (x2) (DC 17)2nd—*bull's strength*, *desecrate*^P (CL6), *hold person* (DC 16), *silence* (DC 16)1st—*bane* (DC 15), *bless*, *cause fear*^P (DC 15), *doom* (DC 15), *protection from good* (CL6)0—*detect magic*, *guidance* (x2), *resistance*, *virtue***D:** Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +5 touch), Evil (cast evil spells at +1 caster level)**Abilities** Str 15, Dex 9, Con —, Int 4, Wis 19, Cha 14**SQ** undead traits**Feats** Brew Potion, Empower Spell, Scribe Scroll, Toughness**Skills** Concentration +8, Heal +6, Knowledge (arcana) +0, Knowledge (religion) +5, Spellcraft +3**Possessions** dagger, masterwork full plate, masterwork heavy steel shield, morningstar, light crossbow, quiver with 10 bolts, wooden holy symbol

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

SPELLSTICHD HUECUVA PALADIN **CR 9**

Huecuva paladin 6

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2**Languages** Common**AC** 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 57 (6 HD); DR 10/silver**Immune** undead immunities**Resist** turn resistance +4; **SR** 13**Fort** +7, **Ref** +4, **Will** +6**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** longsword +9/+4 (1d8+3/19-20) or**Melee** short sword +9/+4 (1d6+3/19-20) or**Melee** dagger +9/+4 (1d4+3/19-20) or**Melee** slam +9 (1d6+4 plus Huecuva Blight)**Base Atk** +6; **Grp** +9**Atk Options** Cleave, Great Cleave, Power Attack, smite good 2/day, sneak attack +1d6**Spell-Like Abilities** (CL 6th):4th—*fear* 1/day (DC 16), *shout* 1/day (DC 16)3rd—*lightning bolt* (DC15) 1/day, *ray of exhaustion* (+6 touch, DC 15) 1/day2nd—*blindness/deafness* (DC 14) 2/day, *ghoul touch* (+9 touch, DC 14) 2/day1st—*chill touch* (+9 touch, DC 13) 2/day, *ray of enfeeblement* (+6 touch, 1d6+2) 2/day**Abilities** Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 17
SQ undead traits**Feats** Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness**Skills** Concentration +4, Handle Animal +4, Heal +6, Knowledge (religion) +0, Ride +5**Possessions** dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage.

The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A spellstitched huecuva is treated as an undead with 4 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

PRISMATIC SPRAY TRAP CR 8

Description see text.

Search DC 32; **Type** magic

Trigger proximity; **Reset** automatic; **Init** +0

Effect spell effect (prismatic spray, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect)

Duration –

Disarm Disable Device DC 32

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN CR 12

Male human cleric 12

LE Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +5

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +10 armor, +2 shield)

hp 87 (12 HD)

Immune *magic missile*

Fort +10, **Ref** +7, **Will** +13

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

Melee masterwork heavy mace +11/+6 (1d8+1) or

Melee masterwork sickle +11/+6 (1d6+1) or

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

Base Atk +9; **Grp** +10

Atk Options Power Attack

Special Actions bolster undead, pearl back 2nd level spell 2/day, spontaneous casting (inflict)

Cleric Spells Prepared (CL 12th):

6th—*blade barrier* (DC21), *greater dispel magic*, *harm* (DC 21), empowered *unholy blight*^P (CL13, DC 21)

5th—*flame strike* (x2) (DC 20), *righteous might*, *slay living*^P (DC 20), *spell resistance*

4th—*cure critical wounds*, *divine power*, *freedom of movement*, *poison* (+10 touch, DC19), *unholy blight*^P (CL13, DC19)

3rd—*bestow curse* (+10 touch, DC18), *cure serious wounds* (x2), *dispel magic*, *magic circle against good*^P (CL13), *protection from energy*

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell*^P (DC17, CL13), *sound burst* (DC17), *spiritual weapon* (+14/+9, 1d8+4)

1st—*bless*, *cure light wounds*, *deathwatch*, *doom* (DC 16), *entropic shield*, *protection from good*^P (CL13), *shield of faith*

0—*detect magic* (x2), *cure minor wounds* (x3), *detect poison*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +10 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 20, Cha 8

SQ aura of overwhelming evil, rebuke undead

Feats Craft Wondrous Item, Domain Spontaneity, Empower Spell, Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion))

Skills Concentration +17, Knowledge (arcana) +5, Knowledge (religion) +18, Spellcraft +12

Possessions combat gear plus *peripart of wisdom* +2, *brooch of shielding*, +2 *full plate*, *ring of counterspells* (with *flame strike* cast in it), 2 *pearls of power* (2nd), masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts with quiver, wooden holy symbol, several books.

HUECUVA PALADIN

CR 10

Huecuva paladin 8

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 75 (8 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +6, **Ref** +2, **Will** +4

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

Melee longsword +11/+6 (1d8+3/19-20) or

Melee short sword +11/+6 (1d6+3/19-20) or

Melee dagger +11/+6 (1d4+3/19-20) or

Melee slam +11/+6 (1d6+4 plus Huecuva Blight)

Base Atk +8; **Grp** +11

Atk Options Cleave, Great Cleave, Power Attack, smite good 2/day, sneak attack +1d6

Special Actions: fiendish summoning, lay on hands

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 18

SQ undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +6, Handle Animal +5, Heal +6, Knowledge (religion) +0, Ride +7

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a *summon monster I* spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

APL 12

3: OPTION THREE

OGRE MAGE FIGHTER

CR 10

Male ogre mage fighter 2

LE Large giant

Init +4; **Senses** darkvision 90 ft., low-light vision; Listen +11, Spot +11

Languages Common, Giant

AC 18, touch 9, flat-footed 18
(-1 size, +4 armor, +5 natural)

hp 57 (7 HD); regeneration 5

SR 19

Fort +10, **Ref** +1, **Will** +3

Speed 40 ft. (8 squares), fly 40 ft. (good), base movement 40 ft.

Melee +1 *human bane greatsword* +11 (3d6+8/19-20) vs. non-human or

Melee +1 *human bane greatsword* +13 (3d6+10 plus 2d6/19-20) vs. human or

Ranged longbow +4 (2d6/x3)

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

Base Atk +5; **Grp** +14

Atk Options Flyby Attack, Power Attack

Special Actions change shape, spell-like abilities

Spell-Like Abilities (CL 9th):

At will—*darkness*, *invisibility*

1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *sleep* (DC 15).

Abilities Str 21, Dex 10, Con 17, Int 14, Wis 16, Cha 17

Feats Combat Expertise, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (greatsword)

Skills Concentration +11, Listen +11, Spellcraft +10, Spot +11, Climb +13

Possessions *cloak of charisma* +2, +1 *large human bane greatsword*, *periapt of wisdom* +2, large longbow, quiver with 20 arrows

Flight (Su) An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Change Shape (Su) An ogre mage can assume the form of any Small, Medium, or Large humanoid or giant.

Regeneration (Ex) Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

6: SKELETONS NOT IN THE CLOSET

SPELLSTITCHED MOHRG

CR 9

CE Medium undead

Init +9; **Senses** darkvision 60 ft.; Listen +11, Spot +15

Languages Common

AC 23, touch 14, flat-footed 19; Dodge, Mobility (+4 Dex, +9 natural)

hp 91 (14 HD); DR 5/magic and silver

Immune undead immunities

Resist turn resistance +2; **SR** 10

Fort +6, **Ref** +12, **Will** +11

Speed 30 ft. (6 squares), base movement 30 ft.

Melee slam +12 melee (1d6+7 plus improved grab) and tongue +12 melee touch (paralysis)

Base Atk +7; **Grp** +12

Atk Options improved grab

Special Actions spell-like abilities

Spell-Like Abilities (CL 14th):

1st—*magic missile* (2/day), *ray of enfeeblement* (+11 touch, 1d6+4) (2/day)

Abilities Str 21, Dex 19, Con -, Int 11, Wis 10, Cha 10
SQ create spawn

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Skills Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9

Improved Grab (Ex) To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su) A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su) Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

12: THE GRAVEYARD

HUECUVA CLERIC

CR 9

Huecuva cleric 7

NE Medium undead

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

Languages Common

AC 23, touch 9, flat-footed 23
(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 66 (7 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +5, **Ref** +1, **Will** +9

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

Melee morningstar +7 (1d8+2) or

Melee dagger +7 (1d4+2/19-20) or

Melee slam +7 (1d6+3 plus Huecuva Blight) or
Ranged light crossbow +4 (1d8/19-20)
Base Atk +5; **Grp** +7

Cleric Spells Prepared (CL 7th):

4th—*greater magic weapon*, *poison* (DC 18),
unholy blight^D (CL8, DC 18)
3rd—*animate dead*^D (CL8), *bestow curse* (x2) (DC
17), *dispel magic*
2nd—*bull's strength*, *desecrate*^D (CL8), *hold person*
(x2) (DC 16), *silence* (DC 16)
1st—*bane* (DC 15), *bless*, *cause fear*^D (DC 15),
doom (x2) (DC 15), *protection from good* (CL8)
0—*detect magic*, *guidance* (x2), *resistance* (x2),
virtue

D: Domain spell. Deity: Incubulos. Domains: Death
(*death touch* 1/day, +7 touch), Evil (cast evil spells
at +1 caster level)

Abilities Str 15, Dex 9, Con –, Int 4, Wis 19, Cha 14
SQ undead traits

Feats Brew Potion, Empower Spell, Maximize Spell,
Scribe Scroll, Toughness

Skills Concentration +10, Heal +6, Knowledge
(arcana) +0, Knowledge (religion) +7, Spellcraft +5

Possessions dagger, masterwork full plate,
masterwork heavy steel shield, morningstar, light
crossbow, quiver with 10 bolts, wooden holy
symbol

Huecuva Blight (Su) Victims hit by a huecuva's slam
attack must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive successful saves, or
receives magical treatment (such as a remove
disease spell).

Turn Resistance (Ex) A huecuva is treated as an
undead with 2 more Hit Dice than it actually has for
the purposes of turn, rebuke, command, or bolster
attempts.

Undead Traits A huecuva is immune to mind-
affecting effects, poison, sleep, paralysis, stunning,
disease, death effects, necromantic effects (unless
they specifically affect undead), and any effect that
requires a Fortitude save unless it also works on
objects. It is not subject to critical hits, subdual
damage, ability damage, ability drain, or death from
massive damage. A huecuva cannot be raised, and
resurrection works only if it is willing. A huecuva
has darkvision (60-foot range).

SPELLSTICHED HUECUVA PALADIN **CR 9**

Huecuva paladin 6
NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 57 (6 HD); **DR** 10/silver

Immune undead immunities

Resist turn resistance +4; **SR** 13

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

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

Melee longsword +9/+4 (1d8+3/19-20) or

Melee short sword +9/+4 (1d6+3/19-20) or

Melee dagger +9/+4 (1d4+3/19-20) or

Melee slam +9 (1d6+4 plus Huecuva Blight)

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

Atk Options Cleave, Great Cleave, Power Attack,
smite good 2/day, sneak attack +1d6

Spell-Like Abilities (CL 6th):

4th—*fear* 1/day (DC 16), *shout* 1/day (DC 16)

3rd—*lightning bolt* (DC15) 1/day, *ray of exhaustion*
(+6 touch, DC 15) 1/day

2nd—*blindness/deafness* (DC 14) 2/day, *ghoul*
touch (+9 touch, DC 14) 2/day

1st—*chill touch* (+9 touch, DC 13) 2/day, *ray of*
enfeeblement (+6 touch, 1d6+2) 2/day

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 17
SQ undead traits

Feats Cleave, Great Cleave, Mounted Combat,
Power Attack, Toughness

Skills Concentration +4, Handle Animal +4, Heal +6,
Knowledge (religion) +0, Ride +5

Possessions dagger, longsword, masterwork full
plate, masterwork heavy steel shield, short sword

Lay On Hands (Su) Once per day, the huecuva can
use this supernatural ability to cure itself of damage
equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam
attack must succeed on a Fortitude save (DC 14)
or fall prey to the disease called huecuva blight.
The incubation period is 1 day; at the end of that
time the disease deals 1d2 points of Strength and
Constitution damage. An infected victim must make
a saving throw each day thereafter or take another
1d2 points of Strength and Constitution damage.
The effects of huecuva blight are cumulative each
day until the victim reaches 0 Constitution (and
dies), makes two consecutive successful saves, or
receives magical treatment (such as a remove
disease spell).

Smite Good (Su) Twice a day, the huecuva may
attempt to smite good with one normal melee
attack. It adds its Charisma modifier to its attack
roll and deals 1 extra point of damage per Hit Dice.
If a huecuva accidentally smites a creature that is
not good, the smite has no effect but is still used up
for that day.

Turn Resistance (Ex) A spellstitched huecuva is
treated as an undead with 4 more Hit Dice than it
actually has for the purposes of turn, rebuke,
command, or bolster attempts.

Undead Traits A huecuva is immune to mind-
affecting effects, poison, sleep, paralysis, stunning,
disease, death effects, necromantic effects (unless
they specifically affect undead), and any effect that

requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

ENERGY DRAIN TRAP

CR 10

Description see text.

Search DC 34; **Type** magic

Trigger visual; **Reset** automatic **Init** +0

Effect Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates)

Duration –

Disarm Disable Device DC 34

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN

CR 14

Male human cleric 14

LE Medium humanoid (human)

Init +1; **Senses** Listen +5, Spot +5

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +10 armor, +2 shield)

hp 87 (12 HD)

Immune *magic missile*

Fort +11, **Ref** +7, **Will** +14

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

Melee masterwork heavy mace +12/+7 (1d8+1) or

Melee masterwork sickle +12/+7 (1d6+1) or

Ranged light crossbow +11 (1d8/19-20)

Base Atk +10; **Grp** +11

Atk Options Power Attack

Special Actions bolster undead, pearl back 2nd level spell 2/day, spontaneous casting (inflict)

Combat Gear oil of greater magic weapon +5, oil of magic vestment +5

Cleric Spells Prepared (CL 14th):

7th—*finger of death*^D (DC22), *repulsion* (CL17, DC 23), *summon monster VII*

6th—*blade barrier* (DC21), *greater dispel magic*, *harm* (DC 21), *heal*, empowered *unholy blight*^P (CL15, DC 19)

5th—*flame strike* (x2) (DC 20), *righteous might*, *slay living*^D (DC 20), *spell resistance*

4th—*cure critical wounds* (x2), *divine power*, *freedom of movement*, *poison* (+12 touch, DC19), *unholy blight*^P (CL15, DC19)

3rd—*bestow curse* (+11 touch, DC18), *cure serious wounds*, *dispel magic*, *magic circle against good*^P (CL15), *protection from energy*, *stone shape*

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell*^P (x2) (DC17, CL15), *sound burst* (DC17), *spiritual weapon* (+15/+10, 1d8+4)

1st—*bless*, *cure light wounds* (x2), *deathwatch*, *doom* (DC 16), *entropic shield*, *protection from good*^P (CL15), *shield of faith*

0—*detect magic* (x2), *cure minor wounds* (x3), *detect poison*

D: Domain spell. Deity: Incabulos. Domains: Death (*death touch* 1/day, +11 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 20, Cha 8

SQ aura of overwhelming evil, rebuke undead

Feats Craft Wondrous Item, Domain Spontaneity, Empower Spell, Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion))

Skills Concentration +19, Knowledge (arcana) +5, Knowledge (religion) +20, Spellcraft +14

Possessions combat gear plus *periapt of wisdom* +2, *brooch of shielding*, +2 *full plate*, *ring of counterspells* (with *flame strike* cast in it), 2 *pearls of power* (2nd), masterwork heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts with quiver, wooden holy symbol, several books.

HUECUVA PALADIN

CR 12

Huecuva paladin 10

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 75 (8 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +6, **Ref** +2, **Will** +4

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

Melee longsword +11/+6 (1d8+3/19-20) or

Melee short sword +11/+6 (1d6+3/19-20) or

Melee dagger +11/+6 (1d4+3/19-20) or

Melee slam +11/+6 (1d6+4 plus Huecuva Blight)

Base Atk +8; **Grp** +11

Atk Options Cleave, Great Cleave, Power Attack, smite good 2/day, sneak attack +1d6

Special Actions: fiendish summoning, lay on hands

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 18

SQ undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Ride-by Attack, Toughness

Skills Concentration +6, Handle Animal +7, Heal +6, Knowledge (religion) +0, Ride +9

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a *summon monster I* spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Thrice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Companion The huecuva gains a Medium-sized skeleton or zombie as a companion. This companion cannot be turned or rebuked.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

3: OPTION THREE

OGRE MAGE FIGHTER

CR 10

Male ogre mage fighter 2

LE Large giant

Init +4; **Senses** darkvision 90 ft., low-light vision; Listen +11, Spot +11

Languages Common, Giant

AC 18, touch 9, flat-footed 18
(-1 size, +4 armor, +5 natural)

hp 57 (7 HD); regeneration 5

SR 19

Fort +10, **Ref** +1, **Will** +3

Speed 40 ft. (8 squares), fly 40 ft. (good), base movement 40 ft.

Melee +1 *human bane greatsword* +11 (3d6+8/19-20) vs. non-human or

Melee +1 *human bane greatsword* +13 (3d6+10 plus 2d6/19-20) vs. human or

Ranged longbow +4 (2d6/x3)

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

Base Atk +5; **Grp** +14

Atk Options Flyby Attack, Power Attack

Special Actions change shape, spell-like abilities

Spell-Like Abilities (CL 9th):

At will—*darkness*, *invisibility*

1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *sleep* (DC 15).

Abilities Str 21, Dex 10, Con 17, Int 14, Wis 16, Cha 17

Feats Combat Expertise, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (greatsword)

Skills Concentration +11, Listen +11, Spellcraft +10, Spot +11, Climb +13

Possessions *cloak of charisma* +2, +1 *large human bane greatsword*, *periapt of wisdom* +2, large longbow, quiver with 20 arrows

Flight (Su) An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Change Shape (Su) An ogre mage can assume the form of any Small, Medium, or Large humanoid or giant.

Regeneration (Ex) Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

12: THE GRAVEYARD

HUECUVA CLERIC

CR 11

Huecuva cleric 9

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common

AC 23, touch 9, flat-footed 23

(-1 Dex, +8 armor, +2 shield, +4 natural)

hp 84 (9 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +6, **Ref** +2, **Will** +11

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

Melee morningstar +8/+3 (1d8+2) or

Melee dagger +8/+3 (1d4+2/19-20) or

Melee slam +8 (1d6+3 plus Huecuva Blight) or

Ranged light crossbow +5 (1d8/19-20)

Base Atk +6; **Grp** +8

Cleric Spells Prepared (CL 9th):

5th—*mass inflict light wounds* (DC 20), *slay living* (DC 20), *spell resistance*

4th—*greater magic weapon*, *poison* (DC 18), *summon monster IV* (CL10 if evil), *unholy blight*^D (CL10, DC 18)

3rd—*animate dead*^P (CL10), *bestow curse* (x2) (DC 17), *dispel magic* (2)

2nd—*aid*, *bull's strength*, *desecrate*^D (CL10), *hold person* (x2) (DC 16), *silence* (DC 16)

1st—*bane* (DC 15), *bless*, *cause fear*^P (DC 15), *doom* (x2) (DC 15), *protection from good* (CL10)

0—*detect magic*, *guidance* (x2), *resistance* (x2), *virtue*

D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +8 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 15, Dex 9, Con —, Int 4, Wis 20, Cha 14

SQ undead traits

Feats Brew Potion, Empower Spell, Extend Spell, Maximize Spell, Scribe Scroll, Toughness

Skills Concentration +12, Heal +9, Knowledge (arcana) +0, Knowledge (religion) +9, Spellcraft +5

Possessions dagger, masterwork full plate, masterwork heavy steel shield, morningstar, light crossbow, quiver with 10 bolts, wooden holy symbol

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for

the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

SPELLSTITCHED HUECUVA PALADIN CR 11

Huecuva paladin 8

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24
(+8 armor, +2 shield, +4 natural)

hp 75 (8 HD); DR 10/silver

Immune undead immunities

Resist turn resistance +4; **SR** 14

Fort +8, **Ref** +4, **Will** +6

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

Melee longsword +11/+6 (1d8+3/19-20) or

Melee short sword +11/+6 (1d6+3/19-20) or

Melee dagger +11/+6 (1d4+3/19-20) or

Melee slam +11 (1d6+4 plus Huecuva Blight)

Base Atk +8; **Gp** +11

Atk Options Cleave, Great Cleave, Power Attack, smite good 2/day, sneak attack +1d6

Special Actions fiendish summoning, lay on hands

Spell-Like Abilities (CL 8th):

4th—*fear* 1/day (DC 16), *shout* 1/day (DC 16)

3rd—*lightning bolt* (DC15) 1/day, *ray of exhaustion* (+8 touch, DC 15) 1/day

2nd—*blindness/deafness* (DC 14) 2/day, *ghoul touch* (+11 touch, DC 14) 2/day

1st—*chill touch* (+11 touch, DC 13) 2/day, *ray of enfeeblement* (+8 touch, 1d6+2) 2/day

Abilities Str 17, Dex 10, Con –, Int 2, Wis 15, Cha 18

SQ undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Toughness

Skills Concentration +4, Handle Animal +5, Heal +6, Knowledge (religion) +0, Ride +5,

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight.

The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Twice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A spellstitched huecuva is treated as an undead with 4 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range).

13: THE OLD TEMPLE OF BOCCOB

ENERGY DRAIN TRAP

CR 10

Description see text.

Search DC 34; **Type** magic

Trigger visual; **Reset** automatic **Init** +0

Effect Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates)

Duration –

Disarm Disable Device DC 34

15: MR. HERUGIN I PRESUME

TADOLF HERUGIN

CR 16

Male human cleric 16

LE Medium humanoid (human)

Init +1; **Senses** Listen +6, Spot +6

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +10 armor, +2 shield)

hp 115 (16 HD)

Immune *magic missile*

Fort +12, **Ref** +8, **Will** +16

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

Melee +1 *axiomatic heavy mace* +14/+9/+4 (1d8+2 plus 2d6) vs. chaotic target or

Melee +1 *axiomatic heavy mace* +14/+9/+4 (1d8+2) vs. non-chaotic target or

Melee masterwork sickle +14/+9/+4 (1d6+1) or
Ranged light crossbow +13 (1d8/19-20)
Base Atk +12; **Grp** +13
Atk Options Power Attack
Special Actions bolster undead, pearl back 2nd level spell 2/day, spontaneous casting (inflict)
Combat Gear oil of greater magic weapon +5, oil of magic vestment +5, staff of healing
Cleric Spells Prepared (CL 16th):
 8th—*fire storm*, empowered *blade barrier* (DC22), unholy aura^P (CL 17)
 7th—*finger of death*^P (DC23), empowered *flame strike* (DC21), *repulsion* (CL17, DC 23), *summon monster VII*
 6th—*blade barrier* (DC22), *greater dispel magic*, *harm* (DC 22), *heal*, empowered *unholy blight*^P (CL17, DC 20)
 5th—*flame strike* (x2) (DC 21), *righteous might*, *slay living*^P (x2) (DC 21), *spell resistance*
 4th—*cure critical wounds* (x2), *divine power*, *freedom of movement*, *poison* (+13 touch, DC20), *unholy blight*^P (CL17, DC20)
 3rd—*bestow curse* (+13 touch, DC19), *cure serious wounds*, *dispel magic*, *magic circle against good*^P (CL17), *protection from energy* (x2), *stone shape*
 2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell*^P (x2) (DC18, CL17), *sound burst* (x2) (DC18), *spiritual weapon* (+18/+13/+8, 1d8+5)
 1st—*bless*, *cure light wounds* (x2), *deathwatch*, *doom* (DC 17), *entropic shield*, *protection from good*^P (CL17), *shield of faith*
 0—*detect magic* (x2), *cure minor wounds* (x3), *detect poison*
D: Domain spell. Deity: Incubulos. Domains: Death (*death touch* 1/day, +13 touch), Evil (cast evil spells at +1 caster level)

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 22, Cha 8

SQ aura of overwhelming evil, rebuke undead

Feats Craft Wondrous Item, Domain Spontaneity, Empower Spell, Extra Turning, Lightning Reflexes, Power Attack, Skill Focus (Knowledge (religion))

Skills Concentration +21, Knowledge (arcana) +5, Knowledge (religion) +22, Spellcraft +16

Possessions combat gear plus *periapt of wisdom* +2, *brooch of shielding*, +2 full plate, ring of counterspells (with *flame strike* cast in it), 2 pearls of power (2nd), +1 axiomatic heavy mace, masterwork heavy shield, masterwork sickle, 2 rations, light crossbow, 20 bolts with quiver, wooden holy symbol, several books.

HUECUVA PALADIN

CR 12

Huecuva paladin 10

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 24, touch 10, flat-footed 24

(+8 armor, +2 shield, +4 natural)

hp 75 (8 HD); **DR** 10/silver

Immune undead immunities

Resist turn resistance +2

Fort +6, **Ref** +2, **Will** +4

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

Melee longsword +11/+6 (1d8+3/19-20) or

Melee short sword +11/+6 (1d6+3/19-20) or

Melee dagger +11/+6 (1d4+3/19-20) or

Melee slam +11/+6 (1d6+4 plus Huecuva Blight)

Base Atk +8; **Grp** +11

Atk Options Cleave, Great Cleave, Power Attack, smite good 2/day, sneak attack +1d6

Special Actions: fiendish summoning, lay on hands

Abilities Str 17, Dex 10, Con —, Int 2, Wis 15, Cha 18

SQ undead traits

Feats Cleave, Great Cleave, Mounted Combat, Power Attack, Ride-by Attack, Toughness

Skills Concentration +6, Handle Animal +7, Heal +6, Knowledge (religion) +0, Ride +9

Possessions dagger, longsword, masterwork full plate, masterwork heavy steel shield, short sword

Fiendish Summoning (Sp) Once per day, the huecuva can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the huecuva's Hit Dice.

Lay On Hands (Su) Once per day, the huecuva can use this supernatural ability to cure itself of damage equal to its Charisma bonus x its Hit Dice.

Huecuva Blight (Su) Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a remove disease spell).

Smite Good (Su) Thrice a day, the huecuva may attempt to smite good with one normal melee attack. It adds its Charisma modifier to its attack roll and deals 1 extra point of damage per Hit Dice. If a huecuva accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Turn Resistance (Ex) A huecuva is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Undead Companion The huecuva gains a Medium-sized skeleton or zombie as a companion. This companion cannot be turned or rebuked.

Undead Traits A huecuva is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on

objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. A huecuva cannot be raised, and resurrection works only if it is willing. A huecuva has darkvision (60-foot range)

