

SHE5-02

Take a Giant Step

A One-Round D&D® LIVING GREYHAWK™ Sheldomar Valley Metaregional Adventure

Version 1.1

by Steven Conforti

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A mission deep into giant-controlled Geoff to rescue a villainous necromancer ... can you dare refuse the task when the fate of the entire Sheldomar Valley is at stake? A Sheldomar Valley metaregional adventure for APLs 6-18 and Stanza Three in the *Idyll of Tysiln*.

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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Details and maps of the town of Pest's Crossing are excerpted from: *Against the Giants: The Liberation of Geoff* by Gary Gygax and Sean K. Reynolds.

Visit the LIVING GREYHAWK website at www.rpga.com.

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

RPGA SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the Appendices.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

Jaran Krimeeah, the Mage of the Valley, has disappeared. Since his disappearance, two individuals have assumed the identity of Jaran. The first was lost during a Giant attack against the Valley. The second is slowly gaining the support of the residents of the Valley and learning the secrets of the Valley's powerful source of magic.

The Valley of the Mage was infiltrated by a group of necromancer escapees from Bissel, who managed to pass through all defenses and gain control of the seat of power of the Valley. One of their number, the foolish Nyeru Darkspring, ruled for a while, but he didn't make it too long himself; the Giant forces of the Crystalmists decide to attack the Valley after they'd finished with Sterich and Geoff, and while they were repelled, Nyeru was unable to avoid capture by their forces. Nyeru's more powerful and brilliant partner, Elock, now commands the forces of the Valley, and seeks to consolidate his power and control and then launch an attack on the Sheldomar Valley, taking revenge on the March of Bissel first.

Tysiln San, a female drow wizard, is still acting as First Protector for the Mage of the Valley. However, she is deeply in love with Jaran, and she hopes to find out his fate and return him to power. So, while she pretends obedience to the imposter, she is working on means of finding Jaran. She has done her best to slow Elock's machinations, but he is intelligent, and he grows ever closer to unifying the Valley of the Mage under his command and unlocking the secrets of the Valley. So she has undertaken a complicated and dangerous plan to stop Elock and find her true love.

The first step in her plan involved two objectives. First, she needed to research two topics. She needed to know how the power of the Valley is accessed by its ruler so she could attempt to cut the impostor off from the Valley's power for as long as possible. And she needed to know more about the Plane of Shadow, the topic that Jaran was investigating extensively before his disappearance. To that end, Tysiln needed someone to recover some tomes and scrolls on those two topics. Her second objective was to find adventurers that she could use to depose the impostor. To kill two birds with one stone, she paid individuals throughout the Sheldomar Valley to hire adventurers to recover six ancient works strewn throughout the Sheldomar.

The PCs (assuming they played Stanza One of the Idyll of Tysiln (SHE3-01 *Have Tome – Will Travel*)) were hired by someone fulfilling an order from Tysiln San. The hirer accepted the job from Tysiln in return for a magic item or a book of ancient lore that Tysiln possessed that the hirer longed for (the item varied based on the individual, but was appropriate to that NPC).

The PCs accepted the job and were successful in recovering all six books (or copies thereof) for Tysiln San and for themselves. However, a few potential and unforeseen problems have arisen for Tysiln (and possibly the PCs) as a result of her employment of the PCs. First, the PCs themselves discovered the identity of their employer (by either magical means or good detective work – it varied from party to party). This did not prevent them from completing their arrangement, but it does make them very suspicious of their employer.

Second, one of the books was recovered from Nautilia, a sirine sorceress associate of Drawmij, member of the Circle of Eight. She learned of Tysiln San's involvement in the PCs' mission when they came looking for the book. Drawmij considers the Mage of the Valley an utter enemy, so Nautilia gave the PCs an enspelled copy of the tome they sought; thereby allowing Drawmij to "successfully" spy on Tysiln San these past months. She actually is aware of the spell on the tome, but she has pretended to be unaware so she can feed Drawmij useless information for a time. Unfortunately, with all of the useless information he has gathered, he did gain one important piece of information. He knows that she hasn't been in contact with Jaran for weeks, and, combined with some of the reports that came out of the Valley after the Greyhawk Wars, he is beginning to suspect that Jaran has gone missing or is deceased. His agent sought out the PCs to investigate further for him.

Third, the PCs recovered two of the texts from minions of dark powerful forces who now are aware of the PCs' interest in tomes on the Plane of Shadows. In Yeomanry, Asberdies the Lich is aware the PCs stole a text from some of his minions in the Passage of Slerotin. In Bissel, Evard the Necromancer is aware the PCs stole a book from one of his agents in the Dim Forest. Neither Asberdies nor Evard knew about the connection to Tysiln San yet, but they sent agents searching out the PCs to find out further information.

Finally, the Silent Ones' network of informants alerted that mysterious organization of the PCs' recent activities. They chose to monitor the PCs to see if they could discover who the PCs delivered the tomes to and what they want with them. Based out of Keoland, the Silent Ones keep dangerous magic out of the hands of people throughout the Sheldomar Valley, and they suspect someone is using the PCs to get their hands on such magic.

Tysiln successfully used the knowledge from the tomes to delay the impostor from gaining control over the power of the Valley of the Mage. There are limits to what she can do however, and so she needed to hire the PCs for another mission – the second phase of her plan. She is confident that Jaran is somewhere on the Plane of Shadow, and she fears he is trapped there. To locate Jaran so she can mount a recovery mission, she must perform a special magical ritual. Unfortunately, she was missing a key element of the ritual, a *well of many worlds*. Many

years ago, Tysiln traded a *well of many worlds* to a necromancer by the name of Mycelena, who resided in a crypt on the edge of the County of Ulek, near the border with the Faerie Kingdom of Celene. All attempts to contact the necromancer to trade back for the *well* had been unanswered, so Tysiln hoped to use the PCs to recover it.

Unfortunately, Mycelena was neither in the possession of the *well* nor currently living. Her crypt was attacked by a yuan-ti strike force, and she and her minions were destroyed. The yuan-ti were putting into motion some devious plan against the lands of Celene and the County of Ulek, and they were in need of a base of operations for the first phases of their plans. Mycelena's crypt was the perfect place to start their machinations. The yuan-ti base in the crypt was commanded by Sssilya, an abomination cleric of Merrshaulk.

The PCs (assuming they played Stanza Two of the Idyll of Tysiln, SHE4-07 *A Matter of Trust*) were in Tringlee, the capital of the Duchy of Ulek. They received a mysterious note from Tysiln that sent them to a meeting with her in Courwood, a town in the County of Ulek. Before departing, the PCs scrounged up any additional information they could about Tysiln, unfortunately alerting some local agents of Mordenkainen the Archmage and Rary the Traitor to their activities. Both these powerful wizards are likely to have agents tracking the PCs in the near future.

On the way to Courwood, the PCs encountered Nautilia again. She convinced them to share information with Drawmij about Tysiln's plans. The PCs met with Tysiln and decided to accept her mission. The PCs then journeyed to the Darkcrypt, encountering Finch Parlo, an agent of the Silent Ones. He asked the PCs for information about their mission, which they also choose to share with him.

The PCs arrived at the crypt and had to dig their way in. They explored the main section of the Darkcrypt and discovered that it no longer was under Mycelena's control. They recovered the *well* here and then encountered the leader of the yuan-ti strike force and a document that indicated the yuan-ti were up to bigger things than just seizing the crypt. The yuan-ti in the crypt were slain, to the last one, and the PCs proceeded back to Courwood. The PCs returned to Tysiln, feeling as if they were being watched. In fact, they were, by agents of Evard the Necromancer and Asberdies the Lich, who now are aware of the opportunity to profit in the Valley of the Mage during the Exalted One's absence there.

Arriving in Courwood, the PCs chose to give the *well* to Tysiln, but they shared all they had learned with many of the more powerful NPCs of the Sheldomar: the leadership of the Silent Ones and the Knights of Luna, as well as the Prince, Duke, and Count of Ulek. These leaders have spoken with the heads of state throughout the Sheldomar Valley who are all quietly preparing to

deal with the situation in the Valley of the Mage if Tysiln and her adventurers fail to do so for them. And some of them hope to seize the Valley for the forces of good once the threat of Elock is resolved.

Unfortunately for Tysiln (and the rest of the Sheldomar Valley), Elock's plans are accelerating as he learns more and more about the magical power source that the Valley of the Mage contains. Tysiln realizes now that she will need to move even swifter if she is to stop Elock and determine the fate of her love, Jaran. To do that, Tysiln needs to determine exactly what Elock plans to do and what the necromancers who invaded the Valley of the Mage know about Jaran's disappearance.

She has cleverly decided she can accomplish both goals in a single move – sending a band of adventurers she has previously worked with to the heart of Geoff to determine the whereabouts of Nyeru Darkspring, the necromancer kidnapped by the giants, and recover him for interrogation. Tysiln has divined that Nyeru still lives, but she does not know his whereabouts, only that the giants of Pest's Crossing kept him alive and hid him away somewhere. So she needs a band of adventurers to sneak into Pest's Crossing and bring her Nyeru.

ADVENTURE SUMMARY

Introduction

PCs receive the letters from Tysiln.

Encounter 1

PCs are contacted by any appropriate groups upon their arrival in Hochoch. PCs may investigate about Hochoch if they so choose.

Encounter 2

PCs meet with Tysiln San and receive the task she has set for them. PCs are transported to Pest's Crossing or find their own way there.

Encounter 3

PCs may investigate the town of Pest's Crossing.

Encounter 4

PCs may investigate Castle Thrasmotnir.

Encounter 5

If the PCs are captured or choose to parlay with King Mogthrasir, this encounter details how such an event might play out.

Encounter 6

Once the PCs find out the location of Nyeru, they will need to find their way here to a dangerous cliff-face trail amongst the absurd depths and heights of the mountainous Colothys, fourth layer of the Tarterian Depths of Carceri.

Encounter 7

The PCs encounter a flying patrol of vargouilles.

Encounter 8

The PCs reach the prison of Nyeru Darkspring and find themselves extremely lucky – witnessing a number of other forces unsuccessfully infiltrate the prison and draw off most of the forces within. They attempt to infiltrate the prison, dealing with deadly traps on the way in.

Encounter 9

The PCs fight the remaining demodand-led forces within the prison and try to free Nyeru Darkspring and return him to the Material Plane.

Conclusion

Unlucky PCs may have to deal with the forces of King Mogthrasir on their return. PCs decide what to do with Nyeru and the knowledge they've gained on the adventure.

PREPARATION FOR PLAY

Check to see whether the PCs participating in this adventure have participated in either SHE3-01 *Have Tome – Will Travel* and/or SHE4-07 *A Matter of Trust*. Determine if any PC possess the **Ire of Tysiln** effect. Finally, determine if any of the PCs are members of, or would feel a strong sense of duty towards, any of the following organizations:

- **Military and/or Defensive Organizations** – Bissel: Free Companies, Company of the Bright Path, Great Army, Srinivan Heavy Horse; Geoff: Army of Liberation; Gran March: Military; Keoland: Military, National Academy of Wizardry; Principality of Ulek: Liegeman of the Prince, Royal Army; Yeomanry: Army, Militia; Sheldomar Valley: Knights of the Watch and Dispatch.
- **Intelligence Organizations** – Bissel: Mist Chameleons; Geoff: Evro Llygadi, Midnight Ravens; Gran March: the Corporation; Keoland: the Shadowdark; Principality of Ulek: the Web.
- **Special Organizations** – Bissel: the Nightwatch; Keoland: the Sea Mages; Yeomanry: Academy of Lore (Dustdigger College); Sheldomar Valley: the Silent Ones.

This adventure contains more details and potential interactions with PCs than is probably going to be used in a typical convention slot. It is provided here to give you as complete a background as possible for use in running the adventure as well as to offer those running this adventure outside of a limited time slot the opportunity to immerse the PCs in the adventure. Running this adventure in a limited

convention time slot will require active effort to keep the PCs on steady course to complete the adventure.

INTRODUCTION

Each PC should begin the adventure somewhere in the Sheldomar Valley. The location they start at is up to each PC, but ask them to select a location where they could be reached by a messenger. The adventure begins with a messenger riding up to each PC with a letter.

PCs receive a specific letter depending on their previous activities:

- For PCs who participated in SHE3-01 *Have Tome – Will Travel* but NOT SHE4-07 *A Matter of Trust*, give the player *Player Handout #1*.
- For PCs who participated in NEITHER SHE3-01 *Have Tome – Will Travel* NOR SHE4-07 *A Matter of Trust*, give the player *Player Handout #2*. Included in the letter is the name of the PC's friend who referred Tysiln San to the PC. If the PC checks with this friend, the friend will confirm that he did refer Tysiln to the PC and that he believes the PC should assist Tysiln San on her mission for the sake of the safety of the entire Sheldomar Valley. He or she won't go into any further detail beyond that.
- For PCs who participated in SHE4-07 *A Matter of Trust* and did NOT earn the **Ire of Tysiln** effect, give the player *Player Handout #3*.
- For PCs who participated in SHE4-07 *A Matter of Trust* and DID earn the **Ire of Tysiln** effect, give the player *Player Handout #4*.

All that is left is for the PCs to journey to Hochoch to meet Tysiln San at the Boar's Other Knuckle Tavern. PCs who refuse to attend the meeting are done for this adventure; proceed to Encounter 1 for those who do travel to Hochoch.

ENCOUNTER 1: HOCHOCH

Refer to DM Aid: *Map of Geoff* for a reference to locations in Geoff and its vicinities.

You arrive at the city of Hochoch safely. Hochoch is a city in transition, yet again. Populations shift with the vagaries of war and time, but Hochoch seems particularly susceptible to these shifts. Many are the citizens of Geoff who took refuge at Hochoch from the predations of the giants who swept down from the mountains to besiege and befoul the once mighty duchy. Despite recent victories against these foul creatures, the residents of Hochoch find their world in upheaval again; this time of the political sort. Gran March claimed the city and its lands as the reward for their years of aid

in the war on the giants and then promptly turned it over to the Order of the Knights of the Watch and Dispatch, to provide them a safe haven and central location to provide their faithful guardianship over the Sheldomar Valley.

Many of the Gyri are likely to stay here, despite the change in rulership, but others plan to depart or have already done so. You can see this clearly as you walk the streets; the nervous tension and the signs of people packing all their belongings are visible on every street. Yet most citizens seem to be going about their business ... as if rapid and sudden changes to where they make their homes is something they've grown very accustomed to.

Assuming the PCs arrive here in Hochoch in less than a fortnight (14 days), they have time to explore Hochoch a bit before their meeting with Tysiln San. Any PC should be able to reach Hochoch in less than a fortnight if they did not significantly delay on their journey. Hochoch once had a magical defense that prevented magical transportation to the city, but that defense has recently been removed as part of the transition of the city out of the hands of the Gyri (people of Geoff). So PCs are welcome to *teleport* or use other magic to arrive at the city.

PCs have two possible interactions they may face before their meeting with Tysiln. Inquisitive PCs may wish to seek information about the city; proceed to the Seekers of Knowledge section below if they do so. PCs with ties to certain organizations (see the Preparation for Play section above) will be contacted by representatives of those organizations upon arrival in Hochoch; proceed to the We Need a Favor section below if any of the PCs have such ties.

SEEKERS OF KNOWLEDGE

PCs may investigate information on a number of topics while in Hochoch. The most likely topics are covered in the lists below. PCs may make Gather Information checks on the below before or after their meeting with Tysiln San.

If the PCs make general inquiries, they gain one of the following pieces of information by making a Gather Information check (DC 10 + the APL) and another piece of information for every three points more by which they exceed that DC:

- Gran March is losing control of the Rushmoors. Many fear Vecna has returned to reclaim his kingdom.
- An army of undead gathers in the Dim Forest.
- Both Keoland and Gran March prepare armies to invade Bissel.

- The Knights of the Watch and the Knights of Dispatch have decided to formally split into two completely separate organizations.
- The Knights of the Watch are close to their ultimate goal – complete control of all of Geoff.
- A powerful lich has become active once again in the Sheldomar Valley. Some say he gathers his forces beneath the surface of the Hellfurnaces. Others claim he is gathering his minions in northern Gran March. Some claim the Commandant is the lich.
- Ruins recently found may be the lost capital of the rumored Ancient Flan Empire. There is much debate over whether the ruins were found in the Rushmoors or in the Lortmils.
- There is word of conflict between different factions of the underworld in Hochoch since the Knights claimed the city as their own.

If the PCs make specific inquiries about Tysiln San or the Valley of the Mage, they gain one of the following pieces of information by making a Gather Information check (DC 12 + the APL) and another piece of information for every three points more by which they exceed that DC:

- “Rumor has it that the Mage of the Valley has disappeared or died. No one’s seen him since the Greyhawk Wars and his drow seneschal, Tysiln San, is supposedly in charge now. She’s a pretty powerful wizard in her own right, which must come in handy since she’s a fugitive wanted by her own people.”
- “Tysiln San is suspected of involvement in a number of the recent problems that have plagued Hochoch, or so the rumors say. Someone told me she is allied with fiends and sent some to the city to cause havoc.”
- “I hear some refugees from Evard’s first failed necromantic insurrection in Bissel are in charge in the Valley of the Mage. They slew the Mage and drove his drow seneschal, Tysiln San, clear out of the Valley. I wonder if they’re still working with Evard now that he’s trying to conquer Bissel again.”
- “Something powerful must lie in that Valley of the Mage. I hear the traitor Rary and the archmage Mordenkainen are both interested in what’s hidden there. They supposedly sent a couple of adventuring parties to explore there, but none of their sponsored parties have ever returned.”
- “Legend has it that the Knights of the Watch were founded to protect the Sheldomar Valley from whatever dangers hide in the Valley of the Mage. They’ve been keeping an eye on it since before the Mage of the Valley took over, so the danger can’t be the Mage himself. Some Watcher by the name of Urrelin Polirian, Elder Inquisitive Raven, explored it

in 540 CY; he later founded the Order of World Travelers in Hookhill.”

- “My brother in Highfolk says that something awful must be happening in the Valley of the Mage. The archmage Philidor was helping protect the Vesve from the forces of the evil one, but he hasn’t been seen since someone reported his presence just outside the Valley of the Mage. If someone or thing could capture or kill the Blue Wizard, you know they call him that because everything about him is blue, from his clothes to his hair, skin, and eyes, we’re all in terrible danger I fear.”

If the PCs make specific inquiries about Pest’s Crossing (Pwyst’s Rhyd) or its inhabitants, they gain one of the following pieces of information by making a Gather Information check (DC 12 + the APL) and another piece of information for every three points more by which they exceed that DC:

- “Pest’s Crossing (Pwyst’s Rhyd) was the capital of Ystrad Cloer (east-rad kloyer, tr. enclosed vale), the only cantrev inside the Hornwood proper. It was built around a bridge across the Blue Oyt River.”
- “Pest’s Crossing (Pwyst’s Rhyd) was a logging town. It sprung up in 450 CY near a ford of the Blue Oyt River. A clever rogue set up a log bridge at the ford and charged a toll for crossing the river. The town formed around that crossing.”
- “Pest’s Crossing (Pwyst’s Rhyd) residents had a deal of mutual convenience with the elves of the Hornwood. The loggers only took the trees selected for them by the elves in return for providing the elves with information on goings on in the outside world.”
- “The fight to defend Pest’s Crossing (Pwyst’s Rhyd) from the giants was fierce but ultimately doomed. Fire giants, ogres, trolls, and hell hounds forced their way through the Hornwood, under the command of their chieftain, Mogthrasir. Mog is now the king there, and he has fortified the town and had a castle built.”
- “Many of the residents survived the assault on Pest’s Crossing (Pwyst’s Rhyd). They are now slaves of the giants. They are guarded by the ogres by day and forced to work the land for them. In the evenings, they are free to roam the town and go about their business.”

WE NEED A FAVOR

PCs with memberships (or strong ties) to certain organizations will be contacted by those groups upon their arrival in Hochoch. These groups have gotten word of Tysiln San contacting the PCs (how is left for you to determine based on the situation) and sent a representative to Hochoch to meet up with the PCs. The

organizations have been grouped in three categories below.

Military and/or Defensive Organizations

These organizations include – Bissel: Free Companies, Company of the Bright Path, Great Army, Srinivan Heavy Horse; Geoff: Army of Liberation; Gran March: Military; Keoland: Military, National Academy of Wizardry; Principality of Ulek: Liegeman of the Prince, Royal Army; Yeomanry: Army, Militia; Sheldomar Valley: Knights of the Watch and Dispatch. Basically, any organization that is of a military or defensive nature in the Sheldomar Valley will have been alerted (only at the highest levels) by their government to the threat posed by Elock in the Sheldomar Valley. These organizations hope that Tysiln San, and the adventurers who have been assisting her, will be able to remove this threat without requiring significant resources from the nations and organizations of the Sheldomar. Each of these organizations will contact any members who are to meet with Tysiln. They will advise these PCs to work with Tysiln to negate the threat of the Valley of the Mage, report any information learned to them, and keep an eye on Tysiln to make sure she does not plan a double-cross. PCs are advised that as long as Tysiln needs the PCs to find Jaran, she is probably very trustworthy; PCs should follow her requests unless it is clear that they are too dangerous to the safety of the nations of the Sheldomar Valley to carry them out.

Intelligence Organizations

These organizations include – Bissel: Mist Chameleons; Geoff: Evro Llygadi, Midnight Ravens; Gran March: the Corporation; Keoland: the Shadowdark; Principality of Ulek: the Web. Basically, any organization that is of a national or criminal intelligence nature in the Sheldomar Valley will have been alerted (only at the highest levels) by their agents in government to the threat posed by Elock in the Sheldomar Valley. These organizations hope that Tysiln San, and the adventurers who have been assisting her, will be able to remove this threat to preserve the business or political interests of these organizations in the Sheldomar Valley. Each of these organizations will contact any members who are to meet with Tysiln. They will advise these PCs to work with Tysiln to negate the threat of the Valley of the Mage, report any information learned to them, and keep an eye on Tysiln to make sure she does not plan a double-cross. PCs are advised that as long as Tysiln needs the PCs to find Jaran, she is probably very trustworthy; PCs should follow her requests unless it is clear that they are too dangerous to the safety of these organizations to carry them out. Each of these organizations will also offer some additional orders:

- Mist Chameleons: “The situation here is very troubling, and information is hard to come by. Anything you learn of while assisting Tysiln San should be reported back to us as soon as possible.

We fear Evard’s involvement in this situation, and any possible war with the Valley of the Mage could leave Bissel in ruins. Consider this assignment of top priority.”

- Evro Llygadi: “If your mission takes you into giant-held lands, be sure to detail any information on their defenses and numbers that you can. Every bit of information is crucial, given how the war has gone of late.”
- Midnight Ravens: “If your mission takes you into the giant-held lands, be sure to detail any information on their defenses you can. And some directions to any choice items for “acquisition” would also be helpful.”
- The Corporation: Prior to entry into Hochoch, any Corporation PCs will be given secret orders by mail drop. The Corporation leadership is concerned that the incidents related to the Valley of the Mage will impact their operations to secure the Hochoch underworld. Thus PCs are ordered to find out more information on the situation and report it back to the Corporation as soon as possible. Furthermore, they are to aid anyone (especially Tysiln San) who seeks to make this annoying situation go away.
- The Shadowdark: “The situation here is very troubling, and information is hard to come by. Anything you learn of while assisting Tysiln San should be reported back to us as soon as possible.”
- The Web: “You should aid Tysiln in whatever capacity she needs ... and send her my regards and thanks.”

Special Organizations

These organizations include – Bissel: the Nightwatch; Keoland: the Sea Mages; Yeomanry: Academy of Lore (Dustdigger College); Sheldomar Valley: the Silent Ones. Basically, any organization that has a special interest in matters of the Valley of the Mage have been alerted (only at the highest levels) by their agents to the threat posed by Elock in the Sheldomar Valley. These organizations hope that Tysiln San, and the adventurers who have been assisting her, will be able to remove this threat to preserve their interests. Each of these organizations will contact any members who are to meet with Tysiln. They will advise these PCs to work with Tysiln to negate the threat of the Valley of the Mage, report any information learned to them, and keep an eye on Tysiln to make sure she does not plan a double-cross. PCs are advised that as long as Tysiln needs the PCs to find Jaran, she is probably very trustworthy; PCs should follow her requests unless it is clear that they are too dangerous to the safety of these organizations to carry them out. Each of these organizations will also offer some additional orders:

- The Nightwatch: “The situation here is very troubling, and information is hard to come by.

Anything you learn of while assisting Tysiln San should be reported back to us as soon as possible. We fear Evard's involvement in this situation, and any possible war with the Valley of the Mage could leave Bissel in ruins. We know firsthand the damage that a group of necromancers can wreak. Consider this assignment of top priority."

- The Sea Mages: "The situation here is very troubling, and information is hard to come by. Anything you learn of while assisting Tysiln San should be reported back to us as soon as possible. Drawmij himself wants you to consider this assignment of top priority. He wishes to remind you that he will know if you keep any information from him, so report everything!"
- Academy of Lore: "The situation here is very troubling, and information is hard to come by. Anything you learn of while assisting Tysiln San should be reported back to us as soon as possible. There is untold knowledge waiting to be dug up in the Valley of the Mage."
- The Silent Ones: "The situation here is very troubling, and information is hard to come by. Anything you learn of while assisting Tysiln San should be reported back to us as soon as possible. Consider this assignment your top priority; no one must be allowed to gain full control of the nigh unfathomable magics contained within the Valley of the Mage."

ENCOUNTER 2: BOAR'S OTHER KNUCKLE

The Boar's Other Knuckle is full of people. You hear a lot of discussion going on about the apparent progress being made in the war on the giants and lots of rumors and opinions on the future of the city and the grand duchy. The overall mood is hopeful, but cautiously so.

This is an excellent opportunity for the PCs to meet one another and conduct introductions if they haven't already. If anyone asks about Medwen the Rack (formerly of the Boar's Other Knuckle), most of the patrons and employees know that:

"She's moved to the new city in the Downlands. She opened her own place called the Wild Hunt."

Tysiln arrives about an hour after the PCs do. She is heavily disguised, appearing as an unimposing female wood elf. Tysiln comes with peaceful and honorable intentions, but she will not allow herself to be captured or slain (and has a *teleport* spell on a contingency trigger in place for such an event). She is not technically wanted for any crimes in the Duchy of Geoff, Gran March, or Hochoch itself, so the PCs have no legal reason to attack or capture her. However, PCs who frequent Hochoch

may be aware that Tysiln is suspected in certain illegal activities in the region (she is actually innocent and there is no hard evidence of her guilt, nor is the government actively seeking her). She asks the barkeep if the PCs have arrived, and she tells the barkeep that should someone come looking for T.S. to direct them in her direction. She then gets a nice corner table in the main room and waits for the PCs to approach her.

🔮 **Tysiln San:** Female Drow Wiz(Conjurer)15; see Appendix 8.

Tysiln San greets the PCs warmly if they approach. She invites them to dine and drink with her and waits until everyone has had a chance to get comfortable before she speaks. Modify the words below based on whether or not the PCs have participated in the two previous Stanzas (parts) of this series:

"For those of you who are unaware, my name is Tysiln San, Seneschal for Jaran Krimeeah, the Mage of the Valley. I know the Mage is considered an enemy of many in the Sheldomar Valley, but I assure you he is an honorable man and not a threat to the Sheldomar at all. Besides which, he's gone missing. The Exalted One vanished around the time of the Greyhawk Wars. He left no word with me of his departure, nor had I been able to get more than a small lead here or there to his whereabouts until I received your assistance with acquiring those tomes."

"During his absence, I would normally run the day to day business of the Valley for him, but that possibility came to an end days after he vanished. The Valley of the Mage was infiltrated by a group of necromancer escapees from Bissel, who managed to pass through our defenses and gain control of the seat of power of the Valley. One of their number, the imbecile Nyeru Darkspring, ruled for a while, but he didn't make it too long himself; the Giant forces of the Crystalmists decide to attack the Valley after they'd finished with Sterich and Geoff, and while we repelled them, Nyeru was unable to avoid capture by their forces. Nyeru's more powerful and brilliant partner, Elock, now commands the forces of the Valley, and that is the grave danger your nations now face."

"While I pretend loyalty to whomever rules the Valley, I am only loyal to the true Mage of the Valley. I have done my best to slow his machinations, but Elock is intelligent, and he grows closer to unifying the Valley of the Mage under his command and unlocking the secrets of the Valley that make its ruler more powerful than they would be without it. Time runs out on our chances to stop Elock from his ultimate goal, turning the power of the Valley outwards to conquer first Bissel, and then the rest of the Sheldomar Valley. It may seem unlikely, but I assure you he can manage this if he completes his plans before we are able to stop him."

"Thanks to your efforts in Mycelena's Crypt, I am much closer now to discovering the fate of the Exalted One. Unfortunately, Elock's progress is further along than I anticipated, so I need your assistance again."

Let the PCs ask Tysiln questions now if they wish. She is unwilling to share much personal information about herself or her love, Jaran, but she does all she can to make the PCs trust her, which isn't a bad thing since she honestly means well. When the PCs are ready to hear about Tysiln's plans and what she needs them for, proceed:

"As I've mentioned before, the imbecile Nyeru Darkspring, ruled for a while, before the Giants unsuccessfully invaded the Valley of the Mage. I want to speak with Nyeru, for he may have insights into the exact plans of Elock, Elock's weaknesses, and the fate of the Exalted One. I feel confident I can get the information that both I and your nations need to help us defeat Elock if I can have but a few days of time with Nyeru."

"I've divined that Nyeru still lives, but my magics are unable to locate him. My sources tell me that Nyeru was taken to Pest's Crossing (Pwyst's Rhyd) in the Hornwood, here in Geoff, or what once was Geoff, by the forces of the fire giant, King Mogthrasir. But his final destination after his arrival in Pest's Crossing is lost both to my magical and mundane methods of information gathering. I believe that the giants have hidden Nyeru Darkspring away somewhere via powerful magics."

"Nyeru is a dark and evil soul; you should not trust him one iota. But his head contains knowledge we need to stop Elock. So I beseech you to take this mission, find Nyeru and bring him to me."

Let the PCs ask Tysiln further questions now if they wish. Again, she does all she can to make the PCs trust her, which isn't a bad thing since she honestly means well. If the PCs argue that they wish to take Nyeru to someone other than Tysiln, she will strongly recommend against it and offers to let the PCs have Nyeru once she has the information she needs to stop Elock. If the PCs decide they will not seek Nyeru, the adventure is over. If they decided to go after Nyeru, but not turn him over to Tysiln, that issue will be resolved in the Conclusion. When the PCs are ready to hear about the mission details, Tysiln shares the following with them:

- Tysiln will be sending the PCs to meet with Dooan, a sorcerer who owes her a favor. He will be providing the PCs with disguises and a cover story.
- "The fight to defend Pest's Crossing (Pwyst's Rhyd) from the giants was fierce but ultimately doomed. Fire giants, ogres, trolls, and hell hounds forced their way through the Hornwood, under the command of

their chieftain, Mogthrasir. Mog is now the king there, and he has fortified the town and had a castle built."

- "Many of the residents survived the assault on Pest's Crossing (Pwyst's Rhyd). They are now slaves of the giants. They are guarded by the ogres by day and forced to work the land for them. In the evenings, they are free to roam the town and go about their business."
- Mogthrasir has a number of laws in place that the PCs need to be aware of. Dooan will share these with the PCs on their arrival. But Tysiln will share two key ones: All dwarves, elves, and gnomes are to be slain on sight, and spellcasting by any human is punishable by execution.
- "While I'm not certain to Nyeru's final destination, I feel confident that this information can be found in Mogthrasir's castle. And where in the castle may be something we can learn from the inhabitants of the town."
- "Mundane travel to Pest's Crossing is nearly impossible due to the large number of giants and their minions between there and here."

Tysiln will happily provide magical transportation (via *teleportation*) to the town of Pest's Crossing, or the PCs can use their own magical means to get themselves there. Any attempt to travel their by land, river, or sky will be unsuccessful as the PCs will be constantly attacked by giants and their allies on their journey until they are forced to turn back. Once the PCs have reached Pest's Crossing, proceed to Encounter 3.

ENCOUNTER 3: PEST'S CROSSING

Refer to *DM Aid: Map of Pest's Crossing* for a reference to locations in the town. Refer to *DM Aid: Pest's Crossing* for background information on the town. Tysiln San teleports the PCs (or directs the PCs to do so themselves) to a cell in the Jailhouse, where Dooan is expecting the PCs. Dooan is an old acquaintance of Tysiln San, and they mutually respect and trust one another. Unless the PCs choose otherwise, they arrive late in the evening.

Dooan has prepared a cover story for the PCs (using multiple *suggestion* spells on a few of the ogres in charge of tracking the residents of the town); the ogres and trolls now believe the PCs have always been residents of Pest's Crossing and that they have special dispensation from King Mogthrasir to roam town during the day when most of the residents are out in the woods logging for the giants or maintaining the town businesses. However, none of the townsfolk (other than Dooan's friends in the Golden Circle) will have any idea how the PCs arrived in town or why they are here, so the PCs need to be wary of whom they contact in town and under what

circumstances. Dooan and his fellow members of the Golden Circle will not reveal themselves to the PCs unless the PCs convince them to trust them.

Dooan took a huge risk to return a favor Tysiln did him many years before; this is the only time he has dared use his magic on the giants (since magic use is an executable offense in Pest's Crossing). Dooan has also prepared disguises (a *seeming* spell) for any dwarves, elves, or gnomes in the party in need of them (since those races are always slain on sight in Pest's Crossing). The spell only lasts 12 hours, so any disguised PCs need to make sure they return to the jail before it expires so that Dooan can renew it.

If the PCs *teleport* anywhere other than the Jailhouse in Pest's Crossing, proceed to the appropriate location below. If the PCs *teleport* to the Jailhouse, read the following text and then proceed to the Jailhouse location below.

"You appear in a jail cell, as Tysiln San told you. It's a small square room with a barred wooden door. You knock three times on the door, and it is soon opened by an old man who looks just as Tysiln described. He greets you, 'Welcome friends of a friend. I'm Dooan, and welcome to the terror that is life under giant rule.'"

CAPTURE OR PARLAY

If the PCs are captured by the forces of King Mogthrasir at any point during their explorations, they will be brought before the King. If the PCs attempt to contact King Mogthrasir at any time, they will also be brought before the King. In either of these cases, proceed to Encounter 5.

TOWNSFOLK GENERAL KNOWLEDGE

Any of the townsfolk can provide the PCs with the following information if they are asked about it:

- The town is guarded at all times. The ogres watch the town in the day, and the trolls watch the town at night. Two giants are on guard duty in town at all times and four other giants patrol the lands around the town. The townsfolk can point out the lairs of the ogres and trolls as well as the castle where the giants live. They can also point out where the guardposts (area 19) are.
- The townsfolk can share the names of the citizens of the town and where each of them live/work.
- The townsfolk can share details of the laws that they must abide by under Mogthrasir.
- The townsfolk know that Mogthrasir acts as king with two captains and four lieutenants under his command.

- The townsfolk can share basic background on the origin of the town and how the giants came to rule here. They can also share basic details of how the town runs now.
- The townsfolk can explain the monetary system they are forced to live under now.
- The townsfolk can comment on an apparent relationship between Malk and Ratenna, but don't know if it is professional or personal.
- The townsfolk can comment on the disappearance of the elves from the local woods as a result of the giant invasion.

FIRE GIANT GUARDS (EL 15)

At all times there are two fire giants on duty in the town and another four out on patrol in the lands around the town. Unless the PCs actively pursue combat with them, the giants only involve themselves with the townsfolk when they act suspiciously or break major rules/laws. They leave most general supervision of the townsfolk to the ogres (area 16) and trolls (area 15).

🔥 **Fire Giants (6):** hp 147 each; see *Monster Manual*, page 121.

There is also a 75% chance that Hrymner (see Encounter 4, area 9) will be in town during the day, either spying invisibly or in disguise.

If the fire giants comes into conflict with the PCs (the PCs blow their cover in some fashion), they will attempt to capture them (rather than their normal response of killing them on site) as King Mogthrasir has asked his minions to capture any unusual visitors to the town for interrogation.

LOCATION DESCRIPTIONS

1. Rindone's Mill

Rindone is a man in his late twenties with curly black hair and a bronzed complexion. He has been running the mill since his father died just before Rindone's twentieth year and is fully capable of repairing any damage to it short of complete destruction. The mill can either grind grain or cut wood – it takes several hours to switch over from one process to the other, so he normally makes the change only once or twice per week. The giants actually have a grudging respect for him, as his mill allows them to process more wood for the Sakhut.

🔥 **Rindone:** Male Human Exp3; AL NG; Craft (milling) +12, Disable Device +12, Knowledge (architecture and engineering) +9, Profession (miller) +11.

More unusual is Rindone's "assistant," who came to live with him almost a year ago. Malshar appears to be a

fair-skinned youngish human, but actually is a half-elven sorcerer/rogue of some skill. Malshar is a member of the Dark Star Guardians, one of the two groups who have infiltrated Pest's Crossing. Furthermore, he is also a worshipper of Tsolorandril, whose chief cleric Malshar met on the Ethereal Plane when the Guardians were blown off course by an Ether Cyclone. The cleric charged Malshar, in the name of Tsolorandril, to liberate the people of Geoff, although Malshar is uncertain why. Rindone knows Malshar's secret and is happy to lie to protect it.

🔮 **Malshar:** Male Half-Elf Sor7/Rogue8; AL LN.

Rindone knows little of use to the PCs' mission, but Malshar knows a number of useful facts (see the Dark Star Guardians entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them.

2. Malk the Fishmonger

Build just a few paces away from one of the bridges crossing the Blue Oyt, Malk's shop is a popular spot that most families visit at least every other day. Malk catches and salts fish, selling them to others in the town or to the rare giant who wishes to try new foods. For a small fee, he also preserves fish caught by other fishermen. Grumpy and middle-aged, he is very closed-mouthed in general and about his relationship with Ratenna in particular (see area 13 below). Malk knows little of use to the PCs' mission.

🔮 **Malk:** Male Human Com1; AL LN; Profession (fisher) +7.

3. Weaves and Leaves

This is a strange shop that opened in 591 CY, providing herbs (both medicinal and culinary) and durable cloth to the townsfolk. Its owner, Totavo, is a nervous young man with fair skin and jet black hair. He weaves the cloth himself and has a number of children in his employ who search out particular herbs. The townspeople assume that Totavo is nervous about the giants (which is odd, since he moved here after the invasion), but the truth is a much more terrible secret.

Totavo is a young monk on the run from the Scarlet Brotherhood. He lost his temper in an argument with a superior and attacked, stunning her long enough for him to heave her out of a tower window. Horrified, and knowing that he was under immediate sentence of death, he disguised himself and his aboard a ship that was leaving Duxchan for the Principality of Ulek. He went overland from there and eventually found himself in Pest's Crossing, under the nose of the giants and (hopefully) far enough away from the Brotherhood to prevent his ever being found.

🔮 **Totavo:** Male Human (Suel) Mnk5; AL LE; Craft (alchemy) +10, Craft (weaving) +10, Profession (herbalist) +10.

He is still loyal to the ideals of the Brotherhood and will not reveal any information about them (or his ties to them) to outsiders. If he thinks he is danger of being discovered or, worst yet, caught by the Brotherhood, he will flee town, heading for Bissel or Gran March if he successfully gets away. Totavo knows little of use to the PCs' mission.

4. Blacksmith

The best blacksmith in town is Kittos, a man of strong Oeridian heritage and pleasant looks. The smithy once belonged to an older man named Bartol, who died of a sudden sickness a few years ago. Kittos had been working for Bartol and agreed to look after the man's business and 15 year old son Tollar. The blacksmithy makes metal tools and other simple metal goods for the townsfolk, and also sharpens the sawblades of the loggers. Kittos is a member of the Dark Star Guardians, and while he likes Tollar well enough, he would prefer to be fighting giants rather than looking after a teenager. Kittos knows a number of useful facts (see the Dark Star Guardians entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them.

🔮 **Kittos:** Male Human (Oeridian) Ftr7; AL LN; Craft (blacksmithing) +10.

5. Sawbiter's

Unlike the Firelog Inn (area 14 below), this tavern caters to the rough-and-tumble sorts of men who fell trees for a living. The barkeep (and owner) is Shando One-Foot, a man nearly seven feet tall. Shando's left foot and ankle were crushed by a falling limb. When he recuperated he found it more satisfying to be a fully capable bartender than a crippled woodsman, so he has remained at Sawbiter's, having bought the place from its previous owner in 580 CY. Shando's stump is capped with an iron spike, which digs up divots in the floor but allows him to keep a better grip when he walks. He once managed to beat an ogre at arm-wrestling and enjoys a certain amount of notoriety among the ogres from that feat. When patrons get too rowdy, he takes out a three-foot length of polished hornwood called "Welcome" and pounds some sense into whoever is within his reach (only humans, of course). Shando One-Foot knows little of use to the PCs' mission.

🔮 **Shando One-Foot:** Male Human Ftr2/Com1; AL CG; Intimidate +4, Profession (logger) +4, Profession (barkeep) +4.

6. Mosto's Bakery

Mosto is a little man with sharp eyes and very short hair, always full of nervous energy. He opened is store early in the spring a few years ago and quickly became the favorite of humans and monsters alike, for his breads are tasty and incredibly satisfying. His specialties are breads stuffed with meat or cheese, making them popular choices for working loggers and hungry giants. Mosto

could be a rich man, for most townsfolk buy goods from him at least once a week, but he gives away most of his earnings to those in need. Mosto is a member of the Dark Star Guardians; baking is just a hobby at which he is very, very good. Mosto knows a number of useful facts (see the Dark Star Guardians entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them.

☛ **Mosto:** Male Human Rog9; AL LN; Bluff +15, Disguise +15 (+17 to act), Diplomacy +19, Gather Information +17, Knowledge (local – Sheldomar Valley metaregion) +13, Listen +13, Profession (baker) +13, Sense Motive +13, Sleight of Hand +18, Spot +13.

7. Rasgon's Cheese Shop

Rasgon took over this cheese shop when the previous owner got drunk and attacked an ogre (his head still hangs outside the door). He has since enjoyed a modest success as a businessman, having spent some time living near a halfling community and learned how to make some pretty good cheeses (his specialty is Lindenbrook Pale). Rasgon is tall and thin, with dark hairs and eyes; he is also a member of the Golden Circle. Rasgon knows a number of useful facts (see the Golden Circle entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them (or learning the password from Dooan that will identify the PCs as friends of the Golden Circle).

☛ **Rasgon:** Male Human Rog5; AL NG; Bluff +10, Disguise +10 (+12 to act), Diplomacy +14, Gather Information +12, Hide +10, Knowledge (local – Sheldomar Valley metaregion) +10, Listen +9, Move Silently +10, Profession (cheesemaker) +9, Sense Motive +9, Spot +9.

8. Jailhouse

While the fire giants make the laws and the ogres and trolls enforce them, it comes down to the humans to deal with lawbreakers that are beneath the concern of the rulers of the town. The small jailhouse has only four cells – small cubicles with stout wooden doors barred from the outside. The jail is run by an old man named Dooan. He cares for the inmates (normally just a drunk or two, but sometimes he has to lock up a thief for a week or more) and treats the ogres and trolls with respect when he has to deal with them. Dooan is a member of the Golden Circle and uses his spells to try to keep the townsfolk from repeating actions that may get them in trouble. He never tries casting spells on or in sight of the true rulers of the town (with the exception of the *suggestions* he used to repay the favor he owed Tysiln), for it would mean his certain death.

☛ **Dooan:** Male Human Sor10; see *Appendix 8*.

Dooan knows a number of useful facts (see the Golden Circle entry in the *DM Aid: Pest's Crossing*); the

problem is getting him to trust the PCs enough to share this information with them. While he trusts them enough to assist them with blending in with the townsfolk (and because he owed a favor to Tysiln), he doesn't automatically trust them enough to share the knowledge his membership in the Golden Circle provides him. Dooan will share the following facts automatically with the PCs, assuming they ask him about any of the following:

- Dooan is familiar with the duty schedule that the giants and their minions follow outside of the castle and will share details if asked.
- Dooan is familiar with the duty schedule of the guards at the castle gate and towers and will share details if asked.
- Dooan has heard rumors that Mogthrasir commanded his forces to capture any unusual visitors to the town rather than slay them.
- Dooan knows that Mogthrasir can get nearly unlimited reinforcements (from the perspective of the town, anyway) of fire giants from the mountains if his forces here are reduced in significant numbers.
- Dooan can detail what areas 1 (gate and main hall) and 7 (throne room) in the castle look like as he has visited both those spaces when asked to meet with the giants about his duties in town.
- Dooan also knows a number of pieces of useful information as a result of his membership in the Golden Circle, but he won't share those with the PCs unless he or the group decide to share their existence with the PCs.

Dooan will happily store the PCs' weapons and other items that might get them in trouble if they were visible to the giants and their minions. If he hides them in the cell, they should be safe.

9. Gromond's Rope and Leather

Another shop that opened only a season or two ago, its proprietor looks like your typical Geoffite, strongly Flan, with obvious Oeridian and Suel traits. Gromond is actually a native of Pest's Crossing, having gone adventuring shortly before the invasion and returned a year after the invasion with the Dark Star Guardians. His store sells strong ropes of various sizes and high-quality leather goods of all sorts. Gromond knows a number of useful facts (see the Dark Star Guardians entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them.

☛ **Gromond:** Male Human (Flan-oeridian-suel) Rgr7; AL LN; Climb +13 (+15 ropes), Craft (leatherworking) +12, Craft (ropemaking) +12, Jump +13, Knowledge (geography) +12, Knowledge (nature) +14, Survival +12 (+14 aboveground natural, avoiding hazards, keep from getting lost), Swim +13,

Use Rope +13; Steady Mountaineer (can always take 10 on Climb and Jump checks).

10. Temple of Pelor

This building suffered little damage during the invasion, although the young priestess who oversaw it disappeared during the fighting and has not been seen since. It sat abandoned for a year, until a man named Torm swept out of the dust and dirt and began preaching. The giants were initially wary, but as he seemed to be casting no spells and tended to sick and injured humans with herbal cures, they assumed he was merely a pious layman and let him do his work. After all, religion tends to keep the humans happy, and more healthy workers means more work gets done. Actually, Torm is a priest of Pelor and a member of the Golden Circle. His face is lined and his head is usually kept neatly shaved. Torm knows a number of useful facts (see the Golden Circle entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them (or learning the password from Dooan that will identify the PCs as friends of the Golden Circle).

🔮 **Rasgon:** Male Human (Flan) Clr8 of Pelor; AL NG; Diplomacy +13, Heal +15, Knowledge (religion) +12, Profession (herbalist) +15; Domains: Healing, Sun.

11. Nuwon the Goldsmith

Before Nuwon opened his shop (the year after the giants invaded), the giants had to rely on their own huge fingers to make jewelry out of the raw materials they acquired. Now they have someone that can produce what is to them incredibly fine and detailed jewelry out of silver, gold, and copper. Nuwon is very popular with the giants and has the unofficial protection of King Mogthrasir, although he has only recently learned this after a troll made the mistake of roughing him up one night (any giant that harms Nuwon or his shop will answer for it to a very angry king). Nuwon makes simple iron and bronze jewelry for the humans of Pest's Crossing, although these are little more than woven wires set with glass or bright nonprecious stones. Of muddle racial heritage and graying early, Nuwon is actually an accomplished thief and a member of the Golden Circle.

🔮 **Nuwon:** Male Human Rog11; AL NG; Appraise +17 (+19 jewelry), Bluff +16, Craft (jewelrymaking) +17, Diplomacy +20, Gather Information +16, Hide +17, Listen +15, Move Silently +17, Open Lock +17, Sense Motive +15, Sleight of Hand +19, Spot +15.

Nuwon knows a number of useful facts (see the Golden Circle entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them (or learning the password from Dooan that will identify the PCs as friends of the Golden Circle). Furthermore, PCs who befriend Nuwon

may be able to use his connection to King Mogthrasir to their advantage in accomplishing their mission.

12. Three Brothers Carts and Horses

This combined hostelry and Cartwright exchanges tired horses for fresh ones, build and repairs carts and wagons, and even serves as a veterinary from time to time. It is owned by two brothers, Dom and Haas; their younger brother was killed in a freak accident years ago.

🔮 **Dom and Haas:** Male Human Ftr2; AL LN; Craft (cartwright) +5, Handle Animal +5, Ride +5.

The brothers are assisted by several carpenters and stablehands, one of them a man named Novalindro. The latter is very good with animals, and it is his talent that allows the business to nurse sick and injured animals back to health. Novalindro is a member of the Golden Circle. Novalindro knows a number of useful facts (see the Golden Circle entry in the *DM Aid: Pest's Crossing*); the problem is getting him to trust the PCs enough to share this information with them (or learning the password from Dooan that will identify the PCs as friends of the Golden Circle).

🔮 **Novalindro:** Male Human (Flan) Rgr8; AL NG; Craft (carpentry) +11, Handle Animal +12, Heal +14, Knowledge (nature) +13, Ride +16, Survival +14 (+16 aboveground natural), Use Rope +14.

13. Surgeon

Landrya is an old one-armed ranger, retired after a crippling attack from a maddened owlbear. She settled in Pest's Crossing and used her knowledge of magic, herbs, and anatomy to care for the people of the town, often facilitating meetings with the reclusive and protective sylvan elves of the Hornwood. Since the occupation of the town, she does not use her spells to help people unless it is a life-or-death situation, and then only if she can do so unobserved.

🔮 **Landrya:** Female Human Rgr8; AL NG; Craft (carpentry) +14, Handle Animal +14, Heal +12, Knowledge (nature) +16, Listen +12, Profession (herbalist) +12, Ride +16, Search +14, Spot +12, Survival +12 (+14 aboveground natural or tracking).

Staying with Landrya is a young woman named Ratenna, who has remarkable skill at healing people without magic. Ratenna was an acolyte of Osprey on Lendore Isle when the Spindrift elves pushed out most of the local humans in 583 CY. A member of the Dark Star Guardians, she is working to overthrow the giants. She spends much time in the company of Malk the Fishmonger (see area 2), although whether her interest is professional or personal is the subject of much speculation. Ratenna knows a number of useful facts (see the Dark Star Guardians entry in the *DM Aid: Pest's Crossing*); the problem is getting her to trust the PCs enough to share this information with them.

🐉 **Ratenna:** Female Human (Suel) Clr5 of Osprey; AL LN; Diplomacy +9, Heal +11, Knowledge (religion) +9, Profession (herbalist) +11; Domains: Travel, Water.

14. Firelog Inn

Run by a large jolly woman and her scrawny husband, the Firelog is the place the people of the Crossing come to when they want to eat a good meal and hear the latest gossip. Otta and Rindal know everyone in town and are always willing to hear the latest news. They even know about the Dark Star Guardians and the Golden Circle, although they don't know who all the members are or (in some cases) who is in which adventuring group. The inn is mainly a tavern, as there are few people requiring temporary housing these days, although Otta has been known to rent out rooms to star-crossed lovers seeking intimate meetings.

🐉 **Otta and Rindal:** Female and Male Human Com1; AL NG; Listen +6, Profession (cook) +6, Profession (innkeeper) +6.

PCs who take some time to chat and befriend Otta and Rindal can learn a great deal of the gossip and rumors in town. They know the following facts and rumors:

- The couple knows that two adventuring groups are in hiding in the town and what their names are. They don't know what either of the groups is specifically up to or which of the townfolk are in which groups. If asked specifically about which townfolk arrived recently or after the giant invasion, they can recall that information (as long as it is listed in the entry for any of the town's NPCs).
- The couple knows that the relationship between Mal and Ratenna is definitely personal.
- The couple can describe the general personality of anyone in town fairly accurately as they see all of them here from time to time.

15. Troll Home (EL 11)

These two entrances connect with five small rooms that serve as the sleeping place for the trolls. Rather than a door, the trolls seal themselves into their lair with a pair of large stones that almost completely block the external doorways. The trolls sleep here during the day and generally lope about as a group at night, sharing in whatever work they are told to do.

🐉 **Trolls (7):** hp 63 each; see *Monster Manual*, page 247.

16. Ogre Home (EL 11)

Similar to the troll lair, these two cave entrances lead to a small complex of six connected chambers dug out of the artificial hill. Each door is blocked by a heavy but ill-fitting wooden door. The adult and young ogres live here. During the day there are two adults present or

nearby caring for the young; the remaining adults are either in town, in the castle, or on patrol.

🐉 **Ogres, Adult (11):** hp 33 each; see *Monster Manual*, page 199.

🐉 **Ogres, Young (9):** hp 17 each; see *Monster Manual*, page 199.

17. Bridge

These narrow wooden bridges (not much wider than a cart) are only used by the humans (caravaneers or loggers), ogres, and trolls; they are not strong enough to support the weight of a fire giant (who simply step over the moat anyway). Every evening the bridges are pulled back so that the moat cannot be easily crossed from either side; this is also done if the town is under attack.

18. Moat

The moat is a 10 foot wide and deep trench that circles the town and almost intersects with the Blue Oyt River, stopping about twenty feet short on either side. Filled two to three feet deep with brush lightly coated in oil, it would make a formidable defense if the town were ever attacked, especially if it were ignited; the giants, of course, can easily hop over the moat and wouldn't be concerned if it were burning (they're fire giants, after all).

19. Guardpost

These two short walls are used to watch the narrow strips of land that separate the river from the moat. Nothing more than 5 foot high walls of piled stone, there is always one ogre or troll guarding this location, day or night. If they see people approaching, their orders are to ring the large brass bell and then hide behind the wall, waiting for reinforcements but rising to attack when the strangers are within striking range.

20. The Western Path

When the fire giants completed digging the moat, they turned their attention to the Hornwood. Over the course of the next year, they cut and burned a clear path southwest through the woods, leaving most of the wood to rot where it fell. This path makes it easier for the huge giants to travel between Kargyaa Fort and Pest's Crossing, as well as making it easier for the caravans to defend themselves against ambushes by the sylvan elves (who, reluctant to cross an open clearing 100 yards wide, resign themselves to peppering the occasional caravan with arrows and dodging the inevitable tree-smashing boulders flung in response).

Castle Thrasmotnir

A giant-made hill of stone and packed earth has been built on the northern end of Pest's Crossing. A series of rooms and halls were built into the hill as it was being formed, which would be used as the lower level for the giants' demesne. When the hill was completed, work was begun on a stone castle to crown it. The giants reside in

the castle (or the level below it) while the ogres and trolls reside in caves on the lowest fringes of the hill. The hill is flat on top, roughly circular in shape, and fifty feet high. Its top is approximately five hundred and sixty feet in diameter, tapering out to a base diameter of almost seven hundred feet. Having settled somewhat since its completion under the heavy weight of the fire giants and their castle, the hill is packed nearly as solid as rock. Tough grasses grow on its surface, and a gravel path leads from the castle gate down to the town.

If the PCs investigate the castle further, proceed to Encounter 4.

ENCOUNTER 4: CASTLE THRASMOTNIR

If the PCs seem unclear on their objectives, remind them firmly that their mission is not to free the town or slay the giants; it is to recover Nyeru Darkspring. The number of giants present in the castle is such that few parties of adventurers would be able to deal with them successfully in combat.

If the PCs are captured by the forces of King Mogthrasir at any point during their explorations, they will be brought before the King. If the PCs attempt to contact King Mogthrasir at any time, they will also be brought before the King. In either of these cases, proceed to Encounter 5. If the fire giants comes into conflict with the PCs (the PCs blow their cover in some fashion), they will attempt to capture them (rather than their normal response of killing them on site) as King Mogthrasir has asked his minions to capture any unusual visitors to the town for interrogation.

Refer to DM Aid: Map of Castle Thrasmotnir – Surface Level and DM Aid: Map of Castle Thrasmotnir – Dungeon Level. Built of large pieces of mortared stone, Castle Thrasmotnir stands twenty-five feet above the top of the hill, with the four square towers reaching ten feet above that. The outer walls are at least five feet thick, with the inner walls slightly less than that. The roof of the castle is nearly flat, tapering to a very slight point in the center to keep rain from pooling. Unless otherwise stated, everything within the castle and dungeon is giant-sized, written items are in Giant, and interior rooms on the surface level have twenty-two foot ceilings of coated hard wood (the outside surface of which has been sealed with a mortar-and-gravel mixture).

❖ **Mortared Stone Walls:** 5 ft. thick; Hardness 8; hp 450; Break DC 35; Climb DC 25.

The lower level of the castle is a mix of stone walls, 20 foot high buttressed ceilings, and earthen floors. Should the walls be dug out, hard-packed earth will be found behind them after about 5 feet of stone. Digging into the ceiling has a 25% chance of causing a collapse for 20 feet in all directions as the tons of rock and dirt above come crashing down; PCs underneath such a collapse are

likely to suffer damage (see Cave-Ins and Collapses, *Dungeon Master's Guide*, page 66).

The doors and gates are huge affairs of hornwood trunks bolted together with plates of iron. A stout iron handle is attached to any door at about the height of a fire giant's waist. The doors fit snugly against parts of the door-jamb, keeping them from swinging open but not holding them tight enough to be considered a stuck door. Most doors open outward, away from the rooms they secure. The gates are normally barred.

❖ **Hornwood Doors:** 6 in. thick; Hardness 10; hp 160; Break DC 28.

❖ **Hornwood Gate:** 10 in. thick; Hardness 10; hp 260; Break DC 28.

Although most of the non-residential rooms and hallways are lit by *continual flame* spells (CL 16th), the giants' affection for fire has carried over into their decorating, and 4 foot diameter pots of burning pitch hang from the walls (shoulder-height to a giant) in almost every room. Especially cruel giants have stuck prisoners into the pitch-pots or spilled the pots onto the floor during combat. The burning pitch deals 1d6 fire damage per round and the victim must make a DC 15 Reflex save or catch fire. A spilt pot covers a 10 foot square area and lasts 10 rounds, unless extinguished. Giants are less likely to throw pitchpots in their own bedrooms, to avoid damaging their furnishings, but will do so when necessary. Because of the pitch, the ceilings are blackened from soot and the air is slightly hazy; the giants actually like the burned smell in the air.

In addition to the light sources, the giants have made the temperature more tolerable for themselves using *firestone*, a heated rock created by a special ritual available only to priests of Surtr. Because of the *firestone*, humans would consider most of the castle rooms to be uncomfortably hot. Unless noted otherwise, all rooms and hallways in the castle contain a few firestones built into the walls, leaving the air temperature in these rooms around 120°F (the PCs will be subject to Heat Danger from this severe heat as per the *Dungeon Master's Guide*, page 303).

❖ **Firestone:** *Firestone* is a large piece of rock enchanted by priests of Surtr. After a week of ritual, prayer, and study of the ambient magical energies of the rock's location, a single piece of stone up to eight cubic feet in size begins to radiate heat. Fire giants use *firestone* to warm their lairs to a comfortable temperature when they are forced to live in an environment that is not naturally hot enough for them.

The temperature of a standard *firestone* rises to about 150°F, hot enough to cause 1d6 fire damage per round to any who touch it (and possibly set them on fire, as per the *Dungeon Master's Guide*, page 303). The air temperature of a room with a few standard

firestones reaches 120°F (severe heat as per the *Dungeon Master's Guide*, page 303).

Alternatively, the priest can focus the magical energy into a smaller (3 foot square) area of stone, causing it to heat to 400°F, hot enough to cause 2d6 fire damage per round to any who touch it (and possibly set them on fire, as per the *Dungeon Master's Guide*, page 303). The air temperature of a room with a few focused firestones reaches 150°F (extreme heat as per the *Dungeon Master's Guide*, page 303). Focused firestones are often used for cooking.

A firestone is relatively fragile in terms of magical durability; a *dispel magic* can easily dispel it (treat as CL 3rd), and exposure to any kind of magical cold automatically shatters it, dispelling the magic. Breaking or moving a firestone will render it non-magical, breaking its magical connection.

If the castle is attacked, the giants under fire will call the alarm, and wherever the fighting occurs will quickly be swarmed with fire giants and hell hounds. The hallways are only wide enough for two giants to stand abreast, but in most cases it will be possible for giants to make their way through the castle and come around behind the invaders. PCs who retreat to areas the giants can't reach will be peppered with boulders. Should the party begin to get the better of the giants, they will fall back and call for Fornjotr the Witch-Doctor and the Fire Giant Priestesses of Surtr to use their spells and King Mogthrasir to use his *ring of djinni calling*. Furthermore, Hrymner will turn invisible and attempt to ambush and backstab the little ones. Should these efforts become futile, the giants will retreat to area 35. Should the invaders approach the escape tunnel, the giants will bring down the deadfall at area 35a (on the heads of their foes if possible) and hack their way through the emergency escape passage, then scatter into the forest to deter pursuit. They will rendezvous at a predetermined point and move to retake the castle, burning the moat and town, if necessary, to cause a distraction.

WANDERING ENCOUNTERS

Every 10 minutes during the day, there is a 10% chance that one of the castle residents will pass through the area the PCs are in. If there is an encounter, there is a 50% chance it will be with 1 Nessian warhound (from area 17) and a 50% chance it will be with 1 fire giant (selected at random from all those in the castle).

The married giant couple (in area 20) and the seven unmarried giants (in area 10) are responsible for the kitchen (area 3) and children's room (area 32). They rotate between these duties; at any one time, 3 of them will be in the kitchen, 3 in the children's room, and 3 sleeping.

The other married giant couples (in areas 21 to 29) are responsible for guard duty. They rotate between these duties; at any one time, 2 of them will be in the

town, 2 of them will be at the castle gates, 4 of them on the castle towers, 4 of them patrolling outside town, and 6 sleeping.

The head giants can be found in their rooms at night. Hrymner is in town 75% of the time during the day and in the throne room (area 7) during the day otherwise. King Mogthrasir is in the throne room (area 7) 70% of the time during the day and in the temple (area 18) during the day otherwise. Nartung is in the throne room (area 8) 70% of the time during the day and in the children's room (area 32) during the day otherwise. Naglskoltyr, Fimagull, and Gillmyr are in the throne room (area 7) during the day. Fornjotr is in the temple (area 18) during the day. The priestesses are in the temple (area 18) 75% of the time during the day and in the throne room (area 7) otherwise. Ulf is in the forge (area 34) during the day.

LOCATION DESCRIPTIONS

Note: The locations below are detailed as they are usually occupied at night (the most likely time PCs would enter the castle). See *Wandering Encounters* above for details on where NPCs might be located during the day.

1. Gate and Main Hall (EL 12)

The gate into the castle is normally kept closed and barred. The positions marked 1a and 1b on the map each always have a fire giant on sentry duty; these two will not open the doors unless the correct password is given (changes weekly, currently "May Surtr's blade burn clean" spoken in Giant). If someone tries to break down the gates, the guards shout an alarm and prepare to defend the place.

👉 **Fire Giants (2):** hp 147 each; see *Monster Manual*, page 121.

2. Dining Hall

This enormous wooden table can seat up to 18 giants at once. The chairs are actually clusters of sawed-off tree trunks topped with layers of hides to provide padding for big fat fire-giant bottoms. The giants eat in three sets, with the head giants first, children last, and the other giants filling in wherever there are open seats. Due to these staggered mealtimes, at any time of day there is a 30% chance that 3d6 giants (selected from those in the castle) are eating in this room. The southwest corner of this room is concealed by a thick "screen" of linked heavy chains, which leads to the western tower of the castle.

3. Kitchen (EL 13)

This kitchen is occupied constantly by 3 fire giants. The north corner (area 3a) is a smooth stone slab of *firestone* (focused version). Used as a cooking surface, it usually has some sort of meat frying or pots of something bubbling on it. The south corner (area 3b) is a stone oven, its top surface made of *firestone* (focused version) and its inside typically filled with several giant loaves of

baking bread. Next to the stove are two 10 foot tall barrels of water, one for washing and one for drinking. The shelves next to the barrels hold flatware, tankards, and utensils of tin, bronze, and iron. Finally, the northwest wall has a number of cooking and serving utensils, knives, and choppers hanging from hooks. If they see intruders, the giants will call for help, grab their swords from against the wall, and attack. No other parts of this room are *firestone*.

🔥 **Fire Giants (3):** hp 147 each; see *Monster Manual*, page 121.

4. Pantry

This area smells of butchered meat. The wall across from the door is covered in big pieces of meat hanging on metal hooks (standard practice is to butcher the animal, sear all sides of the meat, and hang the unused parts on the hooks). Sacks of flour, waxed wheels of cheese, barrels of beer, and crates of spices are stacked all over the floor. There is no *firestone* in this room, to keep from spoiling the food; the giants consider this room-temperature area uncomfortably chilly.

5. Meat Storage (EL 3)

There is no *firestone* in this room, to keep from spoiling the food; the giants consider this room-temperature area uncomfortably chilly. This storage area is full of large bound strips of dried meat, for use when the castle is besieged or for units that will be out on patrol for several days. A family of dire rats has made its home in the wall between this room and area 6; they snack on the meat stored here and the bread stored there. The rats normally hide if the door is open but will attack if provoked, if their tunnels are prodded, or if any nongiant tries to remove large quantities of food from the room.

🐭 **Dire Rats (15):** hp 7 each; see *Monster Manual*, page 64.

6. Bread Storage

Like area 5, this is a storage room for dried foodstuffs. In this case, its tall stacks of crispbread and small casks of logod (an extremely spicy condiment beloved by fire giants, but unpalatable to most others). The dire rats from area 5 might be spotted here (see above), but they normally flee any encounter. There is no *firestone* in this room, to keep from spoiling the food; the giants consider this room-temperature area uncomfortably chilly.

7. Throne Room

This huge room is hung with tapestries taken from the finest homes of Geoff. Great braziers of brass and silver stand in the corners, filling the rooms with smoke, heat, and a sulfurous stench. The throne is a monstrous affair carved of volcanic stone, covered in hides and black cushions. Next to the throne is a heavy wooden table draped in a thick red cloth and covered with papers,

charcoal, books, and maps. Next to the table are four stout chairs of hardwood.

The papers (all in Giant) are notes on food production in Pest's Crossing and elsewhere, status reports from other towns, dates and times for tribute caravans passing through major checkpoints, and tallies of ore and other valuables taken from the mines. Several papers mention the vidaruneh, "secret rulers of large places" (a veiled reference to the Sakhut). The maps are rough maps of Geoff and Sterich; some indicate specific fortifications along the mountains. The maps have notes (in Hrymner's hand) by each town's name about number of troops, types of resources, human population, etc. The Geoff government would find these documents incredibly useful.

Some of the notes on the maps include:

- *"Thunderhead (monoliths) – returned to Oerth."*
- *"Oytmeet and Oytpass – reinforced."*
- *"Asorn – rebuilt."*
- *"Het Kilde – abandoned."*
- *"Clouds – o castles – rebellious traitors."*

Note: One map is unusual; it is labeled Colothys and details directions to a prison located there (this is where Nyeru is being held). This map details a dangerous cliff path, a descent into an extremely deep canyon, and then an "easier" path to a structure labeled in Giant as a prison. A DC 15 Knowledge (the planes) check identifies Colothys as the mountainous layer of the Tarterian Depths of Carceri; for each point by which the PC beats the DC, offer them one piece of information from DM Aid: Tarterian Depths of Carceri.

During the day, many of the head giants may be found here: Hrymner (25% chance), King Mogthrasir (70% chance), the Priestesses of Surtr (25% chance), Naglskoltyr, Nartung (70% chance), Fimgaull, and Gillmyr. See their individual rooms for their stat blocks.

The secret door (Search DC 30) to the stairwell is known to all of the giants of the castle but only used if they need to make an emergency escape. It is triggered by a pressure plate twelve feet above the floor. The plate requires a DC 20 Str check to activate, swinging a door into the room. If forced to use this route, the giants will be sure to close the door behind them, the better to delay any pursuit.

In the center of the room is an unfolded well of many worlds, it currently points to a location on mountainous Colothys, fourth layer of the Tarterian Depths of Carceri. It is through this well that Mogthrasir has hidden Nyeru Darkspring, making a deal with the demodands to hold Nyeru prisoner until Mogthrasir can figure out what to do with him. If the PCs fold the well up, they lose the opportunity to use it to get to Nyeru and will have to find

a different way there. If the PCs pass through the well, proceed to Encounter 6.

8. Naglskoltyr's Chamber (EL 20)

This room is decorated with many war trophies – skulls from enemies, weapons, and even some large pieces of rock taken from enemy fortresses that he has conquered. The bed and small table only add to the clutter. The table has a small notebook and charcoal stick; the notebook lists dates that he has visited the other towns of conquered Geoff, as well as anyone who has given him any backtalk.

Note: One recent entry reads “make those vargouilles pay once we no longer need the Mage.”

The security chief gets along well with Hrymner the spymaster, reporting people who need to be spied upon to his partner while she gives him suggestions on people who could use some intimidation. During the day, Naglskoltyr can be found in the throne room (area 7).

➤ **Naglskoltyr the Security Chief:** Male Fire Giant WarHulk10; hp 337; see Appendix 8.

9. Hrymner's Chamber (EL 20)

The master spy of the fire giants doesn't like to be observed. If she needs to enter or leave the castle, she does so invisibly and when the main gate is open for another reason. Having become slightly paranoid from the constant demands of her craft, she keeps her room sparse and devoid of any decorations that might betray something about its occupant. Her one notebook is tucked under her mattress, and it is a morass of cryptic statements and outright lies intended to confuse and misdirect any who might read it. PCs who discover her notebook and take it as truth will probably be sent far astray in search of drow, illithids, and liches as the masterminds behind the giantish invasion, or become lost in the Sea of Dust in search of the vault of Suel magic items she writes of having discovered on one of her travels.

Some specific notes in the book (all but the first of which are false):

- *“Heike's gone rogue. Always knew she couldn't be trusted. Would love to be the one to capture her and turn her over to the Sakhut for a large reward. Although seeing her before the Sakhut is nearly reward enough.”*
- *“The Frost Giant Mage bears watching, his dealings with the tentacled ones bringing items from the Sea of Dust are curious.”*
- *“Work with Nag to prepare a secured place for the King and the Knights to meet in privacy.”*

Hrymner is suspicious of all beings other than the king (whom she idolizes) and Naglskoltyr (a trusty comrade-in-arms), although she is careful to hide her

distrust from her fellow giants. During the day, Hrymner is in town 75% of the time and in the throne room (area 7) otherwise.

➤ **Hrymner the Spy Master:** Female Fire Giant Rog6/Spymaster7; hp 254; see Appendix 8.

10. Unmarried Giants' Chambers (EL 10 each)

These seven rooms are sparse, having nothing more than a simple bed, chair, and strongbox. Each is home for a fire giant. The married giant couple (in area 20) and the seven unmarried giants here are responsible for the kitchen (area 3) and children's room (area 32). They rotate between these duties; at any one time, 3 of them will be in the kitchen, 3 in the children's room, and 3 sleeping.

➤ **Fire Giant:** hp 147; see *Monster Manual*, page 121.

11. Nartung's Room (EL 19)

Nartung the war-chief is the general of Mogthrasir's armies. A battle-scarred veteran skilled at military tactics, it is he who demands up-to-date reports on all births and deaths of ogres, trolls, and giants in the entirety of Geoff so that he may better prepare every available resource for his king's future plans. All children train with him for at least a portion of the day, honing their skills in anticipation of adulthood; during the day, Nartung is in the throne room (area 8) 70% of the time and in the children's room (area 32) otherwise.

His room is plain, with a bed, table, and only a hammered metal rectangle hanging on the wall. This last decoration was torn from an iron golem that he destroyed; the golem was the property of a wizard who once tried to enslave Mogthrasir's tribe. Nartung's breastplate was made out of scraps from the golem and still has a faint impression of its head, while the wizard's skull hangs from Naglskoltyr's wall.

➤ **Nartung the War-Chief:** Male Fire Giant Ftr4/Marshall5; hp 240; see Appendix 8.

12. Fimgaull's Room (EL 17)

Fimgaull is an obnoxious beancounter. In charge of overseeing movements of tribute to the cloud giants, he is notoriously cheap and disliked by most of the other fire giants. He has earned his position, however, by maximizing the amount of tribute that does move and minimizing the amount that is stolen along the way by greedy giants and humanoids. His own clothing, armor, and weapons are old and worn, for he refuses to spend any money on himself.

Note: Most of Fimgaull's wealth is locked in a dwarvencraft strongbox which is in return hidden in a secret compartment (Search DC 20) underneath his bed. Also in the strongbox are Fimgaull's most important papers, including one note that details expenses for the keeping of “that prisoner from the valley”; this expense list includes fees paid to “demodands and their minions”

During the day, Fimgaull can be found in the throne room (area 7).

👉 **Fimgaull the Beancounter:** Male Fire Giant Exp14; hp 306; see Appendix 8.

13. Gillmyr's Room (EL 17)

Gillmyr is possibly the most diplomatic of the fire giants. In charge of the castle (which practically runs itself at this point), his main responsibility these days is that of the town itself. A stern but fair giant, the humans have learned that they can expect even-handed treatment from him in the rare times that he needs to intervene in human affairs. He notes the production levels of timber, grain, and meat, and adjusts the work details to take advantage of better weather or to make up for unexpected shortfalls. During the day, Gillmyr can be found in the throne room (area 7), except when matters in town force him to appear there personally.

👉 **Gillmyr the Castellan:** Male Fire Giant Exp14; hp 262; see Appendix 8.

14. Guest Rooms/Cells/Storage

Although these were built as guest rooms for their cloud giant superiors, they are a bit cramped for such use. Cloud giants feel a bit uneasy on the ground anyway (and claustrophobic underground), so these chambers lay unused for some time. Finally, they were converted over to cells suitable for holding a giant and the doors equipped with bars on the outside. They are commonly used as storage rooms between incarcerations. Extra furniture, equipment, clothes, and weapons are kept in here, accessible by any of the castle's inhabitants. The contents of one of the rooms can be crammed into the other should one of the cells be needed.

Treasure: Each of these rooms contains a crate of six potion bottles; the crate is labeled in Giant with the words "for Colothys visits." Each crate contains six potions of fly.

15. Weapon Alcoves

Each of these alcoves contains two large greatswords, a large heavy steel shield, and twenty boulders suitable for throwing. The swords are here in case the castle comes under attack and a giant is caught weaponless, the shields are used to support the guards in the tower, and the stones are spare ammunition for the towers.

16. Castle Towers (EL 10 each)

These four towers are only 10 feet taller than the rest of the castle. Each is screened from the castle interior by a thick curtain of heavy chain links, which serves to deflect most incoming missiles. The interiors of the towers are thirty feet higher than the castle floor, accessed by a sloping ramp to the innermost corner of the tower; the towers are open to the sky and are covered with oil tarpaulins only in times of severe inclement weather. There are 20 throwing boulders in each tower.

The floors in the lowest parts of the towers have 1 foot diameter pipes that run through the ground to the outside of the castle, allowing any rain that enters the tower to drain. There is always a giant on guard in each tower, moving from tower to tower about every hour. The guards will call an alarm if they see any suspicious or hostile individuals approaching the castle. The tower walls provided the guards with cover.

👉 **Fire Giant:** hp 147; see *Monster Manual*, page 121.

17. Hell Hound Den (EL 12)

This room is the den of the giants' hell hound pets. The Nessian warhounds have run of the castle (although they are almost always in the den), whereas the hell hounds have been trained to stay in their room unless directed by a fire giant. The hounds will attack any non-fire giant who enters their lair. The den has piles of thick scorched leather and dirt, with bones scattered about. The entire floor of this room is *firestone* (focused version).

👉 **Nessian Warhounds (2):** hp 117 each; see *Monster Manual*, page 151.

👉 **Hell Hounds (8):** hp 27 each; see *Monster Manual*, page 151.

18. Temple to Surtr

This room is very hot (150°F, the PCs will be subject to Heat Danger from this extreme heat as per the *Dungeon Master's Guide*, page 303) and thick with smoke, an unholy murk that obscures vision and is likely to cause non-fire giants who breathe it to choke (see *Smoke Effects*, *Dungeon Master's Guide*, page 304). Lining most of the walls are pots of burning pitch, braziers of open coals, and sputtering torches.

The far end of the room is dominated by a long block of stone upon which rests a huge longsword on a metal stand; the sword, stand, and upper part of the stone block are all glowing from the heat of the *firestone* (focused version) which makes up the top of the block's surface. The wall beyond the block-altar is painted to show a fire giant with flaming hair and a huge flaming sword destroying many enemies of the giants (DC 15 Knowledge (religion) check to identify this as Surtr). The floor of most of the room is earth, but a 10 foot wide area in front of the altar is covered in large tiles of *firestone* (focused version). While the altar is intact (or until the effect is dispelled), all fire giants within the temple benefit from the blessing of Surtr (continuous *prayer* effect at CL 16th that treats fire giants as allies, other giants as neutral, and all others as foes).

The door to Fornjotr's sanctuary is *arcane locked* (CL 16th), keyed to open for Fornjotr only; at night, he also places his *stone of alarm* upon the door. During the day, some of the head giants may be here: King Mogthrasir (30% of the time), Fornjotr (100% of the time), and the Priestesses of Surtr (75% of the time).

19. Fornjotr's Sanctuary (EL 19)

This room is very hot (150°F, the PCs will be subject to Heat Danger from this extreme heat as per the *Dungeon Master's Guide*, page 303) due to the numerous *firestones* in the walls. It contains a bed, small table, and two strongboxes; one with Fornjotr's treasure and the other containing some holy texts on Surtr and some ceremonial red robes. If attacked while he is alone, Fornjotr will call for help and then blast his enemies with spells.

🔥 **Fornjotr the Witch-Doctor:** Male Fire Giant Adp16; hp 279; see *Appendix 8*.

20. Married Giants' Chambers (EL 12)

This room contains a bed, a locked chest (Open Lock DC 20), an armor and sword rack. The chest contains clothes and personal items. The married giant couple here and the seven unmarried giants (in area 10) are responsible for the kitchen (area 3) and children's room (area 32). They rotate between these duties; at any one time, 3 of them will be in the kitchen, 3 in the children's room, and 3 sleeping. If one of the couple here is sleeping, they both will be (they always work the same shifts).

🔥 **Fire Giants (2):** hp 147 each; see *Monster Manual*, page 121.

21. to 29. Married Giants' Chambers (EL 12 each)

Each of these rooms contains a bed, a locked chest (Open Lock DC 20), an armor and sword rack. The chest contains clothes and personal items. The married giant couples here are responsible for guard duty. They rotate between these duties; at any one time, 2 of them will be in the town, 2 of them will be at the castle gates, 4 of them on the castle towers, 4 of them patrolling outside town, and 6 sleeping. If one of the couple here is sleeping, they both will be (they always work the same shifts).

🔥 **Fire Giants (2):** hp 147 each; see *Monster Manual*, page 121.

30. King Mogthrasir's Quarters (EL 22)

The private chamber of the leader of the fire giants is large but almost empty. A large bed, a small table, and a single long strongbox are the room's only furnishings. A well-painted mural of the land of Tjalf (Geoff) covers one of the short walls, although its appearance suffers somewhat due to the highly irregular surface of the rock and mortar.

The king is not married, and has no plans to do such a thing in the near future, despite some pleasant dalliances with Hrymner and others – he has lands to conquer and that takes up most of his time. He is shrewd, always thinking of the big picture without losing sight of the details, willing to take council from his

advisors but acting decisively when the occasion calls for it. With his armor, self-confidence, and royal regalia, Mogthrasir is an impressive sight – of normal height for a fire giant, but with the particularly broad shoulders so admired by his people, his hair the bright orange of a mountain sunset and his beard close-cut.

🔥 **King Mogthrasir:** Male Fire Giant Ftr12; hp 302; see *Appendix 8*.

31. Priestesses' Quarters (EL 20)

This room contains three beds, locked chests (Open Lock DC 20), an armor and sword racks. The fire giant priestesses of Surtr reside here. This room is very hot (150°F, the PCs will be subject to Heat Danger from this extreme heat as per the *Dungeon Master's Guide*, page 303) due to the numerous *firestones* in the walls.

🔥 **Priestesses of Surtr (3):** Female Fire Giant Clr7; hp 215 each; see *Appendix 8*.

32. Children's Room (EL 16)

This nursery is where the young giants live until they are considered adults. The eight juvenile giants who reside here are always supervised by three adults, who gain a +2 circumstance bonus to all attack and damage rolls while defending them. The room contains various toys and dolls, sized for giant children.

The married giant couple (in area 20) and the seven unmarried giants (in area 10) are responsible for the kitchen (area 3) and children's room (area 32). They rotate between these duties; at any one time, 3 of them will be in the kitchen, 3 in the children's room, and 3 sleeping. Also during the day, Nartung is in the throne room (area 8) 70% of the time and here otherwise.

🔥 **Fire Giants, Adults (3):** hp 147 each; see *Monster Manual*, page 121.

🔥 **Fire Giants, Juveniles (8):** hp 74 each; see *Monster Manual*, page 121.

33. Blacksmith's Quarters (EL 18)

The blacksmith is a giant named Ulf; he forges and repairs the armor and weapons of this fire giant community. Ulf is in the forge (area 34) during the day.

🔥 **Ulf the Blacksmith:** Male Fire Giant Exp3/Ftr6; hp 275; see *Appendix 8*.

34. Forge

This large room is a complete smithy, suitable for metal arms and armor, as long as the intended recipients are giant-sized. Anvils, water barrels, tools, and metal stock are arranged for optimal efficiency. There are usually some pieces of armor or weapons being forged or repaired by the smith on any given day. The far area of the room is the forge itself, a huge affair of stone and brick housing an extremely hot open fire. Exposure to the fire of the forge (as the result of being thrown in by

the blacksmith, for example) deals 2d6 fire damage per round, and the victim must make a DC 15 Reflex save or catch fire.

This room is very hot (150°F, the PCs will be subject to Heat Danger from this extreme heat as per the *Dungeon Master's Guide*, page 303) due to the forge and the numerous *firestones* in the wall. Although there are no actual boulders in this room, there are plenty of heavy items that will do in a pinch for a giant in search of a missile weapon. Ulf is here during the day.

There is a supply of metal rings with *continual flame* spells on them stored here for when someone needs more light in their room.

35. Escape Tunnel

The only thing separating the end of this tunnel from the outer surface of the artificial hill is six feet of packed earth. Should the giants be forced to retreat to this area, they can break their way through this minor barricade in two rounds and escape out onto the surface of the artificial hill. Hanging near this area is a black-painted chain that connects to the specially rigged supports in the ceiling above the deadfall trap in area 35a. Anyone making a DC 20 Str check can pull the chain hard enough to activate the trap; the giants will use this to close themselves off from any invaders (hopefully crushing some of their attackers in the process) while the end of the escape tunnel is being opened.

35a. Deadfall Trap (CR 8)

This trap consists of several specially cut ceiling buttresses connected by a chain that has been painted black. It takes a DC 20 Search check to notice the chain, a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check to notice the odd construction of the buttresses, and a DC 20 Disarm Device check to disable the chain mechanism. A dwarf will noticed the weakened ceiling automatically if he passes with 10 feet of it. The chain runs through several metal rings set in the ceiling and hangs loose near the back of the area 35. If the chain is pulled successfully (DC 20 Str check), the ceiling in this area collapses (see *Cave-Ins and Collapses*, *Dungeon Master's Guide*, page 66).

P. Privy (EL 4)

This primitive latrine is no more than two iron chamber pots stashed near a ten foot diameter hole in the ground. Living in the bottom of the 30 foot deep pit is one of the world's happiest otyughs, very content and well-fed. It will only attack if threatened or starved for several days (its tentacles can't reach out of the pit so the PCs would have to climb down to it).

🐉 **Otyugh:** hp 43; see *Monster Manual*, page 204.

ENCOUNTER 5: KING MOG

This encounter may never come into play during the adventure; the PCs' actions and their success or failure at them determine if this encounter is necessary. It is merely here to detail what happens if the PCs either are captured by King Mogthrasir or they decide to try to negotiate a deal with him.

If the PCs are captured by the forces of King Mogthrasir at any point during their explorations, they will be brought before the King. If the PCs attempt to contact King Mogthrasir at any time, they will also be brought before the King. If the fire giants comes into conflict with the PCs (the PCs blow their cover in some fashion), they will attempt to capture them (rather than their normal response of killing them on site) as King Mogthrasir has asked his minions to capture any unusual visitors to the town for interrogation. If the giants become aware of the PCs' presence in town, Mogthrasir will even more strongly reinforce the need for his forces to capture the PCs for interrogation. He will absolutely insist (with a death penalty for any giant who fails him) on this if he learns the PCs seek Nyeru.

Mogthrasir realized, after months of torturing and interrogating Nyeru and numerous uses of divinatory magic by his spellcasting minions, that Nyeru was not the true Mage of the Valley and that something unusual was going on in the Valley. But he has been unable to get Nyeru to tell him the details yet. So he put his valuable prize in safe keeping in a prison on the layer of Colothys on the plane of Carceri. He has paid the jailors well for their services.

Mogthrasir is very intelligent for a fire giant and leads his forces very well. Recent news from the front lines and from the castle of the Sakhut themselves has convinced Mogthrasir that the giants stand a good chance of losing the war with Geoff. Things feel like they are falling apart to Mogthrasir, and he hates that feeling. So Mogthrasir is looking for a way to hedge his bets. And he thinks the best way to do so lies in whatever secrets are being kept by Nyeru.

When Mogthrasir learns that someone is in town seeking Nyeru, he decides it is a sign from Surtr that now is the time for him to act. He will attempt to negotiate with the PCs if given the opportunity; in return for the full details of what the PCs know about the situation with the Valley of the Mage. Mogthrasir will have his forces use all the magical means at their disposal to verify the veracity of the PCs' information (if they decide to share it) and that it is all they know. In return for this information, Mogthrasir provides PCs with a map to the prison, use of the well to go to Colothys and return, safe passage out of the town when they are done, and permission to take Nyeru with them. If the PCs hold up to their end of the bargain, Mogthrasir will surprisingly do the same. The information to him is much more valuable than Nyeru or revenge on the PCs for any

actions they've taken here. Mogthrasir plans to use the information from the PCs to make a grab for power in the Valley of the Mage if the Sakhut control of Geoff is lost.

If the PCs refuse to make a deal, he will resort to using magic, torture, intimidation, trickery, etc. to get the information from the PCs. He'll hold them captive for as long as it takes. If all of the PCs are captured and refuse to cooperate with Mogthrasir (or fall for any tricks he devises to get the information from them), they can try to free themselves from their cells (area 14) without the use of any of their equipment (which the giants confiscate and place in the strongboxes in area 19 (Fornjotr's sanctuary)). PCs unable to escape are subject to the **Captured** effect on the Adventure Record.

ENCOUNTER 6: TO COLOTHYS

Refer to *DM Aid: Tarterian Depths of Carceri* for details on this outer plane. A DC 15 Knowledge (the planes) check once the PCs arrive here identifies their location as Colothys, the mountainous layer of the Tarterian Depths of Carceri; for each point by which the PC beats the DC, offer them one piece of information from *DM Aid: Tarterian Depths of Carceri*.

The PCs could find their way here a number of ways:

- The map and *well* in the Throne Room (area 7 in the castle) are the easiest and most likely way the PCs arrive here.
- King Mogthrasir, Naglskoltyr the Security Chief, and Fimgaull the Beancounter all know how to get to Colothys via the *well* and where to go once on Colothys (the location of the prison). PCs could acquire this information from them via magic, negotiations, intimidations, etc. See Encounter 5 for details on the sort of deals King Mogthrasir might be willing to make.
- The PCs could use divinations or similar magics to find their way to Colothys and then the prison. Magic won't help them divine Nyeru's location directly (as his presence is shielded from direct methods of magical location), but PCs who determine generally where he's been taken can then divine his location indirectly (or directly once on Colothys).
- PCs might be able to manipulate the giants who know Nyeru's location to spill the information via the special relationship King Mogthrasir feels towards Nuwon.

You arrive in a roughly circular, 50 foot diameter natural stone chamber or cave. The chamber would be dark if not for a greenish glow coming from a strange fungus on the walls, and an eerie reddish light coming from the chambers one exit, a 20 foot wide tunnel in front of you.

The fungus is of a variety that the PCs will have never seen before unless they have visited this layer of Carceri before. It is completely harmless and actually edible if cooked (otherwise it tastes too bitter to swallow). The tunnel is alight with the natural light that emanates from the surface of all of the layers of Carceri. Once the PCs pass through the tunnel:

You find yourself looking out at an unimaginable sight; in front of you rise mountains so tall that their apexes are beyond your range of vision and valleys so deep that they seem bottomless. Winding along at different heights along these mountains and valleys are narrow, nearly impassable, ledges at varying heights. Your tunnel has dropped you off onto one of these ledges, a six inch wide rock ledge which slopes up and down at various spots and is strewn with loose rocks and stones.

When the giants visit here, they make sure to bring magical means to fly as the ledges are too small for them to navigate, and the climbs are tiresome, even for giants. PCs without means to either improve the safety of their journey or to find another means (like flight) to avoid the dangerous ledges have a long and tiresome journey ahead of them.

Note: This part of the mountain path is 15,500 feet above sea level. PCs run the risk of suffering high altitude fatigue and altitude sickness (see the *Dungeon Master's Guide*, page 90).

At this point in their journey, walking the ledge requires DC 19 Balance checks and climbing up or down the mountain (or hanging on to its surface) requires DC 15 Climb checks. Decide how many checks you want the PCs to make for the distance they travel; it is recommended they make 4 to 6 checks per mile traveled so as to not slow down the adventure too much at this point.

Consult pages 67 and 69 of the *Player's Handbook* to resolve failed Balance and Climb checks. PCs who fall off the ledge and fail to catch themselves (or have themselves caught) will fall 800 feet before hitting the next ledge; they suffer 20d6 damage and must then make a DC 35 Climb check or roll off the ledge and fall again another 500 feet (20d6 damage) before hitting a large ledge that they easily catch themselves on (assuming they are still alive).

PCs who have the map to the prison from Mogthrasir's throne room or have gained a set of directions to the prison via other means (investigations within the castle, conversations with townsfolk, magical means, etc.) know to head to the right, out onto the ledge. Without this information, the PCs will have to guess. It is a mile along the correct path before the PCs reach the point on their map (or in their directions) where they are supposed to descend down to a more easily traveled path; the descent location marked by a rope bridge (with a sign

naming it “the Bridge of Lost Souls” in Infernal and Abyssal) between two mountain paths. If the PCs head the wrong way, they can travel for about 20 miles before they reach a similar spot with a rope bridge (this is not the correct location). For PCs heading the wrong direction, just keep them wandering through wilderness until they decide to head back, throwing minor random encounters with vargouilles (*Monster Manual*, page 254) at the PCs if they don’t get the hint that they are going the wrong way.

Note: For reference with regards to spells that might try to transport the PCs to Nyeru or guide them there, Nyeru is held in a prison about two miles away from the point at which the PCs arrived on Colothys.

ENCOUNTER 7: VARGOUILLE PATROL

After traveling about a mile along the treacherous path, you’ve arrived at a five foot wide, 100 foot long rope bridge that leads from the path on your mountain to one on an adjacent peak. A sign on your side of the bridge is covered with text in one or more languages that are definitely not Common.

For those that read Abyssal and/or Infernal, the sign reads “the Bridge of Lost Souls.” It is at this point that the PCs’ map (or other means of navigating to the prison that they’ve found) directs them to descend the mountain to another (but easier to walk) ledge path 800 feet below. If they travel any other way, just keep them wandering through wilderness until they decide to head back, throwing minor random encounters with vargouilles (*Monster Manual*, page 254) at the PCs if they don’t get the hint that they are going the wrong way.

The rope bridge is safe and secure, but is not the direction the PCs’ are meant to be going; it might be a better position to be at for the combat that is about to occur though. If the PCs attempt to descend immediately (or very soon after arriving at the bridge), they will have the misfortune of being come upon during their descent by a regular vargouille patrol that checks out the bridges in this area for fresh victims. If the PCs wait here to observe the situation for a reasonable amount of time, the vargouilles arrive before the PCs begin their descent, which in most cases will leave the PCs in a significantly better position with regards to combating their enemies. Have the PCs and the patrol make Spot and Listen checks; those that fail both are surprised.

APL 6 (EL 9)

➤ **Advanced Half-Fiend Vargouille Rog1:** hp 35; see Appendix 1.

➤ **Advanced Half-Fiend Vargouille Ftr1:** hp 38; see Appendix 1.

➤ **Advanced Half-Fiend Vargouille Warlock3:** hp 50; see Appendix 1.

APL 8 (EL 11)

➤ **Advanced Half-Fiend Vargouille Rog2:** hp 42; see Appendix 2.

➤ **Advanced Half-Fiend Vargouille Ftr2:** hp 48; see Appendix 2.

➤ **Advanced Half-Fiend Vargouille Warlock5:** hp 65; see Appendix 2.

APL 10 (EL 13)

➤ **Advanced Half-Fiend Vargouille Rog4:** hp 57; see Appendix 3.

➤ **Advanced Half-Fiend Vargouille Ftr2/Ravager2:** hp 69; see Appendix 3.

➤ **Advanced Half-Fiend Vargouille Warlock6/Mindbender1:** hp 78; see Appendix 3.

APL 12 (EL 15)

➤ **Advanced Half-Fiend Vargouille Rog5:** hp 65; see Appendix 4.

➤ **Advanced Half-Fiend Vargouille Ftr2/Ravager4:** hp 90; see Appendix 4.

➤ **Advanced Half-Fiend Vargouille Warlock6/Mindbender2:** hp 84; see Appendix 4.

➤ **Shrieking Terror, Five-Headed Terror:** hp 113; see Appendix 4.

APL 14 (EL 17)

➤ **Advanced Half-Fiend Vargouille Rog7/Shadowdancer1:** hp 89; see Appendix 5.

➤ **Advanced Half-Fiend Vargouille Ftr2/Ravager6:** hp 111; see Appendix 5.

➤ **Advanced Half-Fiend Vargouille Warlock6/Mindbender2:** hp 84; see Appendix 5.

➤ **Shrieking Terror, Spellwarped Five-Headed Terror:** hp 135; see Appendix 5.

APL 16 (EL 19)

➤ **Advanced Half-Fiend Vargouille Rog9/Shadowdancer1:** hp 104; see Appendix 6.

➤ **Advanced Half-Fiend Vargouille Ftr2/Ravager8:** hp 132; see Appendix 6.

➤ **Advanced Half-Fiend Vargouille Warlock8/Mindbender2:** hp 99; see Appendix 6.

➤ **Shrieking Terror, Ten-Headed Terror:** hp 180; see Appendix 6.

➤ **Advanced Half-Fiend Vargouille Rog11/Shadowdancer1:** hp 119; see Appendix 7.

➤ **Advanced Half-Fiend Vargouille Ftr2/Ravager10:** hp 153; see Appendix 7.

➤ **Advanced Half-Fiend Vargouille Warlock10/Mindbender2:** hp 114; see Appendix 7.

➤ **Shrieking Terror, Spellwarped Ten-Headed Terror:** hp 210; see Appendix 7.

Treasure: The vargouilles' possessions are the only treasure here.

ENCOUNTER 8: PRISON

After descending 800 feet near the rope bridge, you've arrived at an "easier" to navigate one foot wide ledge with few obstructions.

At this point in their journey, walking the 12 inch wide, fairly unobstructed, meandering ledge requires DC 12 Balance checks and climbing up or down the mountain (or hanging on to its surface) requires DC 15 Climb checks. Decide how many checks you want the PCs to make for the distance they travel; it is recommended they make 4 to 6 checks per mile traveled so as to not slow down the adventure too much at this point.

Consult pages 67 and 69 of the *Player's Handbook* to resolve failed Balance and Climb checks. PCs who fall off the ledge and fail to catch themselves (or have themselves caught) will fall 500 feet before hitting the next ledge; they suffer 20d6 damage but easily catch themselves on this next ledge (assuming they are still alive).

Note: This part of the mountain path is 14,300 feet above sea level. PCs run the risk of suffering high altitude fatigue, but NOT altitude sickness, at this height (see the *Dungeon Master's Guide*, page 90).

It is at this point that the PCs' map (or other means of navigating to the prison that they've found) directs them to travel one mile to the right along this path. If they travel any other way, just keep them wandering through wilderness until they decide to head back, throwing minor random encounters with vargouilles (*Monster Manual*, page 254) at the PCs if they don't get the hint that they are going the wrong way.

Once the PCs have traveled a mile in the correct direction, they arrive at the entrance to the prison (and they will know this if they have the map or specific directions here):

As you begin to round a large bend, in the path, you suddenly stop and take position against the mountain. Around the bend is a familiar sight – another rope bridge, like the many that seem to dot

this forsaken land. Across the gulf that the bridge crosses, you see a very large crack in the mountain. While at first glance this crack seems natural, a more detailed look at it makes you feel that it has, in fact, been worked on by a craftsman's hands.

Let the PCs begin to make plans for entering the crack (if they know it's their destination) or moving further along (if they aren't sure it's their destination). In either case, they won't get to directly act on their plans as they are about to witness an unexpected sight:

As you make plans from your well concealed location, you witness an unexpected series of events. First, you hear the sound of numerous alarm spells going off simultaneously. Then you hear loud shouting in an unknown tongue (various orders given in Demodand if the PCs understand that language). Suddenly the crack in the mountain becomes a busy thoroughfare as various individuals and groups pour out of it.

First you see a group of black cloaked humans fly out of the crack. You are just barely able to make out a symbol on their cloak clasp, an upside down rook on a red and black background. These humans are soon chased by fiendish looking creatures, some winged and some flying by magical means.

A few moments later another group of creatures leaves the crack, flying in a different direction than the first two groups. Some of these creatures are clearly undead; you make out wraiths and spectres amongst their number. A few of the non-undead members of the group have a symbol appearing on their shields or cloak clasps, a tower of white stone with a black sun in its center. This group is soon chased by more of those odd fiendish creatures.

While it is unfortunate that the prison you sought is now likely on high alert, it does appear you've been lucky enough to have most of the guards (you hope) leave to chase down others.

PCs who don't recognize the symbols already, may make a DC 15 Knowledge (arcana, nobility and royalty, history, or local – Sheldomar Valley metaregion) check to recognize them as the symbols of Evard and Asberdies, respectively.

Evard and Asberdies have both learned of goings-on in the Valley of the Mage and were able to use magical means to track down the PCs' location in Pest's Crossing. They used this information to send agents of their own into King Mogthrasir's castle and follow the leads there to this prison. Unfortunately for both of them, their agents failed to recover Nyeru and instead triggered alarms. Most of the forces of the prison have left to chase after them, leaving the PCs free to investigate a seriously shorthanded prison guard team.

Refer to DM Aid: Map of Carceri Prison for details on the entrance to the prison and the prison itself.

Unfortunately for the PCs, the entrance to the prison (the crack) is still trapped, and unlucky PCs may set these traps off, alerting the remaining guards to their presence. At APL 16 and 18, there is also a guard(s) on duty at the entrance, hidden under the solid rock of the entrance and waiting for someone to trigger their tremorsense or the alarms.

If the alarms are set off, the remaining guards in the prison will prepare an ambush for the PCs (see Encounter 9).

APL 6 (EL 6)

✦ **Dismissal Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*dismissal*, 10th level sorcerer, (DC 22 – target's HD) Will save negates); Search DC 30, Disable Device DC 30.

APL 8 (EL 8)

✦ **Dismissal Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*dismissal*, 10th level sorcerer, (DC 22 – target's HD) Will save negates); Search DC 30, Disable Device DC 30.

✦ **Hold Monster Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*hold monster*, 10th level sorcerer, DC 17 Will save negates); Search DC 30, Disable Device DC 30.

APL 10 (EL 10)

✦ **Banishment Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*banishment*, 14th level sorcerer, DC 20 Will save negates); Search DC 32, Disable Device DC 32.

✦ **Mass Hold Person Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass hold person*, 14th level sorcerer, DC 20 Will save negates); Search DC 28, Disable Device DC 28.

APL 12 (EL 12)

✦ **Heightened Banishment Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (heightened (9th level) *banishment*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

✦ **Mass Hold Monster Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass hold monster*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

APL 14 (EL 14)

✦ **Heightened Banishment Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (heightened (9th level) *banishment*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

✦ **Mass Hold Monster Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass hold monster*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

✦ **Energy Drain Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 18th level sorcerer, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34, Disable Device DC 34.

✦ **Summon Monster IX Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; Atk +8 ranged touch; spell effect (*summon monster IX*, 18th level sorcerer, summons night hag (*Monster Manual*, page 193)); Search DC 34, Disable Device DC 34.

APL 16 (EL 16)

✦ **Heightened Banishment Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (heightened (9th level) *banishment*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

✦ **Mass Hold Monster Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass hold monster*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

✦ **Energy Drain Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 18th level sorcerer, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34, Disable Device DC 34.

✦ **Summon Monster IX Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; Atk +8 ranged touch; spell effect (*summon monster IX*, 18th level sorcerer, summons night hag (*Monster Manual*, page 193)); Search DC 34, Disable Device DC 34.

➤ **Truly Horrid UMBER Hulk:** hp 255; see *Monster Manual*, page 249.

APL 18 (EL 18)

✦ **Heightened Banishment Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (heightened (9th level) *banishment*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

✦ **Mass Hold Monster Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass hold monster*, 18th level sorcerer, DC 23 Will save negates); Search DC 34, Disable Device DC 34.

↗ **Energy Drain Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 18th level sorcerer, 2d4 negative levels for 24 hours, DC 23 Fort save negates); Search DC 34, Disable Device DC 34.

↗ **Summon Monster IX Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; Atk +8 ranged touch; spell effect (*summon monster IX*, 18th level sorcerer, summons night hag (*Monster Manual*, page 193)); Search DC 34, Disable Device DC 34.

🐉 **Truly Horrid UMBER Hulks (3):** hp 255 each; see *Monster Manual*, page 249.

Note: Clever PCs might realize that the dismissal/*banishment* traps can be used as a mechanism to escape Carceri, if they need a quick means of escape.

ENCOUNTER 9: FREEING THE PRISONER

Refer to DM Aid: *Map of Carceri Prison* for details on the layout of the prison. Given the recent intrusions into the prison, the guards here are on high alert automatically. The PCs would have to be extremely clever to gain surprise on the guards at this point, although the guards are not likely to gain surprise on the PCs either unless they are warned of their approach by alarms being set off. If they are warned, the demodands (if any are present) will use their spell-like abilities to go *invisible* and thus they may gain a round of surprise on the PCs at the beginning of combat if the PCs don't detect them. All of the guards, if warned of new intruders, will take the time to use magic items, spells, and abilities to maximize their effectiveness.

The minotaur(s) and dragon (if present) will be visible the moment the PCs pass into the main room as they cannot go invisible. If the PCs avoided triggering alarms, the demodands will also be visible (if present). The main room was designed by the demodands to take advantage of the guards natural abilities to fly and their incredible strength (used to bull rush intruders who can't fly into the pits).

The floor of this chamber is covered with numerous open pits that the PCs will need to be wary of falling into:

↗ **Open Pit Traps:** CR 5 each; mechanical device; location trigger; automatic reset; DC 20 Ref save avoids; 100 feet deep (10d6, fall); Search not applicable, Disable Device not applicable.

The pits are 100 feet deep and composed of unworked stone (Climb DC 15). Every 20 feet down the pit, there is a locked iron door (Open Lock DC 30) in the wall of the pit that leads to a small cell containing bonds (Open Lock DC 30) for holding various creature types prisoner. About half the cells in the prison are empty;

the other half contain creatures (mostly evil beings like demons, devils, etc.). One of the cells, the top northern one in the northwestern most pit, contains Nyeru. If the PCs free anyone other than Nyeru, that creature will thank them and then attempt to flee the prison. If the PCs try to attack any of the prisoners, use the statistics for various demons and devils (and other evil planar beings) in the *Monster Manual* (avoiding any creatures with a CR of 20 or more).

Creatures: The guards are detailed below:

APL 6 (EL 9)

🐉 **Half-Fiend Minotaurs Ftr1 (2):** hp 70 each; see *Appendix 1*.

APL 8 (EL 11)

🐉 **Half-Fiend Minotaurs Ftr2 (2):** hp 81 each; see *Appendix 2*.

🐉 **Tarterian Dragon, Young:** hp 158; see *Appendix 2*.

APL 10 (EL 13)

🐉 **Half-Fiend Minotaur Ftr4:** hp 104; see *Appendix 3*.

🐉 **Tarterian Dragon, Young:** hp 158; see *Appendix 3*.

🐉 **Demodand, Farastu:** hp 83; see *Appendix 3*.

APL 12 (EL 15)

🐉 **Half-Fiend Minotaur Ftr4:** hp 104; see *Appendix 4*.

🐉 **Tarterian Dragon, Juvenile:** hp 204; see *Appendix 4*.

🐉 **Demodand, Farastu Sor6:** hp 135; see *Appendix 4*.

APL 14 (EL 17)

🐉 **Half-Fiend Minotaur Ftr5:** hp 115; see *Appendix 5*.

🐉 **Tarterian Dragon, Juvenile:** hp 204; see *Appendix 5*.

🐉 **Demodand, Farastu Sor6/RageMage1:** hp 144; see *Appendix 5*.

🐉 **Demodand, Kelubar:** hp 108; see *Appendix 5*.

APL 16 (EL 19)

🐉 **Half-Fiend Minotaur Ftr5:** hp 115; see *Appendix 6*.

🐉 **Tarterian Dragon, Adult:** hp 294; see *Appendix 6*.

🐉 **Demodand, Farastu Sor6/RageMage1:** hp 144; see *Appendix 6*.

🔥 **Demodand, Kelubar Assassin1:** hp 125; see Appendix 6.

🔥 **Demodand, Shator:** hp 135; see Appendix 6.

APL 18 (EL 21)

🔥 **Half-Fiend Minotaurs Ftr8 (2):** hp 149 each; see Appendix 7.

🔥 **Tarterian Dragon, Mature Adult:** hp 351; see Appendix 7.

🔥 **Demodand, Advanced Farastu Sor6/RageMage1:** hp 192; see Appendix 7.

🔥 **Demodand, Kelubar Assassin2:** hp 176; see Appendix 7.

🔥 **Demodand, Shator Sor2:** hp 160; see Appendix 7.

Treasure: The possessions of the guards are the only treasure here. The minotaur(s) and demodand(s) all carry keys to open the cell of Nyeru and release his bonds.

Development: If the PCs defeat the guards (or find some way to sneak past them), they can attempt to free Nyeru from his cell (DC 30 Open Lock on the cell door and on his bonds). Nyeru will be absolutely thankful to anyone who frees him and will cooperate with the PCs if they take him out of here. His long time spent imprisoned and tortured have driven the will to resist out of him; he will cooperate with the PCs fully.

CONCLUSION

If the PCs haven't made a deal with Mogthrasir, they may be in for a nasty surprise if they return through the *well* at a time of day when giants are present in the castle. Also, if Mogthrasir is aware of the PCs' trip to the prison through some means and he doesn't have a deal with them, he will lie in wait for the PCs if they return via the *well*. If the PCs are captured as a result of this, refer to Encounter 5. If the PCs have a deal with Mogthrasir, he will honor it.

It is completely up to the PCs what they do with Nyeru. If they turn him over to Tysiln San, she promises to share the information she learns from Nyeru with the PCs and then magically leaves with Nyeru. PCs who hand Nyeru over to Tysiln receive a **Token of Tysiln**.

If the PCs refuse to turn Nyeru over to Tysiln, she will find some other way to get access to Nyeru or the information she seeks. The PCs in this case earn the **Ire of Tysiln**.

If the PCs provide the Geoff government with the plans and maps from the castle throne room (area 7), either originals or copies, they are rewarded with the **Favor of the Griffon Chair**.

If the PCs recovered Nyeru without making a deal with King Mogthrasir, they receive the **Wrath of King Mogthrasir**. If they recovered Nyeru and any of the guards in the prison survived, they receive the **Wrath of the Demodands**.

If the PCs recovered Nyeru and followed any other orders from the metaorganizations that contacted them at the beginning of the adventure, they receive an **Influence Point with Metaorganization** for one or more metaorganizations (see the Treasure Summary below).

The End

EXPERIENCE POINT SUMMARY

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

Encounter 7

Defeat the vargouille force

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

APL 18: 630 xp.

Encounter 8

Disarm or survive the traps at the prison

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

APL 18: 540 xp.

Encounter 9

Defeat the fiendish guards

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

APL 18: 630 xp.

Story Award

Not letting Mogthrasir learn of what is happening in the Valley of the Mage

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

APL 18: 150 xp.

Recovering Nyeru

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

APL 18: 150 xp.

Discretionary roleplaying award

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135 xp.

APL 18: 150 xp.

Total possible experience

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 xp.

APL 18: 2,250 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 5:

All APLs: L: 0 gp, C: 0 gp, M: 12 *potions of fly* (63 gp each).

Encounter 7:

APL 6: L: 0 gp, C: 0 gp, M: 2 *potions of barkskin* +4 (75 gp each), *potion of barkskin* +3 (50 gp), *ring of protection* +1 (167 gp).

APL 8: L: 0 gp, C: 0 gp, M: 2 potions of barkskin +4 (75 gp each), 2 potions of resist energy (sonic) 30 (92 gp each), potion of barkskin +5 (100 gp), potion of shield of faith +4 (50 gp), ring of protection +1 (167 gp), 2 potions of eagle's splendor (25 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 3 potions of barkskin +5 (100 gp each), potion of shield of faith +5 (75 gp), 3 rings of protection +1 (167 gp each), 2 potions of eagle's splendor (25 gp each), bag of holding – type I (208 gp).

APL 12: L: 0 gp, C: 0 gp, M: 3 potions of barkskin +5 (100 gp each), potion of shield of faith +5 (75 gp), 3 rings of protection +1 (167 gp each), 2 potions of eagle's splendor (25 gp each), bag of holding – type I (208 gp), 2 potions of resist energy (sonic) 30 (92 gp each), potion of tongues (63 gp), potion of cure serious wounds (63 gp), 2 potions of mage armor (4 gp each), 2 potions of invisibility (25 gp each).

APL 14: L: 0 gp, C: 0 gp, M: 3 potions of barkskin +5 (100 gp each), potion of shield of faith +5 (75 gp), 3 rings of protection +1 (167 gp each), 2 potions of eagle's splendor (25 gp each), bag of holding – type I (208 gp), 2 potions of resist energy (sonic) 30 (92 gp each), potion of tongues (63 gp), potion of cure serious wounds (63 gp), 2 potions of mage armor (4 gp each), 2 potions of invisibility (25 gp each), 2 ioun stones – dusty rose prisms (417 gp each).

APL 16: L: 0 gp, C: 0 gp, M: 3 potions of barkskin +5 (100 gp each), 2 rings of protection +2 (667 gp each), ring of protection +1 (167 gp), wand of eagle's splendor (CL 3rd, 10 charges) (75 gp), bag of holding – type I (208 gp), 2 potions of resist energy (sonic) 30 (92 gp each), 2 ioun stones – dusty rose prisms (417 gp each), 2 potions of shield of faith +4 (50 gp each), wand of greater mage armor (CL 5th, 5 charges) (94 gp), wand of cure critical wounds (CL 7th, 10 charges) (350 gp), wand of greater invisibility (CL 7th, 10 charges) (350 gp).

APL 18: L: 0 gp, C: 0 gp, M: 3 potions of barkskin +5 (100 gp each), 2 rings of protection +3 (1,500 gp each), ring of protection +1 (167 gp), wand of eagle's splendor (CL 3rd, 10 charges) (75 gp), bag of holding – type I (208 gp), 2 potions of resist energy (sonic) 30 (92 gp each), 2 ioun stones – dusty rose prisms (417 gp each), 2 potions of shield of faith +4 (50 gp each), 2 potions of good hope (88 gp each), wand of greater mage armor (CL 5th, 5 charges) (94 gp), wand of cure critical wounds (CL 7th, 10 charges) (350 gp), wand of greater invisibility (CL 7th, 10 charges) (350 gp), staff of evocation (10 charges) (1,083 gp).

Encounter 9:

APL 6: L: 140 gp, C: 400 gp, M: 0 gp.

APL 8: L: 140 gp, C: 600 gp, M: 2 potions of shield of faith +5 (75 gp each), 2 potions of bull's strength (25 gp each).

APL 10: L: 42 gp, C: 1,000 gp, M: potion of shield of faith +3 (25 gp), potion of bull's strength (25 gp), +1 large greataxe (195 gp).

APL 12: L: 42 gp, C: 1,200 gp, M: potion of shield of faith +3 (25 gp), potion of bull's strength (25 gp), +1 large greataxe (195 gp), cloak of resistance +2 (333 gp), wand of mage armor (CL 1st) (63 gp), potion of shield of faith +5 (75 gp).

APL 14: L: 42 gp, C: 3,600 gp, M: potion of shield of faith +3 (25 gp), potion of bull's strength (25 gp), +1 large greataxe (195 gp), 2 cloaks of resistance +1 (83 gp each), cloak of resistance +2 (333 gp), wand of mage armor (CL 1st) (63 gp), potion of shield of faith +4 (50 gp), potion of greater magic fang +3 (150 gp).

APL 16: L: 42 gp, C: 3,600 gp, M: potion of shield of faith +3 (25 gp), potion of bull's strength (25 gp), +1 large greataxe (195 gp), 2 cloaks of resistance +1 (83 gp each), cloak of resistance +2 (333 gp), wand of mage armor (CL 1st) (63 gp), potion of shield of faith +4 (50 gp), potion of greater magic fang +3 (150 gp), potion of shield of faith +5 (75 gp), +2 large guisarme (693 gp).

APL 18: L: 0 gp, C: 7,000 gp, M: 2 potions of barkskin +4 (75 gp each), 2 potions of bull's strength (25 gp each), 2 +1 large greataxes (195 gp each), 3 cloaks of resistance +1 (83 gp each), 2 large rhino hide armors (432 gp each), cloak of resistance +2 (333 gp), wand of mage armor (CL 1st) (63 gp), potion of shield of faith +4 (50 gp), potion of greater magic fang +3 (150 gp), potion of shield of faith +5 (75 gp), +3 large guisarme (1,527 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 140 gp, C: 400 gp, M: 1,117 gp – Total: 1,657 gp (900 gp).

APL 8: L: 140 gp, C: 600 gp, M: 1,651 gp – Total: 2,391 gp (1,300 gp).

APL 10: L: 42 gp, C: 1,000 gp, M: 2,129 gp – Total: 3,171 gp (2,300 gp).

APL 12: L: 42 gp, C: 1,200 gp, M: 2,968 gp – Total: 4,210 gp (3,300 gp).

APL 14: L: 42 gp, C: 3,600 gp, M: 3,793 gp – Total: 7,435 gp (6,600 gp).

APL 16: L: 42 gp, C: 3,600 gp, M: 7,015 gp – Total: 10,657 gp (9,900 gp).

APL 18: L: 0 gp, C: 7,000 gp, M: 11,572 gp – Total: 18,572 gp (17,000 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Captured:** You have been taken prisoner by the fire giant King Mogthrasir and regularly tortured and interrogated for the information about the Valley of the Mage you possess. You spend 16 additional TUs planning and executing your escape from their clutches.

Any favors or tokens of Tysiln San can be spent to reduce this cost to a minimum of 8 TUs (each favor/token spent reduces the cost by 1 TU). Your capture and torture grants you access to acquire the Badge of Bondage feat (Dragon #315).

☛ **Token of Tysiln:** This token bears Tysiln San's personal sigil. It is a means for Tysiln to contact this PC in the future as well as a mark of a favor owed the PC.

☛ **Ire of Tysiln:** This PC refused to turn the well over to Tysiln and incurred her ire. What effects Tysiln's ire will have are unknown to the PC at this time.

☛ **Favor of the Griffon Chair:** You have given the regent of Geoff crucial information about the giants' defenses and supplies. This information will be of great importance in the upcoming campaigns against the giants. Favor level A. Mark this favor as USED when it is consumed. This favor may be exchangeable for specific benefits in a future adventure.

☛ **Wrath of King Mogthrasir:** You have bested the plans of King Mogthrasir, and he is not one to let such insults pass unanswered. The fire giant king of Geoff will seek revenge on you for your actions someday.

☛ **Wrath of the Demodands:** You have broken into a secret prison run by the demodands of Carceri, costing them a great deal of lives and gold. They declare that you will suffer their retribution someday.

☛ **Influence Point with Metaorganization:** This PC was contacted by one or more of the metaorganizations they are affiliated with (as detailed in this adventure). As a result of successfully assisting these metaorganizations' goals in this adventure, the PC has gained 1 Influence Point with each of these metaorganizations. List the groups here (and cross out any unused spaces):

Item Access

APL 6:

- Large Banded Mail (Adventure; Dungeon Master's Guide)
- Masterwork Large Greataxe (Adventure; Dungeon Master's Guide)
- Potion of Barkskin +4 (Adventure; Dungeon Master's Guide)

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

- Potion of Barkskin +5 (Adventure; Dungeon Master's Guide)
- Potion of Resist Energy (Sonic) 30 (Adventure; Dungeon Master's Guide)
- Potion of Shield of Faith +5 (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):

- +1 Large Greataxe (Adventure; Dungeon Master's Guide)
- Bag of Holding – Type I (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 6, 8, 10 plus the following):

- Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)
- Wand of Mage Armor (CL 1st; Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):

- Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)
- Potion of Greater Magic Fang +3 (Adventure; Dungeon Master's Guide)

APL 16 (all of APLs 6, 8, 10, 12, 14 plus the following):

- +2 Large Guisarme (Adventure; Dungeon Master's Guide)
- Ring of Protection +2 (Adventure; Dungeon Master's Guide)
- Wand of Cure Critical Wounds (CL 7th; Adventure; Dungeon Master's Guide)
- Wand of Eagle's Splendor (CL 3rd; Adventure; Dungeon Master's Guide)
- Wand of Greater Invisibility (CL 7th; Adventure; Dungeon Master's Guide)
- Wand of Greater Mage Armor (CL 5th; Adventure; Complete Arcane)

APL 18 (all of APLs 6, 8, 10, 12, 14, 16 plus the following):

- +3 Large Guisarme (Adventure; Dungeon Master's Guide)
- Large Rhino Hide Armor (Adventure; Dungeon Master's Guide)
- Potion of Good Hope (Adventure; Dungeon Master's Guide)
- Ring of Protection +3 (Adventure; Dungeon Master's Guide)
- Staff of Evocation (Adventure; Dungeon Master's Guide)

ENCOUNTER 7

Advanced Half-Fiend Vargouille Rogr: CR 5; Small Outsider (Evil); HD 3d8+1d6+16; hp 35; Init +5; Spd fly 30 ft. (good); AC 17, touch 16, flat-footed 12 (+1 size, +5 Dex, +1 natural); Base Atk/Grp +3/+2; Atk +9 melee (1d4+3 plus poison, bite); Full Atk +9 melee (1d4+3 plus poison, bite) and +4 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., trapfinding, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 14 (HD + 10); AL NE; SV Fort +7, Ref +10, Will +4; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 15.

Skills and Feats: Hide +18, Intimidate +9, Listen +8, Move Silently +14, Perform (dance) +6, Spot +8; Combat Reflexes, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*; 1/day – *desecrate*. Caster level 4th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +4.

Advanced Half-Fiend Vargouille Ftrr: CR 5; Small Outsider (Evil); HD 3d8+1d10+16; hp 38; Init +5; Spd fly 30 ft. (good); AC 17, touch 16, flat-footed 12 (+1 size, +5 Dex, +1 natural); Base Atk/Grp +4/+3; Atk +10 melee (1d4+3 plus poison, bite); Full Atk +10 melee (1d4+3 plus poison, bite) and +5 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities; SQ darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 14 (HD + 10); AL NE; SV Fort +9, Ref +8, Will +4; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 15.

Skills and Feats: Hide +15, Intimidate +8, Knowledge (religion) +1, Listen +6, Move Silently +12, Spot +6, Survival +4; Improved Sunder, Power Attack, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This

transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*; 1/day – *desecrate*. Caster level 4th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +4.

Advanced Half-Fiend Vargouille Warlock3: CR 7; Small Outsider (Evil); HD 3d8+3d6+24; hp 50; Init +8; Spd fly 30 ft. (good); AC 17, touch 16, flat-footed 13 (+1 size, +4 Dex, +1 natural, +1 deflection); Base Atk/Grp +5/+4; Atk +10 melee (1d4+3 plus poison, bite) or +10 ranged touch (2d6, *eldritch blast*); Full Atk +10 melee (1d4+3 plus poison, bite) and +5 melee (1d3+1, 2 claws) or +10 ranged touch (2d6, *eldritch blast*); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, invocations (least), *eldritch blast* 2d6; SQ darkvision 60 ft., *detect magic*, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, DR 1/cold iron, SR 16 (HD + 10); AL NE; SV Fort +8, Ref +8, Will +7; Str 16, Dex 19, Con 18, Int 6, Wis 12, Cha 16. *Complete Arcane*, page 5.

Skills and Feats: Bluff +7, Diplomacy +6, Hide +14, Intimidate +7, Listen +5, Move Silently +10, Sense Motive +5, Spot +5; Combat Casting, Improved Initiative, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*; 1/day – *desecrate*, *unholy blight* (DC 17). Caster level 6th. The save DCs are Cha-based.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains

levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Invocations Known (2; DC 13 + equivalent spell level): Least – *dark one's own luck**, *devil's sight**. **Complete Arcane*.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings.

In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *ring of protection* +1, *potion of barkskin* +3.

ENCOUNTER 9

Half-Fiend Minotaur Ftr1: CR 7; Large Outsider; HD 6d8+1d10+35; hp 70; Init +1; Spd 20 ft., fly 30 ft. (average); AC 22, touch 10, flat-footed — (-1 size, +1 Dex, +6 natural, +6 armor); Base Atk/Grp +7/+19; Atk +15 melee (3d6+12/x3, masterwork large greataxe) or +14 melee (1d8+8, gore) or +14 melee (1d6+8, claw); Full Atk +15/+10 melee (3d6+12/x3, masterwork large greataxe) and +9 melee (1d8+4, gore) and +9 melee (1d8+4, bite) or +14 melee (1d6+8, 2 claws) and +9 melee (1d8+4, gore) and +9 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA natural weapons are treated as magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, powerful charge 4d6+12; SQ darkvision 60 ft., natural cunning, scent, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 17 (HD + 10); AL NE; SV Fort +9, Ref +6, Will +6; Str 27, Dex 12, Con 20, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +7, Hide -5, Intimidate +11, Jump +11, Listen +14, Move Silently -1, Search +13, Sense Motive +3, Spot +14; Awesome Blow, Large and In Charge*, Improved Bull Rush, Power Attack. **Draconomicon*.

Skills: A minotaur has a +4 racial bonus to Search, Spot, and Listen checks.

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +14 attack bonus that deals 4d6+12 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives the immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track their enemies. Further, they are never caught flat-footed.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 15); 1/day – *desecrate*, *unholy blight* (DC 15). Caster level 7th. The save DCs are Cha-based.

Languages: Abyssal, Giant.

Description: This creature looks like an incredibly tall, powerful muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Possessions: masterwork large greataxe, large banded mail.

ENCOUNTER 7

Advanced Half-Fiend Vargouille Rog2: CR 7; Small Outsider (Evil); HD 3d8+2d6+20; hp 42; Init +5; Spd fly 30 ft. (good); AC 17, touch 16, flat-footed 12 (+1 size, +5 Dex, +1 natural); Base Atk/Grp +4/+3; Atk +10 melee (1d4+3 plus poison, bite); Full Atk +10 melee (1d4+3 plus poison, bite) and +5 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., trapfinding, evasion, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 15 (HD + 10); AL NE; SV Fort +7, Ref +11, Will +4; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 15.

Skills and Feats: Bluff +5, Hide +19, Intimidate +9, Listen +8, Move Silently +15, Perform (dance) +7, Spot +8; Combat Reflexes, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*; 1/day – *desecrate*, *unholy blight* (DC 16). Caster level 5th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +4, *potion of resist energy* (sonic) 30.

Advanced Half-Fiend Vargouille Ftr2: CR 7; Small Outsider (Evil); HD 3d8+2d10+20; hp 48; Init +5; Spd fly 30 ft. (good); AC 17, touch 16, flat-footed 12 (+1 size, +5 Dex, +1 natural); Base Atk/Grp +5/+4; Atk +11 melee (1d6+3 plus poison, bite); Full Atk +11 melee (1d6+3 plus poison, bite) and +6 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities; SQ darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 15 (HD + 10); AL NE; SV Fort +10, Ref +8, Will +4; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 15.

Skills and Feats: Hide +15, Intimidate +9, Knowledge (religion) +1, Listen +6, Move Silently +12, Spot +6, Survival +4; Improved Natural Attack (bite), Improved Sunder, Power Attack, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6

hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*; 1/day – *desecrate*, *unholy blight* (DC 16). Caster level 5th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +4, *potion of resist energy* (sonic) 30.

Advanced Half-Fiend Vargouille Warlock5: CR 9; Small Outsider (Evil); HD 3d8+5d6+32; hp 65; Init +9; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +6/+5; Atk +12 melee (1d4+3 plus poison, bite) or +12 ranged touch (3d6, *eldritch blast*); Full Atk +12 melee (1d4+3 plus poison, bite) and +7 melee (1d3+1, 2 claws) or +12 ranged touch (3d6, *eldritch blast*); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, invocations (least), *eldritch blast* 3d6; SQ darkvision 60 ft., *detect magic*, deceive item, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, DR 1/cold iron, SR 18 (HD + 10); AL NE; SV Fort +8, Ref +9, Will +8; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16. *Complete Arcane*, page 5.

Skills and Feats: Bluff +7, Diplomacy +7, Hide +15, Intimidate +7, Listen +5, Move Silently +11, Sense Motive +5, Spot +5, Use Magic Device +4; Combat Casting, Improved Initiative, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected

opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17). Caster level 8th. The save DCs are Cha-based.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Invocations Known (3; DC 13 + equivalent spell level): Least – *dark one's own luck**, *devil's sight**, *see the unseen**. *Complete Arcane.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: ring of protection +1, potion of barkskin +5, potion of shield of faith +4, 2 potions of eagle's splendor.

ENCOUNTER 9

Half-Fiend Minotaur Ftr2: CR 8; Large Outsider; HD 6d8+2d10+40; hp 81; Init +1; Spd 20 ft., fly 30 ft. (average); AC 22, touch 10, flat-footed — (-1 size, +1 Dex, +6 natural, +6 armor); Base Atk/Grp +8/+21; Atk +17 melee (3d6+13/19-20/x3, masterwork large greataxe) or +16 melee (1d8+9, gore) or +16 melee (1d6+9, claw); Full Atk +17/+12 melee (3d6+13/19-20/x3, masterwork large greataxe) and +11 melee (1d8+4, gore) and +11 melee (1d8+4, bite) or +16 melee (1d6+9, 2 claws) and +11 melee (1d8+4, gore) and +11 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA natural weapons are treated as magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, powerful charge 4d6+13; SQ darkvision 60 ft., natural cunning, scent, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 18 (HD + 10); AL NE; SV Fort +10, Ref +6, Will +6; Str 28, Dex 12, Con 20, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +7, Hide -5, Intimidate +11, Jump +13, Listen +14, Move Silently -1, Search +13, Sense Motive +3, Spot +14; Awesome Blow, Large and In Charge*, Improved Bull Rush, Improved Critical (greataxe), Power Attack. *Draconomicon.

Skills: A minotaur has a +4 racial bonus to Search, Spot, and Listen checks.

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +16 attack bonus that deals 4d6+13 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives the immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track their enemies. Further, they are never caught flat-footed.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 15); 1/day – *desecrate*, *unholy blight* (DC 15). Caster level 8th. The save DCs are Cha-based.

Languages: Abyssal, Giant.

Description: This creature looks like an incredibly tall, powerful muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Possessions: masterwork large greataxe, large banded mail, *potion of shield of faith* +5, *potion of bull's strength*.

Tarterian Dragon, Young: CR 8; Large Dragon; HD 14d12+42; hp 158; Init +0; Spd 60 ft., fly 150 ft. (poor); AC 22, touch 9, flat-footed 22 (-1 size, +13 natural); Base Atk/Grp +14/+25; Atk +20 melee (2d6+7, bite); Full Atk +20 melee (2d6+7, bite) and +17 melee (1d8+3, 2 claws) and +17 melee (1d6+3, 2 wings) and +17 melee (1d8+10, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, natural weapons treated as magic weapons for the purpose of overcoming DR; SQ blindsense 60 ft., darkvision 120 ft., immunity to magic sleep and paralysis effects, keen senses, force resistance, freedom of movement, strength of will, DR 5/magic, SR 19; AL NE; SV Fort +12, Ref +9, Will +12; Str 25, Dex 10, Con 17, Int 16, Wis 17, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +22, Intimidate +20, Knowledge (the planes) +20, Listen +20, Search +20, Sense Motive +20, Spot +20, Use Magic Device +20; *Adroit Flyby Attack**, *Flyby Attack*, *Hover*, *Multiattack*, *Power Attack*. **Draconomicon*.

Breath Weapon (Su): A Tarterian dragon has two types of breath weapon, an 80 ft. line of disruptive force (6d8 damage, Ref DC 20 halves) or a 40 ft. cone of will-sapping gas. Creatures within the cone must succeed on a Will save (DC 20) or be affected by a *crushing despair* effect, taking a -2 penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for 1 round per age category of the dragon (3 rounds). Usable once every 1d4 rounds; DC is Con-based.

Frightful Presence (Ex): 90-ft. radius, HD 13 or less, Will DC 20 negates. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. DC is Cha-based.

Force Resistance (Ex): Tarterian dragons have a +4 racial bonus on saving throws against force-based spells and effects.

Freedom of Movement (Su): Tarterian dragons can move and attack normally despite any magic that usually impedes movement, such as *hold monster*, paralysis effects, *solid fog*, *slow*, and *web* spells.

Strength of Will (Ex): Tarterian dragons have a +4 morale bonus on saving throws against charm and compulsion effects.

Languages: Draconic, Common, Abyssal, Infernal.

Description: A skeletally gaunt reptile with leathery scales stretched tightly over withered-looking flesh. Their wings have a tattered appearance, and their teeth are long and black, while their scales form a stripped pattern of black, gray, and olive green. Ghostly green

light flickers in their black eyes, and their faces seem to wear a perpetual sneering grin.

Possessions: none.

ENCOUNTER 7

Advanced Half-Fiend Vargouille Rog4: CR 9; Small Outsider (Evil); HD 3d8+4d6+28; hp 57; Init +5; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 18 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +6/+5; Atk +12 melee (1d4+3 plus poison, bite); Full Atk +12 melee (1d4+3 plus poison, bite) and +7 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, sneak attack +2d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 17 (HD + 10); AL NE; SV Fort +8, Ref +12, Will +5; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 15.

Skills and Feats: Bluff +12, Diplomacy +4, Escape Artist +6, Hide +21, Intimidate +11, Listen +8, Move Silently +17, Perform (dance) +7, Spot +8; Combat Reflexes, Dodge, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while

delay poison allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 16); 1/day – *desecrate*, *unholy blight* (DC 16). Caster level 7th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +1.

Advanced Half-Fiend Vargouille Ftr2/Ravager2: CR 9; Small Outsider (Evil); HD 3d8+4d10+28; hp 69; Init +5; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +7/+6; Atk +13 melee (1d6+3 plus poison, bite); Full Atk +13 melee (1d6+3 plus poison, bite) and +8 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, pain touch 1/day, aura of fear 10 ft. 1/day; SQ darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 17 (HD + 10); AL NE; SV Fort +13, Ref +8, Will +4; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 15. *Complete Warrior*, page 73.

Skills and Feats: Hide +15, Intimidate +10, Knowledge (religion) +1, Listen +6, Move Silently +13, Spot +6, Survival +4; Close Quarters Fighting*, Improved Natural Attack (bite), Improved Sunder, Power Attack, Stealthy, Weapon Finesse^B. **Complete Warrior*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and

scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 16); 1/day – *desecrate*, *unholy blight* (DC 16). Caster level 7th. The save DCs are Cha-based.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level. The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day that varies based on the ravager's level. Each use lasts for a number of rounds equal to 3 + the ravager's Cha modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +1.

Advanced Half-Fiend Vargouille Warlock6/Mindbender1: CR 11; Small Outsider (Evil); HD 3d8+6d6+1d4+40; hp 78; Init +9; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +7/+6; Atk +13 melee (1d4+3 plus poison, bite) or +13 ranged touch (4d6, *eldritch blast*); Full Atk +13 melee (1d4+3 plus poison, bite) and +8 melee (1d3+1, 2 claws) or +13 ranged touch (4d6, *eldritch blast*); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, invocations (least, lesser; CL 7th), *eldritch blast* 4d6; SQ darkvision 60 ft., *detect magic*, *deceive item*, *telepathy*, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, DR 1/cold iron, SR 20 (HD + 10); AL NE; SV

Fort +11, Ref +10, Will +10; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16. *Complete Arcane*, page 5 and page 54.

Skills and Feats: Bluff +7, Concentration +5, Diplomacy +7, Hide +15, Intimidate +7, Listen +5, Move Silently +11, Sense Motive +5, Spot +5, Use Magic Device +5; Combat Casting, Improved Initiative, Maximize Spell-Like Ability (*eldritch blast*)*, Stealthy, Weapon Finesse^B. **Complete Arcane*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16). Caster level 10th. The save DCs are Cha-based.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes

attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Invocations Known (4; DC 13 + equivalent spell level; CL 7th): Least – *dark one's own luck**, *devil's sight**, *see the unseen**; Lesser – *charm**. *Complete Arcane.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *ring of protection* +1, *bag of holding* – type I, *potion of barkskin* +5, *potion of shield of faith* +5, 2 *potions of eagle's splendor*.

ENCOUNTER 9

Half-Fiend Minotaur Ftr4: CR 10; Large Outsider; HD 6d8+4d10+50; hp 104; Init +1; Spd 20 ft., fly 30 ft. (average); AC 22, touch 10, flat-footed — (-1 size, +1 Dex, +6 natural, +6 armor); Base Atk/Grp +10/+23; Atk +19 melee (3d6+14/19-20/x3, +1 large greataxe) or +18 melee (1d8+9, gore) or +18 melee (1d6+9, claw); Full Atk +19/+14 melee (3d6+14/19-20/x3, +1 large greataxe) and +16 melee (1d8+4, gore) and +16 melee (1d8+4, bite) or +18 melee (1d6+9, 2 claws) and +16 melee (1d8+4, gore) and +16 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA natural weapons are treated as magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, powerful charge 4d6+13; SQ darkvision 60 ft., natural cunning, scent, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR

20 (HD + 10); AL NE; SV Fort +11, Ref +7, Will +7; Str 28, Dex 12, Con 20, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +7, Hide -5, Intimidate +13, Jump +13, Listen +14, Move Silently -1, Search +13, Sense Motive +3, Spot +14; Awesome Blow, Large and In Charge*, Improved Bull Rush, Improved Critical (greataxe), Multiattack, Power Attack, Powerful Charge**. *Draconomicon, **Miniatures Handbook.

Skills: A minotaur has a +4 racial bonus to Search, Spot, and Listen checks.

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +18 attack bonus that deals 4d6+13 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives the immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track their enemies. Further, they are never caught flat-footed.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 15); 1/day – *desecrate*, *unholy blight* (DC 15), *contagion* (DC 14). Caster level 10th. The save DCs are Cha-based.

Languages: Abyssal, Giant.

Description: This creature looks like an incredibly tall, powerful muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Possessions: +1 large greataxe, large banded mail, *potion of shield of faith* +3, *potion of bull's strength*.

Tarterian Dragon, Young: CR 8; Large Dragon; HD 14d12+42; hp 158; Init +0; Spd 60 ft., fly 150 ft. (poor); AC 22, touch 9, flat-footed 22 (-1 size, +13 natural); Base Atk/Grp +14/+25; Atk +20 melee (2d6+7, bite); Full Atk +20 melee (2d6+7, bite) and +18 melee (1d8+3, 2 claws) and +18 melee (1d6+3, 2 wings) and +18 melee (1d8+10, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, natural weapons treated as magic weapons for the purpose of overcoming DR; SQ blindsense 60 ft., darkvision 120 ft., immunity to magic sleep and paralysis effects, keen senses, force resistance, freedom of movement, strength of will, DR 5/magic, SR 19; AL NE; SV Fort +12, Ref +9, Will +12; Str 25, Dex 10, Con 17, Int 16, Wis 17, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +22, Intimidate +20, Knowledge (the planes) +20, Listen +20, Search +20, Sense Motive +20, Spot +20, Use Magic Device +20; Adroit Flyby Attack*, Flyby Attack, Hover, Multiattack, Power Attack. *Draconomicon.

Breath Weapon (Su): A Tarterian dragon has two types of breath weapon, an 80 ft. line of disruptive force (6d8 damage, Ref DC 20 halves) or a 40 ft. cone of will-sapping gas. Creatures within the cone must succeed on a Will save (DC 20) or be affected by a *crushing despair*

effect, taking a -2 penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for 1 round per age category of the dragon (3 rounds). Usable once every 1d4 rounds; DC is Con-based.

Frightful Presence (Ex): 90-ft. radius, HD 13 or less, Will DC 20 negates. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. DC is Cha-based.

Force Resistance (Ex): Tarterian dragons have a +4 racial bonus on saving throws against force-based spells and effects.

Freedom of Movement (Su): Tarterian dragons can move and attack normally despite any magic that usually impedes movement, such as *hold monster*, paralysis effects, *solid fog*, *slow*, and *web* spells.

Strength of Will (Ex): Tarterian dragons have a +4 morale bonus on saving throws against charm and compulsion effects.

Languages: Draconic, Common, Abyssal, Infernal.

Description: A skeletally gaunt reptile with leathery scales stretched tightly over withered-looking flesh. Their wings have a tattered appearance, and their teeth are long and black, while their scales form a stripped pattern of black, gray, and olive green. Ghostly green light flickers in their black eyes, and their faces seem to wear a perpetual sneering grin.

Possessions: none.

Demodand, Farastu: CR 11; Medium Outsider (Evil); HD 11d8+22; hp 83; Init +5; Spd 40 ft.; AC 25, touch 11, flat-footed 24 (+1 Dex, +14 natural); Base Atk/Grp +11/+23; Atk +15 melee (1d4+4, claw); Full Atk +15 melee (1d4+4, 2 claws) and +10 melee (1d6+2, bite); SA adhesive slime, improved grab, rage, spell-like abilities, *summon demodand*; SQ darkvision 60 ft., scent, freedom of movement, immune to acid/poison, cold/fire resistance 10, DR 10/good, SR 23; AL NE; SV Fort +9, Ref +8, Will +9; Str 19, Dex 13, Con 14, Int 8, Wis 12, Cha 16.

Skills and Feats: Climb +22, Concentration +13, Diplomacy +6, Hide +12, Intimidate +16, Listen +14, Move Silently +12, Search +10, Sense Motive +12, Spot +14, Survival +1 (+3 following tracks); Alertness, Cleave, Improved Initiative, Power Attack.

Skills: A farastu's adhesive slime gives it a +8 racial bonus to Climb checks.

Adhesive Slime (Ex): The thick, tarlike slime that farastus secrete acts as a powerful adhesive, holding fast creatures or items that touch it. Farastus have a +8 racial bonus on grapple checks and disarm checks due to their adhesive slime. A farastu frequently chooses to grapple its foes than maul its enemies with natural attacks. A weapon that strikes a farastu is stuck fast unless the wielder succeeds on a Reflex save (DC 17). Prying off a stuck weapon requires a Str check (DC 17). Lantern oil or some other flammable oil (such as alchemist's fire) dissolves the adhesive slime; the creature requires 10 minutes to renew its adhesive coating if doused with oil. A farastu can dissolve its adhesive slime at will, and the substance breaks down 1 minute after the creature dies.

Improved Grab (Ex): If a farastu hits an opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +23, or +25 when raging, including the racial bonus). Farastu do not have any special ability to damage grappled foes other than their natural attacks, but their adhesive slime makes them very dangerous in a grapple.

Rage (Ex): Three times per day a farastu can fly into a frenzy, raging like a barbarian. The farastu gains a +4 bonus to Str and Con, a +2 morale bonus to Will saves, and a -2 penalty to AC. The rage lasts for 7 rounds, but the farastu can end it earlier if desired. The creature is not fatigued at the end of its rage.

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 17), *invisibility*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *dispel magic*. Caster level 11th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a farastu can attempt to summon 1d4 farastu with a 30% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Languages: Demodand, Abyssal.

Description: These humanoid shaped creatures stand roughly 7 feet high and weigh about 220 lbs. They have long arms and legs, and large oblong heads. Their bodies continually ooze a thick, black, tarlike substance that slowly trickles down their emaciated frames.

Possessions: none.

ENCOUNTER 7

Advanced Half-Fiend Vargouille Rog5: CR 10; Small Outsider (Evil); HD 3d8+5d6+32; hp 65; Init +5; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 18 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +6/+5; Atk +12 melee (1d4+3 plus poison, bite); Full Atk +12 melee (1d4+3 plus poison, bite) and +7 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, sneak attack +3d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 18 (HD + 10); AL NE; SV Fort +8, Ref +12, Will +5; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16.

Skills and Feats: Bluff +14, Diplomacy +5, Escape Artist +9, Hide +22, Intimidate +12, Listen +8, Move Silently +18, Perform (dance) +8, Spot +8; Combat Reflexes, Dodge, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while

delay poison allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17). Caster level 8th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +1, *potion of resist energy (sonic)* 30.

Advanced Half-Fiend Vargouille Ftr2/Ravager4: CR 11; Small Outsider (Evil); HD 3d8+6d10+36; hp 90; Init +5; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +9/+8; Atk +15 melee (1d6+3 plus poison, bite); Full Atk +15 melee (1d6+3 plus poison, bite) and +10 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, pain touch 2/day, aura of fear 10 ft. 1/day, cruelest cut 1/day; SQ darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 19 (HD + 10); AL NE; SV Fort +14, Ref +9, Will +5; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16. *Complete Warrior*, page 73.

Skills and Feats: Hide +15, Intimidate +12, Knowledge (religion) +1, Listen +6, Move Silently +14, Spot +6, Survival +4; Blind-Fight, Close Quarters Fighting*, Improved Natural Attack (bite), Improved Sunder, Power Attack, Stealthy, Weapon Finesse^B. **Complete Warrior*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair

falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level. The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day that varies based on the ravager's level. Each use lasts for a number of rounds equal to 3 + the ravager's Cha modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Su): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The ravager must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Con damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cut once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16). Caster level 9th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +1, *potion of resist energy (sonic)* 30.

Advanced Half-Fiend Vargouille Warlock6/Mindbender2: CR 13; Small Outsider (Evil); HD

3d8+6d6+2d4+44; hp 84; Init +9; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +8/+7; Atk +14 melee (1d4+3 plus poison, bite) or +14 ranged touch (4d6, *eldritch blast*); Full Atk +14 melee (1d4+3 plus poison, bite) and +9 melee (1d3+1, 2 claws) or +14 ranged touch (4d6, *eldritch blast*); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, invocations (least, lesser; CL 7th), *eldritch blast* 4d6, *push the weak mind* 1/day; SQ darkvision 60 ft., *detect magic*, *deceive item*, telepathy, skill boost, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, DR 1/cold iron, SR 21 (HD + 10); AL NE; SV Fort +12, Ref +10, Will +11; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16. *Complete Arcane*, page 5 and page 54.

Skills and Feats: Bluff +8, Concentration +6, Diplomacy +8, Hide +15, Intimidate +8, Listen +5, Move Silently +11, Sense Motive +6, Spot +5, Use Magic Device +5; Combat Casting, Improved Initiative, Maximize Spell-Like Ability (*eldritch blast*)*, Stealthy, Weapon Finesse^B. **Complete Arcane*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20). Caster level 11th. The save DCs are Cha-based.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will save (DC 13 + Cha modifier) negates the effect. A mindbender can use this ability one additional time per day per three class levels.

gained (two times per day at 5th level and three times per day at 8th level).

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add ½ his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Invocations Known (4; DC 13 + equivalent spell level; CL 7th): Least – *dark one's own luck**, *devil's sight**, *see the unseen**; Lesser – *charm**. *Complete Arcane.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: ring of protection +1, bag of holding – type I, *potion of barkskin* +5, *potion of shield of faith* +5, 2 *potions of eagle's splendor*, *potion of tongues*, *potion of cure serious wounds*, 2 *potions of mage armor*, 2 *potions of invisibility*.

Shrieking Terror, Five-Headed Terror: CR 10; Medium Aberration; HD 15d8+30; hp 113; Init +8; Spd fly 40 ft. (good); AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural); Base Atk/Grp +11/+12; Atk +16 melee (1d6+1 plus poison, 5 bites); Full Atk +16 melee (1d6+1 plus poison, 5 bites); SA pounce, shriek, kiss, poison; SQ darkvision 60 ft., fast healing 5; AL NE; SV Fort +9, Ref +11, Will +12; Str 13, Dex 18, Con 15, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +7, Listen +5, Move Silently +6, Spot +14; Combat Reflexes^B, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite).

Skills: A shrieking terror has a +2 racial bonus on Listen checks and Spot checks, thanks to its multiple heads. This bonus is negated if the creature is reduced to one head.

Pounce (Ex): If a shrieking terror moves or charge a foe in a round, it can still make a full attack with all of its heads at no penalty.

Shriek (Su): As a full round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other shrieking terrors or vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 24 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the shrieking terror's kiss (see below). A creature that successfully saves cannot be affected again by the same shrieking terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus for each of its heads (if the shrieking terror gains or loses heads, the save DC adjusts accordingly).

Kiss (Su): Each head of a shrieking terror can kiss a paralyzed target with a successful melee touch attack (attack bonus +15). An affected opponent must succeed on a DC 23 Fort save or begin a terrible transformation

that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 19 or be unable to heal the shrieking terror's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based.

Languages: Infernal.

Description: This creature looks like a nightmarish flying starfish. Five necks radiate out from a central core capped with wings. At the end of each neck is a hideously distorted humanlike head with scaly skin. The eyes in these heads burn with a menacing green flame.

Combat: A shrieking terror generally begins combat by using its shrieking ability. It then selects a paralyzed foe as its first victim, and one or two heads kiss it while the other three or four either attack any active foes that come near, or use their shriek ability defensively.

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

Each of the shrieking terror's head has hit points equal to the creature's full normal hit point total divide by 10, rounded down. Losing a head deals damage to the body equal to the head's full normal hit points. After a head is severed, a natural reflex seals the neck shut to prevent further blood loss. A shrieking terror can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A shrieking terror can never have more than ten heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent the stump from growing two new heads, at least 5 points of fire or acid damage must be dealt to the stump (requiring a touch attack to hit) before the new heads appear. A flaming

weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a *fireball* spell or dragon breath) may burn multiple stumps in addition to dealing damage to the shrieking terror's body. A shrieking terror does not die from losing its heads until all its heads have been cut off and the stumps seared with fire or acid.

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

Possessions: none.

ENCOUNTER 9

Half-Fiend Minotaur Ftr4: CR 10; Large Outsider; HD 6d8+4d10+50; hp 104; Init +1; Spd 20 ft., fly 30 ft. (average); AC 22, touch 10, flat-footed — (-1 size, +1 Dex, +6 natural, +6 armor); Base Atk/Grp +10/+23; Atk +19 melee (3d6+14/19-20/x3, +1 *large greataxe*) or +18 melee (1d8+9, gore) or +18 melee (1d6+9, claw); Full Atk +19/+14 melee (3d6+14/19-20/x3, +1 *large greataxe*) and +16 melee (1d8+4, gore) and +16 melee (1d8+4, bite) or +18 melee (1d6+9, 2 claws) and +16 melee (1d8+4, gore) and +16 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA natural weapons are treated as magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, powerful charge 4d6+13; SQ darkvision 60 ft., natural cunning, scent, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 20 (HD + 10); AL NE; SV Fort +11, Ref +7, Will +7; Str 28, Dex 12, Con 20, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +7, Hide -5, Intimidate +13, Jump +13, Listen +14, Move Silently -1, Search +13, Sense Motive +3, Spot +14; Awesome Blow, Large and In Charge*, Improved Bull Rush, Improved Critical (greataxe), Multiattack, Power Attack, Powerful Charge*. **Draconomicon*, ***Miniatures Handbook*.

Skills: A minotaur has a +4 racial bonus to Search, Spot, and Listen checks.

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +18 attack bonus that deals 4d6+13 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives the immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track their enemies. Further, they are never caught flat-footed.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 15); 1/day – *desecrate*, *unholy blight* (DC 15), *contagion* (DC 14). Caster level 10th. The save DCs are Cha-based.

Languages: Abyssal, Giant.

Description: This creature looks like an incredibly tall, powerful muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Possessions: +1 *large greataxe*, large banded mail, *potion of shield of faith* +3, *potion of bull's strength*.

Tarterian Dragon, Juvenile: CR 10; Large Dragon; HD 17d12+68; hp 204; Init +0; Spd 60 ft., fly 150 ft. (poor); AC 25, touch 9, flat-footed 25 (-1 size, +16 natural); Base Atk/Grp +17/+30; Atk +25 melee (2d6+9, bite); Full Atk +25 melee (2d6+9, bite) and +25 melee (1d8+4, 2 claws) and +25 melee (1d6+4, 2 wings) and +25 melee (1d8+13, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, natural weapons treated as magic weapons for the purpose of overcoming DR; SQ blindsense 60 ft., darkvision 120 ft., immunity to magic sleep and paralysis effects, keen senses, force resistance, freedom of movement, strength of will, DR 5/magic, SR 21; AL NE; SV Fort +14, Ref +10, Will +14; Str 29, Dex 10, Con 19, Int 18, Wis 19, Cha 18.

Skills and Feats: Concentration +24, Diplomacy +27, Intimidate +25, Knowledge (the planes) +25, Listen +25, Search +25, Sense Motive +25, Spot +25, Use Magic Device +25; Adroit Flyby Attack*, Flyby Attack, Hover, Improved Multiattack*, Multiattack, Power Attack. **Draconomicon*.

Breath Weapon (Su): A Tarterian dragon has two types of breath weapon, an 80 ft. line of disruptive force (8d8 damage, Ref DC 22 halves) or a 40 ft. cone of will-sapping gas. Creatures within the cone must succeed on a Will save (DC 22) or be affected by a *crushing despair* effect, taking a -2 penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for 1 round per age category of the dragon (4 rounds). Usable once every 1d4 rounds; DC is Con-based.

Frightful Presence (Ex): 120-ft. radius, HD 16 or less, Will DC 22 negates. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. DC is Cha-based.

Force Resistance (Ex): Tarterian dragons have a +4 racial bonus on saving throws against force-based spells and effects.

Freedom of Movement (Su): Tarterian dragons can move and attack normally despite any magic that usually impedes movement, such as *hold monster*, paralysis effects, *solid fog*, *slow*, and *web* spells.

Strength of Will (Ex): Tarterian dragons have a +4 morale bonus on saving throws against charm and compulsion effects.

Languages: Draconic, Common, Abyssal, Infernal.

Description: A skeletally gaunt reptile with leathery scales stretched tightly over withered-looking flesh. Their wings have a tattered appearance, and their teeth are long and black, while their scales form a stripped pattern of black, gray, and olive green. Ghostly green light flickers in their black eyes, and their faces seem to wear a perpetual sneering grin.

Possessions: none.

Demodand, Farastu Sor6: CR 14; Medium Outsider (Evil); HD 11d8+6d4+68; hp 135; Init +6; Spd 40 ft.; AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural); Base Atk/Grp +14/+29; Atk +21 melee (1d4+7, claw); Full Atk +21 melee (1d4+7, 2 claws) and +16 melee (1d6+3, bite); SA spells, adhesive slime, improved grab, rage, spell-like abilities, *summon demodand*; SQ darkvision 60 ft., scent, freedom of movement, summon familiar, immune to acid/poison, cold/fire resistance 10, DR 10/good, SR 23; AL NE; SV Fort +13 (+15), Ref +11 (+13), Will +13 (+15); Str 24, Dex 14, Con 18, Int 8, Wis 10, Cha 20.

Skills and Feats: Climb +25, Concentration +21, Diplomacy +8, Hide +13, Intimidate +18, Listen +13, Move Silently +13, Search +10, Sense Motive +11, Spot +13, Survival +0 (+2 following tracks); Alertness, Cleave, Eschew Materials, Improved Initiative, Intimidating Rage*, Power Attack. *Complete Warrior.

Skills: A farastu's adhesive slime gives it a +8 racial bonus to Climb checks.

Adhesive Slime (Ex): The thick, tarlike slime that farastus secrete acts as a powerful adhesive, holding fast creatures or items that touch it. Farastus have a +8 racial bonus on grapple checks and disarm checks due to their adhesive slime. A farastu frequently chooses to grapple its foes than maul its enemies with natural attacks. A weapon that strikes a farastu is stuck fast unless the wielder succeeds on a Reflex save (DC 17). Prying off a stuck weapon requires a Str check (DC 17). Lantern oil or some other flammable oil (such as alchemist's fire) dissolves the adhesive slime; the creature requires 10 minutes to renew its adhesive coating if doused with oil. A farastu can dissolve its adhesive slime at will, and the substance breaks down 1 minute after the creature dies.

Improved Grab (Ex): If a farastu hits an opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +29, or +31 when raging, including the racial bonus). Farastu do not have any special ability to damage grappled foes other than their natural attacks, but their adhesive slime makes them very dangerous in a grapple.

Rage (Ex): Three times per day a farastu can fly into a frenzy, raging like a barbarian. The farastu gains a +4 bonus to Str and Con, a +2 morale bonus to Will saves, and a -2 penalty to AC. The rage lasts for 9 rounds, but the farastu can end it earlier if desired. The creature is not fatigued at the end of its rage.

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 19), *invisibility*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *dispel magic*. Caster level 17th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a farastu can attempt to summon 1d4 farastu with a 30% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Sorcerer Spells Known (6/8/6/4; save DC 15 + spell level): 0 – *acid splash*, *arcane mark*, *disrupt undead*, *message*, *prestidigitation*, *ray of frost*, *touch of fatigue*; 1st – *grease*, *magic missile*, *shield*, *true strike*; 2nd – *bull's strength*, *web*; 3rd – *fly*.

Languages: Demodand, Abyssal.

Description: These humanoid shaped creatures stand roughly 7 feet high and weigh about 220 lbs. They have long arms and legs, and large oblong heads. Their bodies continually ooze a thick, black, tarlike substance that slowly trickles down their emaciated frames.

Possessions: *cloak of resistance* +2, *wand of mage armor* (CL 1st), *potion of shield of faith* +5.

ENCOUNTER 7

Advanced Half-Fiend Vargouille Rog7/Shadowdancer1: CR 14; Small Outsider (Evil); HD 3d8+7d6+1d8+44; hp 89; Init +5; Spd fly 30 ft. (good); AC 19, touch 18, flat-footed 19 (+1 size, +5 Dex, +1 natural, +1 deflection, +1 insight); Base Atk/Grp +8/+7; Atk +14 melee (1d4+3 plus poison, bite); Full Atk +14 melee (1d4+3 plus poison, bite) and +9 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, sneak attack +4d6; SQ hide in plain sight, darkvision 60 ft., trapfinding, evasion, trap sense +2, uncanny dodge, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 21 (HD + 10); AL NE; SV Fort +9, Ref +15, Will +6; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16.

Skills and Feats: Bluff +17, Diplomacy +5, Escape Artist +16, Hide +25, Intimidate +12, Listen +8, Move Silently +21, Perform (dance) +8, Spot +8; Combat Reflexes, Dodge, Mobility, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while

delay poison allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20). Caster level 11th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +1, *potion of resist energy* (sonic) 30, *ioun stone* (dusty rose prism).

Advanced Half-Fiend Vargouille Ftr2/Ravager6: CR 14; Small Outsider (Evil); HD 3d8+8d10+44; hp 111; Init +5; Spd fly 30 ft. (good); AC 19, touch 18, flat-footed 14 (+1 size, +5 Dex, +1 natural, +1 deflection, +1 insight); Base Atk/Grp +11/+10; Atk +17 melee (1d6+3 plus poison, bite); Full Atk +17 melee (1d6+3 plus poison, bite) and +12 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, pain touch 2/day, aura of fear 20 ft. 2/day, cruelest cut 2/day; SQ darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 21 (HD + 10); AL NE; SV Fort +15, Ref +10, Will +6; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16. *Complete Warrior*, page 73.

Skills and Feats: Hide +15, Intimidate +12, Knowledge (religion) +1, Listen +6, Move Silently +14, Spot +6, Survival +4; Blind-Fight, Close Quarters Fighting*, Improved Natural Attack (bite), Improved Sunder, Power Attack, Stealthy, Weapon Finesse^B. **Complete Warrior*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level. The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day that varies based on the ravager's level. Each use lasts for a number of rounds equal to 3 + the ravager's Cha modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Su): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The ravager must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Con damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cut once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20). Caster level 11th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +1, *potion of resist energy (sonic)* 30, *ioun stone (dusty rose prism)*.

Advanced Half-Fiend Vargouille Warlock6/Mindbender2: CR 13; Small Outsider (Evil); HD 3d8+6d6+2d4+44; hp 84; Init +9; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +8/+7; Atk +14 melee (1d4+3 plus poison, bite) or +14 ranged touch (4d6, *eldritch blast*); Full Atk +14 melee (1d4+3 plus poison, bite) and +9 melee (1d3+1, 2 claws) or +14 ranged touch (4d6, *eldritch blast*); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, invocations (least, lesser; CL 7th), *eldritch blast* 4d6, *push the weak mind* 1/day; SQ darkvision 60 ft., *detect magic*, *deceive item*, telepathy, skill boost, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, DR 1/cold iron, SR 21 (HD + 10); AL NE; SV Fort +12, Ref +10, Will +11; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 16. *Complete Arcane*, page 5 and page 54.

Skills and Feats: Bluff +8, Concentration +6, Diplomacy +8, Hide +15, Intimidate +8, Listen +5, Move Silently +11, Sense Motive +6, Spot +5, Use Magic Device +5; Combat Casting, Improved Initiative, Maximize Spell-Like Ability (*eldritch blast*)*, Stealthy, Weapon Finesse^B. **Complete Arcane*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while

delay poison allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20). Caster level 11th. The save DCs are Cha-based.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same

or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with *eldritch* power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or *eldritch essence* invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and *eldritch essence* invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one *eldritch essence* invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an *eldritch essence* invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will save (DC 13 + Cha modifier) negates the effect. A mindbender can use this

ability one additional time per day per three class levels gained (two times per day at 5th level and three times per day at 8th level).

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add ½ his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Invocations Known (4; DC 13 + equivalent spell level; CL 7th): Least – *dark one's own luck**, *devil's sight**, *see the unseen**; Lesser – *charm**. *Complete Arcane.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: ring of protection +1, bag of holding – type I, potion of barkskin +5, potion of shield of faith +5, 2 potions of eagle's splendor, potion of tongues, potion of cure serious wounds, 2 potions of mage armor, 2 potions of invisibility.

Spellwarped Shrieking Terror, Five-Headed Terror: CR 12; Medium Aberration; HD 15d8+60; hp 135; Init +9; Spd fly 40 ft. (good); AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural); Base Atk/Grp +11/+14; Atk +17 melee (1d6+3 plus poison, 5 bites); Full Atk +17 melee (1d6+3 plus poison, 5 bites); SA pounce, shriek, kiss, poison; SQ darkvision 60 ft., fast healing 5, SR 26 (Ex, 11 + HD), spell absorption; AL NE; SV Fort +11, Ref +12, Will +12; Str 17, Dex 20, Con 19, Int 9, Wis 12, Cha 8.

Skills and Feats: Hide +8, Listen +5, Move Silently +7, Spot +14; Combat Reflexes^B, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite).

Skills: A shrieking terror has a +2 racial bonus on Listen checks and Spot checks, thanks to its multiple heads. This bonus is negated if the creature is reduced to one head.

Pounce (Ex): If a shrieking terror moves or charge a foe in a round, it can still make a full attack with all of its heads at no penalty.

Shriek (Su): As a full round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other shrieking terrors or vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 26 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the shrieking terror's kiss (see below). A creature that successfully saves cannot be affected again by the same shrieking terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus for each of its heads (if the shrieking terror gains or loses heads, the save DC adjusts accordingly).

Kiss (Su): Each head of a shrieking terror can kiss a paralyzed target with a successful melee touch attack (attack bonus +15). An affected opponent must succeed

on a DC 25 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 21 or be unable to heal the shrieking terror's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: The creature gains a +4 enhancement bonus to Str for 1 minute.

Agility: The creature gains a +4 enhancement bonus to Dex for 1 minute.

Endurance: The creature gains a +4 enhancement bonus to Con for 1 minute.

Life: The creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Languages: Infernal.

Description: This creature looks like a nightmarish flying starfish. Five necks radiate out from a central core capped with wings. At the end of each neck is a hideously distorted humanlike head with scaly skin. The eyes in these heads burn with a menacing green flame.

Combat: A shrieking terror generally begins combat by using its shrieking ability. It then selects a paralyzed foe as its first victim, and one or two heads kiss it while the other three or four either attack any active foes that come near, or use their shriek ability defensively.

A shrieking terror can be killed by severing all of its heads or by slaying its body. To sever a head, an opponent must make a successfully sunder attempt with a slashing weapon. The player should declare where the attack is aimed, either at the body or at the head, before making the attack roll. An opponent can strike at a shrieking terror's heads from any position in which he could strike at the shrieking terror's body, because the monster's heads writhe and whip about during combat.

An opponent can ready an action to attempt to sunder a shrieking terror's head when the creature bites at him.

Each of the shrieking terror's head has hit points equal to the creature's full normal hit point total divided by 10, rounded down. Losing a head deals damage to the body equal to the head's full normal hit points. After a head is severed, a natural reflex seals the neck shut to prevent further blood loss. A shrieking terror can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A shrieking terror can never have more than ten heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent the stump from growing two new heads, at least 5 points of fire or acid damage must be dealt to the stump (requiring a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a *fireball* spell or dragon breath) may burn multiple stumps in addition to dealing damage to the shrieking terror's body. A shrieking terror does not die from losing its heads until all its heads have been cut off and the stumps seared with fire or acid.

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

Possessions: none.

ENCOUNTER 9

Half-Fiend Minotaur Ftr5: CR 12; Large Outsider; HD 6d8+5d10+55; hp 115; Init +1; Spd 20 ft., fly 30 ft. (average); AC 22, touch 10, flat-footed — (-1 size, +1 Dex, +6 natural, +6 armor); Base Atk/Grp +11/+24; Atk +20 melee (3d6+14/19-20/x3, +1 *large greataxe*) or +19 melee (1d8+9, gore) or +19 melee (1d6+9, claw); Full Atk +20/+15/+10 melee (3d6+14/19-20/x3, +1 *large greataxe*) and +17 melee (1d8+4, gore) and +17 melee (1d8+4, bite) or +19 melee (1d6+9, 2 claws) and +17 melee (1d8+4, gore) and +17 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA natural weapons are treated as magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, powerful charge 4d6+13; SQ darkvision 60 ft., natural cunning, scent, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 21 (HD + 10); AL NE; SV Fort +11 (+12), Ref +7 (+8), Will +7 (+8); Str 28, Dex 12, Con 20, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +7, Hide -5, Intimidate +14, Jump +14, Listen +14, Move Silently -1, Search +13, Sense Motive +3, Spot +14; Awesome Blow, Large and In Charge*, Improved Bull Rush, Improved

Critical (greataxe), Multiattack, Power Attack, Powerful Charge*. **Draconomicon*, ***Miniatures Handbook*.

Skills: A minotaur has a +4 racial bonus to Search, Spot, and Listen checks.

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +19 attack bonus that deals 4d6+13 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives the immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track their enemies. Further, they are never caught flat-footed.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 15); 1/day – *desecrate*, *unholy blight* (DC 15), *contagion* (DC 14), *blasphemy* (DC 18). Caster level 11th. The save DCs are Cha-based.

Languages: Abyssal, Giant.

Description: This creature looks like an incredibly tall, powerful muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Possessions: +1 *large greataxe*, large banded mail, *potion of shield of faith* +3, *potion of bull's strength*, *cloak of resistance* +1.

Tarterian Dragon, Juvenile: CR 10; Large Dragon; HD 17d12+68; hp 204; Init +0; Spd 60 ft., fly 150 ft. (poor); AC 25, touch 9, flat-footed 25 (-1 size, +16 natural); Base Atk/Grp +17/+30; Atk +25 melee (2d6+9, bite); Full Atk +25 melee (2d6+9, bite) and +25 melee (1d8+4, 2 claws) and +25 melee (1d6+4, 2 wings) and +25 melee (1d8+13, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, natural weapons treated as magic weapons for the purpose of overcoming DR; SQ blindsense 60 ft., darkvision 120 ft., immunity to magic sleep and paralysis effects, keen senses, force resistance, freedom of movement, strength of will, DR 5/magic, SR 21; AL NE; SV Fort +14, Ref +10, Will +14; Str 29, Dex 10, Con 19, Int 18, Wis 19, Cha 18.

Skills and Feats: Concentration +24, Diplomacy +27, Intimidate +25, Knowledge (the planes) +25, Listen +25, Search +25, Sense Motive +25, Spot +25, Use Magic Device +25; Adroit Flyby Attack*, Flyby Attack, Hover, Improved Multiattack*, Multiattack, Power Attack. **Draconomicon*.

Breath Weapon (Su): A Tarterian dragon has two types of breath weapon, an 80 ft. line of disruptive force (8d8 damage, Ref DC 22 halves) or a 40 ft. cone of will-sapping gas. Creatures within the cone must succeed on a Will save (DC 22) or be affected by a *crushing despair* effect, taking a -2 penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for

1 round per age category of the dragon (4 rounds). Usable once every 1d4 rounds; DC is Con-based.

Frightful Presence (Ex): 120-ft. radius, HD 16 or less, Will DC 22 negates. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. DC is Cha-based.

Force Resistance (Ex): Tarterian dragons have a +4 racial bonus on saving throws against force-based spells and effects.

Freedom of Movement (Su): Tarterian dragons can move and attack normally despite any magic that usually impedes movement, such as *hold monster*, paralysis effects, *solid fog*, *slow*, and *web* spells.

Strength of Will (Ex): Tarterian dragons have a +4 morale bonus on saving throws against charm and compulsion effects.

Languages: Draconic, Common, Abyssal, Infernal.

Description: A skeletally gaunt reptile with leathery scales stretched tightly over withered-looking flesh. Their wings have a tattered appearance, and their teeth are long and black, while their scales form a stripped pattern of black, gray, and olive green. Ghostly green light flickers in their black eyes, and their faces seem to wear a perpetual sneering grin.

Possessions: none.

Demodand, Farastu Sor6/Rage Mage1: CR 15; Medium Outsider (Evil); HD 11d8+6d4+1d8+72; hp 144; Init +6; Spd 40 ft.; AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural); Base Atk/Grp +14/+29; Atk +21 melee (1d4+7, claw); Full Atk +21 melee (1d4+7, 2 claws) and +16 melee (1d6+3, bite); SA spells, adhesive slime, improved grab, rage 3/day, spell rage 1/day, spell-like abilities, *summon demodand*; SQ darkvision 60 ft., scent, freedom of movement, summon familiar, immune to acid/poison, cold/fire resistance 10, DR 10/good, SR 23; AL NE; SV Fort +15 (+17), Ref +11 (+13), Will +13 (+15); Str 24, Dex 14, Con 18, Int 8, Wis 10, Cha 20. *Complete Warrior*, page 72.

Skills and Feats: Climb +25, Concentration +22, Diplomacy +8, Hide +13, Intimidate +18, Listen +13, Move Silently +13, Search +10, Sense Motive +11, Spot +13, Survival +0 (+2 following tracks); Alertness, Cleave, Combat Casting, Eschew Materials, Improved Initiative, Intimidating Rage*, Power Attack. **Complete Warrior*.

Skills: A farastu's adhesive slime gives it a +8 racial bonus to Climb checks.

Adhesive Slime (Ex): The thick, tarlike slime that farastus secrete acts as a powerful adhesive, holding fast creatures or items that touch it. Farastus have a +8 racial bonus on grapple checks and disarm checks due to their adhesive slime. A farastu frequently chooses to grapple its foes than maul its enemies with natural attacks. A weapon that strikes a farastu is stuck fast unless the wielder succeeds on a Reflex save (DC 17). Prying off a stuck weapon requires a Str check (DC 17). Lantern oil or some other flammable oil (such as alchemist's fire) dissolves the adhesive slime; the creature requires 10 minutes to renew its adhesive coating if doused with oil.

A farastu can dissolve its adhesive slime at will, and the substance breaks down 1 minute after the creature dies.

Improved Grab (Ex): If a farastu hits an opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +29, or +31 when raging, including the racial bonus). Farastu do not have any special ability to damage grappled foes other than their natural attacks, but their adhesive slime makes them very dangerous in a grapple.

Rage (Ex): Three times per day a farastu can fly into a frenzy, raging like a barbarian. The farastu gains a +4 bonus to Str and Con, a +2 morale bonus to Will saves, and a -2 penalty to AC. The rage lasts for 9 rounds, but the farastu can end it earlier if desired. The creature is not fatigued at the end of its rage.

Spell Rage (Ex): A rage mage can casts spells while in a rage, as long as the spell's casting time is no more than 1 full round. When she casts a spell of the abjuration, conjuration, evocation, necromancy, or transmutation school while in a rage, the rage mage uses her character level as her caster level. This ability only works when the rage mage is in a spell rage. While in a spell rage, a rage mage becomes reckless and loses some of her ability to defend herself. She temporarily takes a -2 penalty to AC. She can attempt Concentration checks to avoid having a spell disrupted, but can't use any other Cha-, Dex-, or Int-based skills (except for Balance, Escape Artist, Intimidate, and Ride) while in a spell rage. A fit of rage lasts for a number of rounds equal to 3 + the character's Con modifier. A rage mage can end her rage voluntarily. At the end of the rage, the character is fatigued for the duration of the current encounter. A rage mage can only fly into a rage once per encounter, and only a certain number of times per day. Entering a rage takes no time itself, but a rage mage can only do it during her action, not in response to somebody else's action.

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 19), *invisibility*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *dispel magic*. Caster level 18th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a farastu can attempt to summon 1d4 farastu with a 30% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Sorcerer Spells Known (6/8/6/4; save DC 15 + spell level): 0 – *acid splash*, *arcane mark*, *disrupt undead*, *message*, *prestidigitation*, *ray of frost*, *touch of fatigue*; 1st – *grease*, *magic missile*, *shield*, *true strike*; 2nd – *bull's strength*, *web*; 3rd – *fly*.

Languages: Demodand, Abyssal.

Description: These humanoid shaped creatures stand roughly 7 feet high and weigh about 220 lbs. They have long arms and legs, and large oblong heads. Their bodies continually ooze a thick, black, tarlike substance that slowly trickles down their emaciated frames.

Possessions: *cloak of resistance* +2, *wand of mage armor* (CL 1st), *potion of shield of faith* +4, *potion of greater magic fang* +3.

Demodand, Kelubar: CR 13; Medium Outsider (Evil); HD 13d8+39; hp 108; Init +5; Spd 30 ft., fly 60 ft. (average); AC 27, touch 11, flat-footed 27 (+1 Dex, +16 natural); Base Atk/Grp +13/+18; Atk +18 melee (1d4+5 plus acid, claw); Full Atk +18 melee (1d4+5 plus acid, 2 claws) and +16 melee (1d6+2 plus acid, bite); SA acidic slime, sneak attack +4d6, spell-like abilities, stench, *summon demodand*; SQ darkvision 60 ft., evasion, uncanny dodge, improved uncanny dodge (as Rog7), freedom of movement, immune to acid/poison/cold/fire, DR 15/good, SR 25; AL NE; SV Fort +11, Ref +9, Will +10; Str 20, Dex 13, Con 17, Int 14, Wis 15, Cha 18.

Skills and Feats: Bluff +24, Concentration +19, Diplomacy +28, Disguise +20 (+22 acting), Gather Information +6, Hide +9, Intimidate +22, Knowledge (the planes) +18, Listen +18, Move Silently +9, Sense Motive +22, Spot +18, Survival +2 (+4 on other planes); Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

Skills: Kelubar's have a +4 racial bonus on Bluff, Diplomacy, and Sense Motive checks.

Acidic Slime (Ex): The slime secreted by a kelubar adds +1d6 points of acid damage to each of its melee attacks. On a successful critical hit, the burst of acid deals +1d10 points of acid damage.

Stench (Ex): A kelubar's stench reeks of filth and decay. All creatures (except other demodands) within 30 feet of a kelubar must succeed on a Fort save (DC 19) or be overcome with nausea. This condition lasts as long as the creature remains in the area and for 10 rounds after the creature leaves. A successful save means the creature is immune to that kelubar's stench for 1 day (but not the stench of other kelubars).

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 18), *invisibility*, *Melf's acid arrow*, *spider climb*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *acid fog*, *dispel magic*. Caster level 13th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a kelubar can attempt to summon 1d4 farastu with a 60% chance of success or 1d2 kelubars with a 40% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Languages: Demodand, Abyssal, Common.

Description: These humanoid shaped creatures are obese; they weigh close to 500 lbs, stand about 8 feet tall, and have batlike wings with a span of almost 18 feet. Their skin is knobbed, rough, and leathery, and coated completely by a pale green slime that gives their dark skin a grotesque hue.

Possessions: none.

ENCOUNTER 7

Advanced Half-Fiend Vargouille Rog9/Shadowdancer1: CR 16; Small Outsider (Evil); HD 3d8+9d6+1d8+52; hp 104; Init +5; Spd fly 30 ft. (good); AC 20, touch 19, flat-footed 20 (+1 size, +5 Dex, +1 natural, +2 deflection, +1 insight); Base Atk/Grp +9/+8; Atk +15 melee (1d4+3 plus poison, bite); Full Atk +15 melee (1d4+3 plus poison, bite) and +10 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, sneak attack +5d6; SQ hide in plain sight, darkvision 60 ft., trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge, immune to poison, acid/cold/electricity/fire resistance 10, DR 10/magic, SR 23 (HD + 10); AL NE; SV Fort +10, Ref +16, Will +7; Str 16, Dex 20, Con 18, Int 7, Wis 12, Cha 16.

Skills and Feats: Bluff +19, Diplomacy +5, Escape Artist +21, Hide +27, Intimidate +13, Listen +8, Move Silently +23, Perform (dance) +8, Spot +8; Combat Reflexes, Dodge, Mobility, Spring Attack, Stealthy, Weapon Finesse^B.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17), *unholy aura* (DC 21); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20), *unhallow*. Caster level 13th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +2, *potion of resist energy (sonic)* 30, *ioun stone (dusty rose prism)*, *potion of shield of faith* +4.

Advanced Half-Fiend Vargouille Ftr2/Ravager8: CR 16; Small Outsider (Evil); HD 3d8+10d10+52; hp 132; Init +5; Spd fly 30 ft. (good); AC 20, touch 19, flat-footed 15 (+1 size, +5 Dex, +1 natural, +2 deflection, +1 insight); Base Atk/Grp +13/+12; Atk +19 melee (1d6+3 plus poison, bite); Full Atk +19 melee (1d6+3 plus poison, bite) and +17 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, pain touch 3/day, aura of fear 30 ft. 3/day, cruelest cut 2/day; SQ darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 10/magic, SR 23 (HD + 10); AL NE; SV Fort +16, Ref +10, Will +6; Str 16, Dex 20, Con 18, Int 7, Wis 12, Cha 16. *Complete Warrior*, page 73.

Skills and Feats: Hide +15, Intimidate +12, Knowledge (religion) +1, Listen +6, Move Silently +14, Spot +6, Survival +4; Blind-Fight, Close Quarters Fighting*, Improved Natural Attack (bite), Improved Sunder, Multiattack, Power Attack, Stealthy, Weapon Finesse^B. **Complete Warrior*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level. The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day that varies based on the ravager's level. Each use lasts for a number of rounds equal to 3 + the ravager's Cha modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Su): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The ravager must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Con damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cut once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17), *unholy aura* (DC 21); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20), *unhallow*. Caster level 13th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +2, *potion of resist energy* (sonic) 30, *ioun stone* (dusty rose prism), *potion of shield of faith* +4.

Advanced Half-Fiend Vargouille Warlock8/Mindbender2: CR 15; Small Outsider (Evil); HD 3d8+8d6+2d4+52; hp 99; Init +9; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +10/+9; Atk +16 melee (1d4+3 plus poison, bite) or +16 ranged touch (5d6, *eldritch blast*); Full Atk +16 melee (1d4+3 plus poison, bite) and +11 melee (1d3+1, 2 claws) or +16 ranged touch (5d6, *eldritch blast*); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, invocations (least, lesser; CL 9th), *eldritch blast* 5d6, *push the weak mind* 1/day; SQ darkvision 60 ft., *detect magic*, *deceive item*, *telepathy*, skill boost, fiendish resilience 1, immune to poison, acid/cold/electricity/fire resistance 10, DR 10/magic, DR 2/cold iron, SR 23 (HD + 10); AL NE; SV Fort +12, Ref +10, Will +12; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 17. *Complete Arcane*, page 5 and page 54.

Skills and Feats: Bluff +8, Concentration +6, Diplomacy +8, Hide +15, Intimidate +8, Listen +5, Move Silently +11, Sense Motive +6, Spot +5, Use Magic Device +10; Combat Casting, Improved Initiative, Maximize Spell-Like Ability (*eldritch blast*)*, Skill Focus (Use Magic Device), Stealthy, Weapon Finesse^B. **Complete Arcane*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This

transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17), *unholy aura* (DC 21); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20), *unhallow*. Caster level 13th. The save DCs are Cha-based.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At

11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the

range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will save (DC 13 + Cha modifier) negates the effect. A mindbender can use this ability one additional time per day per three class levels gained (two times per day at 5th level and three times per day at 8th level).

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add ½ his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves to fast healing 2, and at 18th level, it improves to fast healing 5.

Invocations Known (5; DC 13 + equivalent spell level; CL 9th): Least – *dark one's own luck**, *devil's sight**, *see the unseen**; Lesser – *charm**, *voracious dispelling**. *Complete Arcane.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: ring of protection +1, bag of holding – type I, wand of eagle's splendor (CL 3rd, 10 charges), wand of greater mage armor* (CL 5th, 5 charges), wand of cure critical wounds (CL 7th, 10 charges), wand of greater invisibility (CL 7th, 10 charges), potion of barkskin +5. *Complete Arcane.

Shrieking Terror, Ten-Headed Terror: CR 13; Large Aberration; HD 20d8+80; hp 180; Init +7; Spd fly 40 ft. (good); AC 24, touch 12, flat-footed 21 (-1 size, +3 Dex, +12 natural); Base Atk/Grp +15/+24; Atk +20 melee (2d6+5 plus poison, 10 bites); Full Atk +20 melee (2d6+5 plus poison, 10 bites); Space/Reach 10 ft./5 ft.; SA pounce, shriek, kiss, poison; SQ darkvision 60 ft., fast healing 10; AL NE; SV Fort +12, Ref +11, Will +15; Str 21, Dex 16, Con 19, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +2, Listen +7, Move Silently +5, Spot +21; Alertness, Combat Reflexes^B, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Focus (bite).

Skills: A shrieking terror has a +2 racial bonus on Listen checks and Spot checks, thanks to its multiple heads. This bonus is negated if the creature is reduced to one head.

Pounce (Ex): If a shrieking terror moves or charge a foe in a round, it can still make a full attack with all of its heads at no penalty.

Shriek (Su): As a full round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other

shrieking terrors or vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 34 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the shrieking terror's kiss (see below). A creature that successfully saves cannot be affected again by the same shrieking terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus for each of its heads (if the shrieking terror gains or loses heads, the save DC adjusts accordingly).

Kiss (Su): Each head of a shrieking terror can kiss a paralyzed target with a successful melee touch attack (attack bonus +19). An affected opponent must succeed on a DC 28 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 24 or be unable to heal the shrieking terror's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based.

Languages: Infernal.

Description: This creature looks like a nightmarish flying starfish. Ten necks radiate out from a central core capped with wings. At the end of each neck is a hideously distorted humanlike head with scaly skin. The eyes in these heads burn with a menacing green flame.

Combat: A shrieking terror generally begins combat by using its shrieking ability. It then selects a paralyzed foe as its first victim, and one to four heads kiss it while the other heads either attack any active foes that come near, or use their shriek ability defensively.

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

Each of the shrieking terror's head has hit points equal to the creature's full normal hit point total divided by 10, rounded down. Losing a head deals damage to the body equal to the head's full normal hit points. After a head is severed, a natural reflex seals the neck shut to prevent further blood loss. A shrieking terror can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A shrieking terror can never have more than twenty heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent the stump from growing two new heads, at least 5 points of fire or acid damage must be dealt to the stump (requiring a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a *fireball* spell or dragon breath) may burn multiple stumps in addition to dealing damage to the shrieking terror's body. A shrieking terror does not die from losing its heads until all its heads have been cut off and the stumps seared with fire or acid.

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

Possessions: none.

ENCOUNTER 9

Half-Fiend Minotaur Ftr5: CR 12; Large Outsider; HD 6d8+5d10+55; hp 115; Init +1; Spd 20 ft., fly 30 ft. (average); AC 22, touch 10, flat-footed — (-1 size, +1 Dex, +6 natural, +6 armor); Base Atk/Grp +11/+24; Atk +20 melee (3d6+14/19-20/x3, +1 large greataxe) or +19 melee (1d8+9, gore) or +19 melee (1d6+9, claw); Full Atk +20/+15/+10 melee (3d6+14/19-20/x3, +1 large greataxe) and +17 melee (1d8+4, gore) and +17 melee (1d8+4, bite) or +19 melee (1d6+9, 2 claws) and +17 melee (1d8+4, gore) and +17 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA natural weapons are treated as magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, powerful charge 4d6+13; SQ darkvision 60 ft., natural cunning, scent, immune to poison, acid/cold/electricity/fire resistance 10, DR 5/magic, SR 21 (HD + 10); AL NE; SV Fort +11 (+12), Ref +7 (+8), Will +7 (+8); Str 28, Dex 12, Con 20, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +3, Concentration +7, Hide -5, Intimidate +14, Jump +14, Listen +14, Move Silently -1, Search +13, Sense Motive +3, Spot +14; Awesome Blow, Large and In Charge*, Improved Bull Rush, Improved Critical (greataxe), Multiattack, Power Attack, Powerful Charge**. **Draconomicon*, ***Miniatures Handbook*.

Skills: A minotaur has a +4 racial bonus to Search, Spot, and Listen checks.

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +19 attack bonus that deals 4d6+13 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives the immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track their enemies. Further, they are never caught flat-footed.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 15); 1/day – *desecrate*, *unholy blight* (DC 15), *contagion* (DC 14), *blasphemy* (DC 18). Caster level 11th. The save DCs are Cha-based.

Languages: Abyssal, Giant.

Description: This creature looks like an incredibly tall, powerful muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Possessions: +1 large greataxe, large banded mail, *potion of shield of faith* +3, *potion of bull's strength*, *cloak of resistance* +1.

Tarterian Dragon, Adult: CR 14; Huge Dragon; HD 23d12+115; hp 294; Init +0; Spd 60 ft., fly 150 ft. (poor); AC 30, touch 8, flat-footed 30 (-2 size, +22 natural); Base Atk/Grp +23/+42; Atk +32 melee (2d8+11, bite); Full Atk +32 melee (2d8+11, bite) and +32 melee (2d6+5, 2 claws) and +32 melee (1d8+5, 2 wings) and +32 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, frightful presence, natural weapons treated as magic weapons for the purpose of overcoming DR, spell-like abilities, crush; SQ blindsense 60 ft., darkvision 120 ft., immunity to magic sleep and paralysis effects, keen senses, force resistance, freedom of movement, strength of will, DR 10/magic, SR 25; AL NE; SV Fort +18, Ref +13, Will +18; Str 33, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

Skills and Feats: Concentration +31, Diplomacy +34, Intimidate +32, Knowledge (the planes) +32, Listen +32, Search +32, Sense Motive +32, Spot +32, Use Magic Device +32; Adroit Flyby Attack*, Flyby Attack, Hover, Improved Multiattack*, Large and in Charge*, Multiattack, Power Attack, Shock Wave*. **Draconomicon*.

Breath Weapon (Su): A Tarterian dragon has two types of breath weapon, an 100 ft. line of disruptive force (12d8 damage, Ref DC 26 halves) or a 50 ft. cone of will-sapping gas. Creatures within the cone must succeed on a Will save (DC 26) or be affected by a *crushing despair* effect, taking a -2 penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for 1 round per age category of the dragon (6 rounds). Usable once every 1d4 rounds; DC is Con-based.

Frightful Presence (Ex): 180-ft. radius, HD 22 or less, Will DC 26 negates. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. DC is Cha-based.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents). A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. A crush attack deals 2d8 plus 1-1/2 times the dragon's Strength bonus (round down). For this dragon, it is Ref DC 26, 2d8+16 damage.

Force Resistance (Ex): Tarterian dragons have a +4 racial bonus on saving throws against force-based spells and effects.

Freedom of Movement (Su): Tarterian dragons can move and attack normally despite any magic that usually impedes movement, such as *hold monster*, paralysis effects, *solid fog*, *slow*, and *web* spells.

Strength of Will (Ex): Tarterian dragons have a +4 morale bonus on saving throws against charm and compulsion effects.

Spell-like Abilities (Sp): 1/day – *Otiluke's resilient sphere* (DC 19). Caster level 6th. The save DCs are Cha-based.

Languages: Draconic, Common, Abyssal, Infernal.

Description: A skeletally gaunt reptile with leathery scales stretched tightly over withered-looking flesh. Their wings have a tattered appearance, and their teeth are long and black, while their scales form a striped pattern of black, gray, and olive green. Ghostly green light flickers in their black eyes, and their faces seem to wear a perpetual sneering grin.

Possessions: none.

Demodand, Farastu Sor6/Rage Mage: CR 15; Medium Outsider (Evil); HD 11d8+6d4+1d8+72; hp 144; Init +6; Spd 40 ft.; AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural); Base Atk/Grp +14/+29; Atk +21 melee (1d4+7, claw); Full Atk +21 melee (1d4+7, 2 claws) and +16 melee (1d6+3, bite); SA spells, adhesive slime, improved grab, rage 3/day, spell rage 1/day, spell-like abilities, *summon demodand*; SQ darkvision 60 ft., scent, freedom of movement, summon familiar, immune to acid/poison, cold/fire resistance 10, DR 10/good, SR 23; AL NE; SV Fort +15 (+17), Ref +11 (+13), Will +13 (+15); Str 24, Dex 14, Con 18, Int 8, Wis 10, Cha 20. *Complete Warrior*, page 72.

Skills and Feats: Climb +25, Concentration +22, Diplomacy +8, Hide +13, Intimidate +18, Listen +13, Move Silently +13, Search +10, Sense Motive +11, Spot +13, Survival +0 (+2 following tracks); Alertness, Cleave, Combat Casting, Eschew Materials, Improved Initiative, Intimidating Rage*, Power Attack. **Complete Warrior*.

Skills: A farastu's adhesive slime gives it a +8 racial bonus to Climb checks.

Adhesive Slime (Ex): The thick, tarlike slime that farastus secrete acts as a powerful adhesive, holding fast creatures or items that touch it. Farastus have a +8 racial bonus on grapple checks and disarm checks due to their adhesive slime. A farastu frequently chooses to grapple its foes than maul its enemies with natural attacks. A weapon that strikes a farastu is stuck fast unless the wielder succeeds on a Reflex save (DC 17). Prying off a stuck weapon requires a Str check (DC 17). Lantern oil or some other flammable oil (such as alchemist's fire) dissolves the adhesive slime; the creature requires 10 minutes to renew its adhesive coating if doused with oil. A farastu can dissolve its adhesive slime at will, and the substance breaks down 1 minute after the creature dies.

Improved Grab (Ex): If a farastu hits an opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +29, or +31 when raging, including the racial bonus). Farastu do not have any special ability to damage grappled foes other than their natural attacks, but their adhesive slime makes them very dangerous in a grapple.

Rage (Ex): Three times per day a farastu can fly into a frenzy, raging like a barbarian. The farastu gains a +4 bonus to Str and Con, a +2 morale bonus to Will saves, and a -2 penalty to AC. The rage lasts for 9 rounds, but the farastu can end it earlier if desired. The creature is not fatigued at the end of its rage.

Spell Rage (Ex): A rage mage can cast spells while in a rage, as long as the spell's casting time is no more than 1 full round. When she casts a spell of the abjuration, conjuration, evocation, necromancy, or transmutation school while in a rage, the rage mage uses her character level as her caster level. This ability only works when the rage mage is in a spell rage. While in a spell rage, a rage mage becomes reckless and loses some of her ability to defend herself. She temporarily takes a -2 penalty to AC. She can attempt Concentration checks to avoid having a spell disrupted, but can't use any other Cha-, Dex-, or Int-based skills (except for Balance, Escape Artist, Intimidate, and Ride) while in a spell rage. A fit of rage lasts for a number of rounds equal to 3 + the character's Con modifier. A rage mage can end her rage voluntarily. At the end of the rage, the character is fatigued for the duration of the current encounter. A rage mage can only fly into a rage once per encounter, and only a certain number of times per day. Entering a rage takes no time itself, but a rage mage can only do it during her action, not in response to somebody else's action.

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 19), *invisibility*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *dispel magic*. Caster level 18th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a farastu can attempt to summon 1d4 farastu with a 30% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Sorcerer Spells Known (6/8/6/4; save DC 15 + spell level): 0 – *acid splash*, *arcane mark*, *disrupt undead*, *message*, *prestidigitation*, *ray of frost*, *touch of fatigue*; 1st – *grease*, *magic missile*, *shield*, *true strike*; 2nd – *bull's strength*, *web*; 3rd – *fly*.

Languages: Demodand, Abyssal.

Description: These humanoid shaped creatures stand roughly 7 feet high and weigh about 220 lbs. They have long arms and legs, and large oblong heads. Their bodies continually ooze a thick, black, tarlike substance that slowly trickles down their emaciated frames.

Possessions: *cloak of resistance* +2, *wand of mage armor* (CL 1st), *potion of shield of faith* +4, *potion of greater magic fang* +3.

Demodand, Kelubar Assassin: CR 14; Medium Outsider (Evil); HD 13d8+1d6+56; hp 125; Init +7; Spd 30 ft., fly 60 ft. (average); AC 29, touch 13, flat-footed 29 (+3 Dex, +16 natural); Base Atk/Grp +13/+18; Atk +18 melee (1d4+5 plus acid, claw); Full Atk +18 melee (1d4+5 plus acid, 2 claws) and +16 melee (1d6+2 plus acid, bite); SA spells, acidic slime, sneak attack +5d6, death attack (Fort DC 14), spell-like abilities, stench, *summon demodand*; SQ darkvision 60 ft., evasion, uncanny dodge, improved uncanny dodge (as Rog7), poison use, freedom of movement, immune to acid/poison/cold/fire, DR 15/good, SR 25; AL NE; SV Fort +12, Ref +13, Will +8; Str 20, Dex 17, Con 18, Int 17, Wis 12, Cha 18.

Skills and Feats: Bluff +24, Concentration +20, Diplomacy +28, Disguise +20 (+22 acting), Gather Information +6, Hide +14, Intimidate +22, Knowledge (local – Sheldomar Valley) +19, Knowledge (the planes) +19, Listen +16, Move Silently +14, Sense Motive +20, Spot +16, Survival +0 (+2 on other planes), Use Magic Device +5; Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

Skills: Kelubar's have a +4 racial bonus on Bluff, Diplomacy, and Sense Motive checks.

Acidic Slime (Ex): The slime secreted by a kelubar adds +1d6 points of acid damage to each of its melee attacks. On a successful critical hit, the burst of acid deals +1d10 points of acid damage.

Stench (Ex): A kelubar's stench reeks of filth and decay. All creatures (except other demodands) within 30 feet of a kelubar must succeed on a Fort save (DC 19) or be overcome with nausea. This condition lasts as long as the creature remains in the area and for 10 rounds after the creature leaves. A successful save means the creature is immune to that kelubar's stench for 1 day (but not the stench of other kelubars).

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 18), *invisibility*, *Melf's acid arrow*, *spider climb*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *acid fog*, *dispel magic*. Caster level 14th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a kelubar can attempt to summon 1d4 farastu with a 60% chance of success or 1d2 kelubars with a 40% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Assassin Spells Known (1; save DC 13 + spell level): 1st – *distract assailant**, *true strike*. *Complete Adventurer.

Languages: Demodand, Abyssal, Common, Infernal.

Description: These humanoid shaped creatures are obese; they weigh close to 500 lbs, stand about 8 feet tall, and have batlike wings with a span of almost 18 feet. Their skin is knobbed, rough, and leathery, and coated completely by a pale green slime that gives their dark skin a grotesque hue.

Possessions: *potion of shield of faith* +5.

Demodand, Shator: CR 16; Large Outsider (Evil); HD 15d8+60; hp 135; Init +2; Spd 30 ft., fly 70 ft. (poor); AC 28, touch 15, flat-footed 26 (-1 size, +2 Dex, +13 natural, +4 deflection); Base Atk/Grp +15/+25; Atk +22 melee (2d6+11, *huge* +2 *guisarme*) or +20 melee (1d6+6 plus slime, claw); Full Atk +22/+17/+12 melee (2d6+11, *huge* +2 *guisarme*) and +18 melee (2d6+3 plus slime, bite) or +20 melee (1d6+6 plus slime, 2 claws) and +18 melee (2d6+3 plus slime, bite); Space/Reach 10 ft./10 ft. (20 ft. with *guisarme*); SA paralyzing slime, spells (as Sor8), spell-like abilities, *summon demodand*; SQ darkvision 120 ft., see invisibility, scent, freedom of movement, immune to acid/poison/cold/fire, immune to mind-affecting spells/effects, DR 15/good, SR 30; AL NE; SV Fort +13, Ref +11, Will +12; Str 23, Dex 15, Con 18, Int 16, Wis 16, Cha 21.

Skills and Feats: Bluff +20, Concentration +19, Diplomacy +24, Disguise +20 (+22 acting), Gather Information +7, Hide +17, Intimidate +25, Knowledge (arcana) +18, Knowledge (local – Sheldomar Valley) +18, Knowledge (the planes) +18, Listen +20, Move Silently +17, Search +17, Sense Motive +21, Spot +20, Survival +3 (+5 following tracks or on other planes); Alertness, Combat Reflexes, Expertise, Improved Trip, Multiattack, Spell Penetration.

Paralyzing Slime (Ex): A shator's slime acts as a nerve toxin. Creatures struck in melee by a shator's claw or bite attack must make a Fort save (DC 21) or be paralyzed for 3d6 rounds. The shator can spit a globule of slime as a ranged touch attack with a range of 30 feet, with the same effect.

See Invisibility (Su): This ability functions as the spell except that it is always active and its range extends to the limit of the shator's vision.

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 19), *invisibility*, *spider climb*, *tongues*; 3/day – *cloudkill* (DC 20), *fog cloud*, *ray of*

enfeeblement, stinking cloud (DC 18); 2/day – *dispel magic*; 1/day – *mass charm monster* (DC 23). Caster level 15th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a shator can attempt to summon 1d6 farastu with a 70% chance of success, 1d4 kelubars with a 70% chance of success, or 1d2 shators with a 30% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Sorcerer Spells Known (6/8/7/6/4; save DC 15 + spell level): 0 – *acid splash, arcane mark, disrupt undead, ghost sound, message, prestidigitation, ray of frost, touch of fatigue*; 1st – *charm person, mage armor, magic missile, shield, true strike*; 2nd – *detect thoughts, Tasha's hideous laughter, web*; 3rd – *slow, suggestion*; 4th – *assay resistance**. *Complete Arcane.

Languages: Demodand, Abyssal, Infernal, Common.

Description: These humanoid shaped creatures are obese and disgusting. They stand 10 feet tall and weigh nearly 700 lbs. Large, batlike wings spout from their backs, and pale slime drips from the corners of their froglike, fanged mouths, as well as from their skin.

Possessions: large +2 guisarme.

ENCOUNTER 7

Advanced Half-Fiend Vargouille Rog11/Shadowdancer1: CR 18; Small Outsider (Evil); HD 3d8+1d6+1d8+60; hp 119; Init +5; Spd fly 30 ft. (good); AC 21, touch 20, flat-footed 21 (+1 size, +5 Dex, +1 natural, +3 deflection, +1 insight); Base Atk/Grp +11/+10; Atk +17 melee (1d4+3 plus poison, bite); Full Atk +17 melee (1d4+3 plus poison, bite) and +12 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, sneak attack +6d6; SQ hide in plain sight, darkvision 60 ft., trapfinding, evasion, improved evasion, trap sense +3, uncanny dodge, improved uncanny dodge, immune to poison, acid/cold/electricity/fire resistance 10, DR 10/magic, SR 25 (HD + 10); AL NE; SV Fort +10, Ref +17, Will +7; Str 16, Dex 20, Con 18, Int 7, Wis 12, Cha 16.

Skills and Feats: Bluff +21, Diplomacy +5, Escape Artist +23, Hide +29, Intimidate +13, Listen +10, Move Silently +25, Perform (dance) +8, Spot +10; Combat Reflexes, Dodge, Improved Diversion*, Mobility, Spring Attack, Stealthy, Weapon Finesse^B. *Complete Adventurer.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17), *unholy aura* (DC 21); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20), *unhallow*, *horrid wilting* (DC 21). Caster level 15th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +3, *potion of resist energy (sonic)* 30, *ioun stone (dusty rose prism)*, *potion of shield of faith* +4, *potion of good hope*.

Advanced Half-Fiend Vargouille Ftr2/Ravager10: CR 18; Small Outsider (Evil); HD 3d8+1d2+1d10+60; hp 153; Init +5; Spd fly 30 ft. (good); AC 21, touch 20, flat-footed 16 (+1 size, +5 Dex, +1 natural, +3 deflection, +1 insight); Base Atk/Grp +15/+14; Atk +22 melee (1d6+3 plus poison, bite); Full Atk +22 melee (1d6+3 plus poison, bite) and +19 melee (1d3+1, 2 claws); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, pain touch 3/day, aura of fear 30 ft. 3/day, cruelest cut 3/day, *visage of terror*; SQ darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 10/magic, SR 25 (HD + 10); AL NE; SV Fort +17, Ref +11, Will +7; Str 16, Dex 20, Con 18, Int 7, Wis 12, Cha 16. *Complete Warrior*, page 73.

Skills and Feats: Hide +15, Intimidate +12, Knowledge (religion) +1, Listen +6, Move Silently +14, Spot +6, Survival +4; Blind-Fight, Close Quarters Fighting*, Improved Natural Attack (bite), Improved Sunder, Multiattack, Power Attack, Stealthy, Weapon Finesse^B, Weapon Focus (bite). *Complete Warrior.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Pain Touch (Su): Erythnul teaches that life is pain, and so is the touch of a ravager. A ravager can make an unarmed touch attack that deals 1d8 points of damage + 1 point per ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage + 1 point per ravager level. The ravager can make one additional pain touch attack for every three levels beyond 1st.

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a -2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day that varies based on the ravager's level. Each use lasts for a number of rounds equal to 3 + the ravager's Cha modifier. The range of this aura increases at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Su): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The ravager must declare he is making a cruellest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Con damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cut once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Visage of Terror (Sp): A 10th level ravager has plumbed the true depths of horror and hopelessness. Once per day, he can trigger a spell-like ability similar to the arcane spell *phantasmal killer* (save DC 10 + the ravager's class level + the ravager's Cha bonus) as a standard action. To the foe the ravager selects, he seems

to take on the visage of what the target fears most. In all other respects, the ability functions as the spell described in the *Player's Handbook*.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17), *unholy aura* (DC 21); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20), *unhallow*, *horrid wilting* (DC 21). Caster level 15th. The save DCs are Cha-based.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: *potion of barkskin* +5, *ring of protection* +3, *potion of resist energy* (sonic) 30, *ioun stone* (dusty rose prism), *potion of shield of faith* +4, *potion of good hope*.

Advanced Half-Fiend Vargouille Warlock10/Mindbender2: CR 17; Small Outsider (Evil); HD 3d8+10d6+2d4+60; hp 114; Init +9; Spd fly 30 ft. (good); AC 18, touch 17, flat-footed 13 (+1 size, +5 Dex, +1 natural, +1 deflection); Base Atk/Grp +11/+10; Atk +17 melee (1d4+3 plus poison, bite) or +17 ranged touch (6d6, *eldritch spear*); Full Atk +17 melee (1d4+3 plus poison, bite) and +12 melee (1d3+1, 2 claws) or +17 ranged touch (6d6, *eldritch spear*); SA shriek, kiss, poison, attacks are treated as evil-aligned and magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, invocations (least, lesser, greater; CL 11th), *eldritch blast* 6d6, *push the weak mind* 1/day; SQ darkvision 60 ft., *detect magic*, *deceive item*, *telepathy*, *skill boost*, *fiendish resilience* 1, immune to poison, acid/cold/electricity/fire resistance 10 (Ex), acid/sonic resistance 5 (Su), DR 10/magic, DR 2/cold iron, SR 25 (HD + 10); AL NE; SV Fort +13, Ref +11, Will +13; Str 16, Dex 20, Con 18, Int 6, Wis 12, Cha 17. *Complete Arcane*, page 5 and page 54.

Skills and Feats: Bluff +8, Concentration +8, Diplomacy +8, Hide +15, Intimidate +8, Listen +5, Move Silently +11, Sense Motive +6, Spot +5, Use Magic Device +10; Combat Casting, Empower Spell-Like Ability (*eldritch spear*), Improved Initiative, Maximize Spell-Like Ability (*eldritch spear*)*, Skill Focus (Use Magic Device), Stealthy, Weapon Finesse^B. **Complete Arcane*.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles or shrieking terrors) who hear the shriek and can clearly see the creature must succeed on a DC 16 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 19 Fort save or begin a terrible transformation that turns the creature into a

vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 16 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based and includes a +1 racial bonus.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17), *unholy aura* (DC 21); 1/day – *desecrate*, *unholy blight* (DC 17), *contagion* (DC 16), *blasphemy* (DC 20), *unhallow*, *horrid wilting* (DC 21). Caster level 15th. The save DCs are Cha-based.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Push the Weak Mind (Sp): At 2nd level and higher, a mindbender can influence the actions of a living creature of Large or smaller size once per day. This ability functions like a suggestion spell, except that the range is 100 feet and the duration is 5 hours plus 1 hour per class level. The mindbender can communicate the suggested course of action telepathically if he chooses, which allows him to use the effect regardless of the target's language. A successful Will save (DC 13 + Cha modifier) negates the effect. A mindbender can use this ability one additional time per day per three class levels gained (two times per day at 5th level and three times per day at 8th level).

Skill Boost (Ex): A mindbender is a consummate student of manipulation, be it magical or mundane. Beginning at 2nd level, he can add ½ his class level as a competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves to fast healing 2, and at 18th level, it improves to fast healing 5.

Invocations Known (7; DC 13 + equivalent spell level; CL 11th): Least – *dark one's own luck**, *devil's sight**, *eldritch spear**, *see the unseen**; Lesser – *charm**, *voracious dispelling**; Greater – *chilling tentacles**. *Complete Arcane.

Languages: Infernal.

Description: This creature looks like a hideous, distorted human head suspended from leathery wings. In place of hair, it is crowned with writhing tendrils (two of which end in claws), and its eyes burn with a menacing green flame.

Possessions: ring of protection +1, bag of holding – type I, wand of eagle's splendor (CL 3rd, 10 charges), wand of greater mage armor* (CL 5th, 5 charges), wand of cure critical wounds (CL 7th, 10 charges), wand of greater invisibility (CL 7th, 10 charges), potion of barkskin +5, staff of evocation (10 charges). *Complete Arcane.

Spellwarped Shrieking Terror, Ten-Headed Terror: CR 15; Large Aberration; HD 20d8+120; hp 210; Init +8; Spd fly 40 ft. (good); AC 27, touch 13, flat-footed 23 (-1 size, +4 Dex, +14 natural); Base Atk/Grp +15/+26; Atk +22 melee (2d6+7 plus poison, 10 bites); Full Atk +22 melee (2d6+7 plus poison, 10 bites); Space/Reach 10 ft./5 ft.; SA pounce, shriek, kiss, poison; SQ darkvision 60 ft., fast healing 10, SR 31 (Ex, 11 + HD), spell absorption; AL NE;

SV Fort +14, Ref +12, Will +15; Str 25, Dex 18, Con 23, Int 9, Wis 12, Cha 8.

Skills and Feats: Hide +3, Listen +7, Move Silently +6, Spot +21; Alertness, Combat Reflexes^B, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Focus (bite).

Skills: A shrieking terror has a +2 racial bonus on Listen checks and Spot checks, thanks to its multiple heads. This bonus is negated if the creature is reduced to one head.

Pounce (Ex): If a shrieking terror moves or charge a foe in a round, it can still make a full attack with all of its heads at no penalty.

Shriek (Su): As a full round action, a shrieking terror can open its distended mouths and let out a terrible sound. Anyone within 60 feet (except other shrieking terrors or vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 36 Fort save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the shrieking terror's kiss (see below). A creature that successfully saves cannot be affected again by the same shrieking terror's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Con-based and includes a +1 racial bonus for each of its heads (if the shrieking terror gains or loses heads, the save DC adjusts accordingly).

Kiss (Su): Each head of a shrieking terror can kiss a paralyzed target with a successful melee touch attack (attack bonus +19). An affected opponent must succeed on a DC 30 Fort save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner, roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spout on the chin and scalp, and the teeth become long pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and become a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires a *remove disease* spell. The save DC is Con-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fort DC 26 or be unable to heal the shrieking terror's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Con-based.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: The creature gains a +4 enhancement bonus to Str for 1 minute.

Agility: The creature gains a +4 enhancement bonus to Dex for 1 minute.

Endurance: The creature gains a +4 enhancement bonus to Con for 1 minute.

Life: The creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Languages: Infernal.

Description: This creature looks like a nightmarish flying starfish. Ten necks radiate out from a central core capped with wings. At the end of each neck is a hideously distorted humanlike head with scaly skin. The eyes in these heads burn with a menacing green flame.

Combat: A shrieking terror generally begins combat by using its shrieking ability. It then selects a paralyzed foe as its first victim, and one to four heads kiss it while the other heads either attack any active foes that come near, or use their shriek ability defensively.

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

Each of the shrieking terror's head has hit points equal to the creature's full normal hit point total divided by 10, rounded down. Losing a head deals damage to the body equal to the head's full normal hit points. After a head is severed, a natural reflex seals the neck shut to prevent further blood loss. A shrieking terror can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A shrieking terror can never have more than twenty heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent the stump from growing two new heads, at least 5 points of fire or acid damage must be dealt to the stump (requiring a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a *fireball* spell or dragon breath) may burn multiple stumps in addition to dealing damage to the shrieking terror's body. A shrieking terror does not die from losing its heads until all its heads have been cut off and the stumps seared with fire or acid.

A shrieking terror's body can be slain just like any creature's, but shrieking terrors possess fast healing and are difficult to defeat in this fashion. Any attack that is

not (or cannot be) an attempt to sunder a head affects the body. For example, area effects deal damage to a shrieking terror's body, not its heads. Targeted magical effects cannot sever a shrieking terror's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Possessions: none.

ENCOUNTER 9

Half-Fiend Minotaur Ftr8: CR 15; Large Outsider; HD 6d8+8d10+70; hp 149; Init +1; Spd 20 ft., fly 30 ft. (average); AC 21, touch 10, flat-footed — (-1 size, +1 Dex, +6 natural, +5 armor); Base Atk/Grp +14/+27; Atk +23 melee (3d6+14/19-20/x3, +1 large greataxe) or +22 melee (1d8+9, gore) or +22 melee (1d6+9, claw); Full Atk +23/+18/+13 melee (3d6+14/19-20/x3, +1 large greataxe) and +22 melee (1d8+4, gore) and +22 melee (1d8+4, bite) or +22 melee (1d6+9, 2 claws) and +22 melee (1d8+4, gore) and +22 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA natural weapons are treated as magic weapons for purposes of overcoming DR, smite good 1/day, spell-like abilities, powerful charge 4d6+13; SQ darkvision 60 ft., natural cunning, scent, immune to poison, acid/cold/electricity/fire resistance 10, DR 10/magic, SR 24 (HD + 10); AL NE; SV Fort +13 (+14), Ref +8 (+9), Will +8 (+9); Str 28, Dex 12, Con 20, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Concentration +7, Hide +0, Intimidate +18, Jump +22, Listen +14, Move Silently +4, Search +13, Sense Motive +3, Spot +14; Awesome Blow, Greater Powerful Charge**, Hover, Large and In Charge*, Improved Bull Rush, Improved Critical (greataxe), Improved Multiattack*, Multiattack, Power Attack, Powerful Charge**. **Draconomicon*, ***Miniatures Handbook*.

Skills: A minotaur has a +4 racial bonus to Search, Spot, and Listen checks.

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +22 attack bonus that deals 4d6+13 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives the immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track their enemies. Further, they are never caught flat-footed.

Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal extra damage equal to its HD (max +20) against a good foe.

Spell-like Abilities (Sp): 3/day — *darkness*, *poison* (DC 16), *unholy aura* (DC 20); 1/day — *desecrate*, *unholy blight* (DC 16), *contagion* (DC 15), *blasphemy* (DC 19), *unhallow*. Caster level 14th. The save DCs are Cha-based.

Languages: Abyssal, Giant.

Description: This creature looks like an incredibly tall, powerful muscled human, covered in shaggy fur, with

the head of a bull. The dark eyes of the brute gleam with savage fury.

Possessions: +1 large greataxe, large rhino hide, potion of barkskin +4, potion of bull's strength, cloak of resistance +1.

Tarterian Dragon, Mature Adult: CR 14; Huge Dragon; HD 26d12+156; hp 351; Init +0; Spd 60 ft., fly 150 ft. (poor); AC 33, touch 8, flat-footed 33 (-2 size, +25 natural); Base Atk/Grp +26/+46; Atk +36 melee (2d8+12, bite); Full Atk +36 melee (2d8+12, bite) and +36 melee (2d6+6, 2 claws) and +36 melee (1d8+6, 2 wings) and +36 melee (2d6+18, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, frightful presence, natural weapons treated as magic weapons for the purpose of overcoming DR, spell-like abilities, crush; SQ blindsense 60 ft., darkvision 120 ft., immunity to magic sleep and paralysis effects, keen senses, force resistance, freedom of movement, strength of will, DR 15/magic, SR 27; AL NE; SV Fort +21, Ref +15, Will +20; Str 35, Dex 10, Con 23, Int 20, Wis 21, Cha 20.

Skills and Feats: Concentration +35, Diplomacy +37, Intimidate +35, Knowledge (the planes) +35, Listen +35, Search +35, Sense Motive +35, Spot +35, Use Magic Device +35; Adroit Flyby Attack*, Flyby Attack, Hover, Improved Bull Rush, Improved Multiattack*, Large and in Charge*, Multiattack, Power Attack, Shock Wave*. *Draconomicon.

Breath Weapon (Su): A Tarterian dragon has two types of breath weapon, an 100 ft. line of disruptive force (14d8 damage, Ref DC 29 halves) or a 50 ft. cone of will-sapping gas. Creatures within the cone must succeed on a Will save (DC 29) or be affected by a *crushing despair* effect, taking a -2 penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for 1 round per age category of the dragon (7 rounds). Usable once every 1d4 rounds; DC is Con-based.

Frightful Presence (Ex): 210-ft. radius, HD 25 or less, Will DC 28 negates. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. DC is Cha-based.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents). A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. A crush attack deals 2d8 plus 1-1/2 times the dragon's Strength bonus (round down). For this dragon, it is Ref DC 29, 2d8+18 damage.

Force Resistance (Ex): Tarterian dragons have a +4 racial bonus on saving throws against force-based spells and effects.

Freedom of Movement (Su): Tarterian dragons can move and attack normally despite any magic that usually impedes movement, such as *hold monster*, paralysis effects, *solid fog*, *slow*, and *web* spells.

Strength of Will (Ex): Tarterian dragons have a +4 morale bonus on saving throws against charm and compulsion effects.

Spell-like Abilities (Sp): 1/day – *Otiluke's resilient sphere* (DC 19). Caster level 7th. The save DCs are Cha-based.

Languages: Draconic, Common, Abyssal, Infernal.

Description: A skeletally gaunt reptile with leathery scales stretched tightly over withered-looking flesh. Their wings have a tattered appearance, and their teeth are long and black, while their scales form a stripped pattern of black, gray, and olive green. Ghostly green light flickers in their black eyes, and their faces seem to wear a perpetual sneering grin.

Possessions: none.

Demodand, Advanced Farastu Sor6/Rage Mager: CR 17; Large Outsider (Evil); HD 13d8+6d4+1d8+120; hp 192; Init +5; Spd 40 ft.; AC 26, touch 10, flat-footed 25 (-1 size, +1 Dex, +16 natural); Base Atk/Grp +16/+39; Atk +26 melee (1d6+11, claw); Full Atk +26 melee (1d6+11, 2 claws) and +21 melee (1d8+5, bite); Space/Reach 10 ft./10 ft.; SA spells, adhesive slime, improved grab, rage 3/day, spell rage 1/day, spell-like abilities, *summon demodand*; SQ darkvision 60 ft., scent, freedom of movement, summon familiar, immune to acid/poison, cold/fire resistance 10, DR 10/good, SR 25; AL NE; SV Fort +18 (+20), Ref +11 (+13), Will +14 (+16); Str 32, Dex 12, Con 22, Int 9, Wis 10, Cha 20. *Complete Warrior*, page 72.

Skills and Feats: Climb +31, Concentration +24, Diplomacy +8, Hide +10, Intimidate +20, Listen +15, Move Silently +14, Search +12, Sense Motive +11, Spot +15, Survival +0 (+2 following tracks); Alertness, Cleave, Combat Casting, Eschew Materials, Improved Initiative, Intimidating Rage*, Power Attack. **Complete Warrior*.

Skills: A farastu's adhesive slime gives it a +8 racial bonus to Climb checks.

Adhesive Slime (Ex): The thick, tarlike slime that farastus secrete acts as a powerful adhesive, holding fast creatures or items that touch it. Farastus have a +8 racial bonus on grapple checks and disarm checks due to their adhesive slime. A farastu frequently chooses to grapple its foes than maul its enemies with natural attacks. A weapon that strikes a farastu is stuck fast unless the wielder succeeds on a Reflex save (DC 17). Prying off a stuck weapon requires a Str check (DC 17). Lantern oil or some other flammable oil (such as alchemist's fire) dissolves the adhesive slime; the creature requires 10 minutes to renew its adhesive coating if doused with oil. A farastu can dissolve its adhesive slime at will, and the substance breaks down 1 minute after the creature dies.

Improved Grab (Ex): If a farastu hits an opponent with a claw attack, it deals normal damage and attempts

to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +39, or +41 when raging, including the racial bonus). Farastu do not have any special ability to damage grappled foes other than their natural attacks, but their adhesive slime makes them very dangerous in a grapple.

Rage (Ex): Three times per day a farastu can fly into a frenzy, raging like a barbarian. The farastu gains a +4 bonus to Str and Con, a +2 morale bonus to Will saves, and a -2 penalty to AC. The rage lasts for 11 rounds, but the farastu can end it earlier if desired. The creature is not fatigued at the end of its rage.

Spell Rage (Ex): A rage mage can cast spells while in a rage, as long as the spell's casting time is no more than 1 full round. When she casts a spell of the abjuration, conjuration, evocation, necromancy, or transmutation school while in a rage, the rage mage uses her character level as her caster level. This ability only works when the rage mage is in a spell rage. While in a spell rage, a rage mage becomes reckless and loses some of her ability to defend herself. She temporarily takes a -2 penalty to AC. She can attempt Concentration checks to avoid having a spell disrupted, but can't use any other Cha-, Dex-, or Int-based skills (except for Balance, Escape Artist, Intimidate, and Ride) while in a spell rage. A fit of rage lasts for a number of rounds equal to 3 + the character's Con modifier. A rage mage can end her rage voluntarily. At the end of the rage, the character is fatigued for the duration of the current encounter. A rage mage can only fly into a rage once per encounter, and only a certain number of times per day. Entering a rage takes no time itself, but a rage mage can only do it during her action, not in response to somebody else's action.

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 19), *invisibility*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *dispel magic*. Caster level 20th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a farastu can attempt to summon 1d4 farastu with a 30% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Sorcerer Spells Known (6/8/6/4; save DC 15 + spell level): 0 – *acid splash*, *arcane mark*, *disrupt undead*, *message*, *prestidigitation*, *ray of frost*, *touch of fatigue*; 1st – *grease*, *magic missile*, *shield*, *true strike*; 2nd – *bull's strength*, *web*; 3rd – *fly*.

Languages: Demodand, Abyssal.

Description: These humanoid shaped creatures stand roughly 7 feet high and weigh about 220 lbs. They have long arms and legs, and large oblong heads. Their bodies continually ooze a thick, black, tarlike substance that slowly trickles down their emaciated frames.

Possessions: *cloak of resistance* +2, *wand of mage armor* (CL 1st), *potion of shield of faith* +4, *potion of greater magic fang* +3.

Demodand, Kelubar Assassin: CR 15; Medium Outsider (Evil); HD 13d8+2d6+60; hp 176; Init +7; Spd 30

ft., fly 60 ft. (average); AC 29, touch 13, flat-footed 29 (+3 Dex, +16 natural); Base Atk/Grp +14/+19; Atk +19 melee (1d4+5 plus acid, claw); Full Atk +19 melee (1d4+5 plus acid, 2 claws) and +17 melee (1d6+2 plus acid, bite); SA spells, acidic slime, sneak attack +5d6, death attack (Fort DC 15), spell-like abilities, stench, *summon demodand*; SQ darkvision 60 ft., evasion, uncanny dodge, improved uncanny dodge (as Rog9), poison use, +1 save against poison, freedom of movement, immune to acid/poison/cold/fire, DR 15/good, SR 25; AL NE; SV Fort +12 (+13), Ref +14 (+15), Will +8 (+9); Str 20, Dex 17, Con 18, Int 17, Wis 12, Cha 18.

Skills and Feats: Bluff +24, Concentration +20, Diplomacy +28, Disguise +20 (+22 acting), Gather Information +6, Hide +14, Intimidate +22, Knowledge (local – Sheldomar Valley) +19, Knowledge (the planes) +19, Listen +16, Move Silently +14, Sense Motive +20, Spot +16, Survival +0 (+2 on other planes), Use Magic Device +5; Dodge, Elusive Target*, Improved Initiative, Mobility, Multiattack, Spring Attack. *Complete Warrior.

Skills: Kelubar's have a +4 racial bonus on Bluff, Diplomacy, and Sense Motive checks.

Acidic Slime (Ex): The slime secreted by a kelubar adds +1d6 points of acid damage to each of its melee attacks. On a successful critical hit, the burst of acid deals +1d10 points of acid damage.

Stench (Ex): A kelubar's stench reeks of filth and decay. All creatures (except other demodands) within 30 feet of a kelubar must succeed on a Fort save (DC 19) or be overcome with nausea. This condition lasts as long as the creature remains in the area and for 10 rounds after the creature leaves. A successful save means the creature is immune to that kelubar's stench for 1 day (but not the stench of other kelubars).

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 18), *invisibility*, *Melf's acid arrow*, *spider climb*, *tongues*; 3/day – *fog cloud*, *ray of enfeeblement*; 2/day – *acid fog*, *dispel magic*. Caster level 15th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a kelubar can attempt to summon 1d4 farastu with a 60% chance of success or 1d2 kelubars with a 40% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Assassin Spells Known (2; save DC 13 + spell level): 1st – *critical strike**, *distract assailant**, *true strike*. *Complete Adventurer.

Languages: Demodand, Abyssal, Common, Infernal.

Description: These humanoid shaped creatures are obese; they weigh close to 500 lbs, stand about 8 feet tall, and have batlike wings with a span of almost 18 feet. Their skin is knobbed, rough, and leathery, and coated completely by a pale green slime that gives their dark skin a grotesque hue.

Possessions: *potion of shield of faith* +5, *cloak of resistance* +1.

Demodand, Shator Sor2: CR 18; Large Outsider (Evil); HD 15d8+2d4+85; hp 160; Init +1; Spd 30 ft., fly 70 ft. (poor); AC 27, touch 14, flat-footed 27 (-1 size, +1 Dex, +13 natural, +4 deflection); Base Atk/Grp +16/+28; Atk +26 melee (2d6+15, large +3 guisarme) or +23 melee (1d6+8 plus slime, claw); Full Atk +26/+21/+16/+11 melee (2d6+15, large +3 guisarme) and +21 melee (2d6+4 plus slime, bite) or +23 melee (1d6+8 plus slime, 2 claws) and +21 melee (2d6+4 plus slime, bite); Space/Reach 10 ft./10 ft. (20 ft. with guisarme); SA paralyzing slime, spells (as Sor10), spell-like abilities, *summon demodand*; SQ darkvision 120 ft., see invisibility, scent, summon familiar, freedom of movement, immune to acid/poison/cold/fire, immune to mind-affecting spells/effects, DR 15/good, SR 30; AL NE; SV Fort +14, Ref +10, Will +15; Str 26, Dex 12, Con 21, Int 18, Wis 16, Cha 26.

Skills and Feats: Bluff +23, Concentration +20, Diplomacy +27, Disguise +23 (+25 acting), Gather Information +10, Hide +16, Intimidate +28, Knowledge (arcana) +19, Knowledge (local – Sheldomar Valley) +19, Knowledge (the planes) +19, Listen +20, Move Silently +16, Search +18, Sense Motive +21, Spot +20, Survival +21 (+23 following tracks or on other planes); Alertness, Combat Reflexes, Expertise, Improved Trip, Multiattack, Spell Penetration.

Paralyzing Slime (Ex): A shator's slime acts as a nerve toxin. Creatures struck in melee by a shator's claw or bite attack must make a Fort save (DC 21) or be paralyzed for 3d6 rounds. The shator can spit a globule of slime as a ranged touch attack with a range of 30 feet, with the same effect.

See Invisibility (Su): This ability functions as the spell except that it is always active and its range extends to the limit of the shator's vision.

Spell-like Abilities (Sp): At will – *detect magic*, *clairaudience/clairvoyance*, *fear* (DC 22), *invisibility*, *spider climb*, *tongues*; 3/day – *cloudkill* (DC 23), *fog cloud*, *ray of enfeeblement*, *stinking cloud* (DC 21); 2/day – *dispel magic*; 1/day – *mass charm monster* (DC 26). Caster level 17th. The save DCs are Cha-based.

Summon Demodand (Sp): Once per day, a shator can attempt to summon 1d6 farastu with a 70% chance of success, 1d4 kelubars with a 70% chance of success, or 1d2 shators with a 30% chance of success (summoned demodands remain for 1 hour).

Freedom of Movement (Su): All demodands gain the benefits of a continuous *freedom of movement*, as the spell cast by a 10th level spellcaster.

Sorcerer Spells Known (6/8/8/8/7/4; save DC 18 + spell level): 0 – *acid splash*, *arcane mark*, *daze*, *disrupt undead*, *ghost sound*, *message*, *prestidigitation*, *ray of frost*, *touch of fatigue*; 1st – *charm person*, *mage armor*, *magic missile*, *shield*, *true strike*; 2nd – *detect thoughts*, *Tasha's hideous laughter*, *touch of idiocy*, *web*; 3rd – *fireball*, *slow*, *suggestion*; 4th – *assay resistance**, *enervation*; 5th – *reciprocal gyre**. *Complete Arcane.

Languages: Demodand, Abyssal, Infernal, Common, Giant.

Description: These humanoid shaped creatures are obese and disgusting. They stand 10 feet tall and weigh nearly 700 lbs. Large, batlike wings spout from their backs, and pale slime drips from the corners of their froglike, fanged mouths, as well as from their skin.

Possessions: large +3 guisarme.

APPENDIX 8 – ALL APLS

ENCOUNTER 2

Tysiln San: Female Drow Wiz(Conjurer)15; CR 16; Medium Humanoid (Elf); HD 15d4+30; hp 68; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+2 Dex, +6 armor, +1 insight); Base Atk +7; Grp +8; Atk +9 melee (1d6+1/18-20, masterwork rapier) or +10 ranged (1d4/19-20, masterwork hand crossbow); Full Atk +9/+4 melee (1d6+1/18-20, masterwork rapier) or +10/+5 ranged (1d4/19-20, masterwork hand crossbow); SA spells, spell-like abilities, weapon proficiency (hand crossbow, rapier, short sword); SQ *contingency*, *permanent* spells, immune to sleep spells and effects, +2 racial bonus to saving throws against enchantment spells or effects, +2 racial bonus on Will saves against spells and spell-like effects, darkvision 120 ft., detect secret doors, light blindness, familiar (Inez the Raven), SR 26 (11 + class levels); AL CN; SV Fort +7 (+10), Ref +7 (+10), Will +9 (+12); Str 12, Dex 14, Con 12 (14), Int 20 (24), Wis 10, Cha 13.

Skills and Feats: Appraise +10, Concentration +20, Decipher Script +25, Knowledge (arcana) +25, Knowledge (architecture and engineering) +11, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local – Core) +11, Knowledge (local – Sheldomar Valley Metaregion) +11, Knowledge (nature) +11, Knowledge (nobility and royalty) +11, Knowledge (religion) +11, Knowledge (the Planes) +25, Listen +4, Search +9, Spellcraft +27, Spot +4; Alertness^B, Augment Summoning, Craft Wand, Craft Wondrous Item, Energy Substitution (cold, acid)*, Maximize Spell, Planar Familiar**, Scribe Scroll, Spell Focus (conjuration, evocation). **Complete Arcane*, ***Planar Handbook*.

Contingency: If Tysiln is incapacitated (unable to take move or standard actions), targeted by a spell or effect that would prevent her from teleporting, or reduced to ¼ of her hp total or less, a *teleport* spell activates and takes her to a safe location nearby.

Permanent Spells: Tysiln has made the following spells permanent on herself: *arcane sight*, *read magic*, *see invisibility*, *tongues*.

Spell-like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire*. Caster level 15th (class levels).

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

Wizard Spells Prepared (5/7/7/6/6/6/5/4/2; save DC 17 + spell level, DC 18 + spell level for conjuration and evocation spells): 0 – *acid splash**, *arcane mark*, *disrupt undead*, *mage hand*, *ray of frost**; 1st – energy substituted (acid) *burning hands**, *charm person*, *grease**, *identify*, *obscuring mist**, *ray of enfeeblement*, *unseen servant**; 2nd – *cat's grace*, *glitterdust**, *rope trick*, *scorching ray**, energy substituted (acid) *scorching ray**, energy substituted (cold)

*scorching ray**, *summon swarm**, 3rd – *arcane sight*, energy substituted (acid) *fireball**, energy substituted (cold) *fireball**, energy substituted (acid) *lightning bolt**, *suggestion*, *summon monster* III*; 4th – *charm monster*, *detect scrying*, *Otiluke's resilient sphere**, *polymorph*, *scrying*, *summon monster* IV*; 5th – *baleful polymorph*, *cloudkill**, *cone of cold**, energy substituted (acid) *cone of cold**, *dominate person*, *teleport**; 6th – *acid fog**, energy substituted (cold) *acid fog**, *disintegrate*, maximized energy substituted (acid) *fireball**, *mass suggestion*; 7th – *greater teleport**, *limited wish*, *plane shift**, *summon monster* VII*; 8th – maximized energy substituted (acid) *cone of cold**, *maze**. *Conjuration and evocation spells. Tysiln's prohibited schools are abjuration and illusion.

Spellbook: Tysiln knows every spell in the PH (except for abjuration and illusion spells) along with several more obscure spells.

Inez the Anarchic Raven: Tiny Magical Beast (Extraplanar); HD ¼d8; hp 34; Init +2; Spd 10 ft., fly 40 ft. (average); AC 22, touch 14 flat-footed 20 (+2 size, +2 Dex, +8 natural); Base Atk +7; Grp -6; Atk/Full Atk +11 melee (1d2-5, claws); SA share spells, deliver touch attacks, smite law; SQ low-light vision, speak Common (Su), improved evasion, empathic link, speak with master, speak with animals of its kind, scry on familiar, darkvision 60 ft., immunity to polymorph and petrification, resistance to acid 5, resistance to cold 5, resistance to electricity 5, resistance to fire 5, resistance to sonic 5, fast healing 5, DR 5/magic, SR 20; AL CN; SV Fort +5, Ref +7, Will +11; Str 1, Dex 15, Con 10, Int 13, Wis 14, Cha 6. *Planar Handbook*, page 107. **Skills and Feats:** Concentration +18, Decipher Script +19, Knowledge (arcana) +19, Knowledge (architecture and engineering) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local – Sheldomar Valley Metaregion) +5, Knowledge (nature) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +5, Knowledge (the Planes) +19, Listen +5, Spellcraft +19, Spot +7; Alertness, Weapon Finesse^B. **Smite Law** (Su): Once per day, Inez can make a normal attack to deal +13 extra damage to a lawful opponent (bonus is based on Tysiln's HD).

Possessions: masterwork hand crossbow, masterwork rapier, bag of holding type IV, bracers of armor +6, brooch of shielding, chime of opening, cloak of arachnida, goggles of day*, headband of intellect +4, Heward's handy haversack, ioun stones (clear spindle, dusty rose prism, pink rhomboid, iridescent spindle), Keoghtom's ointment, ring of feather fall, ring of mind shielding, vest of resistance +3**, potion of cure serious wounds, potion of protection from arrows 15/magic, potion of barkskin +5, potion of resist energy (acid) 30, potion of resist energy (cold) 30, potion of resist energy (electricity) 30, potion of resist energy (fire) 30, potion of resist energy (sonic) 30, potion of shield of faith +5, potion of remove blindness/deafness, potion of nondetection, arcane scroll of greater prying eyes (15th level caster), arcane scroll of mass charm monster (15th level caster),

arcane scroll of greater teleport (15th level caster), arcane scroll of forcecage (15th level caster), arcane scroll of true seeing (15th level caster), arcane scroll of overland flight (15th level caster), arcane scroll of fly (15th level caster), arcane scroll of sending (15th level caster), arcane scroll of wall of force (15th level caster), arcane scroll of Mordenkainen's magnificent mansion (15th level caster), wand of Melf's acid arrow (energy substituted (cold), 15th level caster, 5 charges), wand of Melf's acid arrow (15th level caster, 5 charges), wand of Evard's black tentacles (15th level caster, 5 charges), wand of magic missile (9th level caster, 25 charges), wand of solid fog (7th level caster, 5 charges), wand of enervation (7th level caster, 5 charges). *Libris Mortis, **Complete Arcane.

Languages: Common, Ancient Baklunish, Ancient Sulioise, Draconic, Elven, Gnome, Undercommon (plus see permanent spells above).

Description: Tysiln San was born in the Vault of the Drow and trained in magic by her merchant family. In her early years, she assisted in her family's plot to overthrow the priestesses of Lolth, but that unflinching loyalty cost her dearly as her family's plans were squashed. Tysiln was forced to flee for her life, running headlong into the path of a human mage exploring the Underoerth and seeking to make some business deals in the Vault. Tysiln threw herself on his mercy, and he, pitying her, agreed to take her to the surface with him. Tysiln does not believe any other members of her family survived the failed plot. The surface world was initially quite frightening to the young drow who had never seen the wide expanses of the surface before. The mage helped her overcome her fears and designed magical lenses that shield her from the harmful effects of bright sunlight. She still wears these lenses in her goggles today. To repay his kindness, Tysiln worked diligently helping the mage with his arcane experiments. A seriously failed experiment led to the death of the mage, and Tysiln's drow heritage enabled her to barely survive the encounter. Alone on the surface, she wandered for several years and settled in a halfling community, casting spells for food and shelter. The halflings did their best to make her comfortable and welcome, but she feared getting too attached to the small people and so let her wanderlust move her on. Her only true companion was her familiar, Inez, whom she has summoned during her time with the mage. Knowing Inez would not enjoy life back in the underground, the two wandered further into the Sheldomar Valley. Eventually, they found themselves traveling through the Dim Forest into the Valley of the Mage. The Valley seemed remote and devoid of settlements, so she decided she would settle there. However, she was soon set upon by a patrol of valley elves who took her before the Mage of the Valley, Jaran Krimeeah. Tysiln was instantly infatuated with the Mage and offered her loyal services on the spot. At this time, the Mage was still consolidating his power in the Valley, so the appearance of a skilled mage who idolized him was a fortuitous gift he could not ignore. He tested her loyalty and skill, and she passed all of the tests easily. She became the Mage's most trusted servant, his First Protector, and his mistress. Tysiln San is an exquisitely beautiful dark elven female, with long, straight, white

hair, white upswept eyebrows, huge yellow eyes, delicate features, and black skin. She is madly in love with the Mage, despite full awareness that Jaran would sacrifice her without much thought if it served his greater purposes. Tysiln shares much of Jaran's paranoia about outsiders in the Valley, but she controls it much better than he, allowing herself to speak with strangers and determine their purposes with an open mind. She is heartbroken that Jaran has disappeared without leaving word of his fate, and she will do anything to find out what has happened to him. This is her first and only priority now.

ENCOUNTER 3

Dooan: Male Human Sor10; CR 10; Medium Humanoid (Human); HD 10d4; hp 30; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp +5/+6; Atk +6 melee (1d6+1, quarterstaff); Full Atk +6 melee (1d6, quarterstaff); SA spells; SQ summon familiar; AL CG; SV Fort +3, Ref +3, Will +7; Str 12, Dex 10, Con 10, Int 15, Wis 10, Cha 18 (20).

Skills and Feats: Bluff +18, Concentration +12, Knowledge (arcana) +14, Knowledge (local – Sheldomar Valley metaregion) +6, Knowledge (the planes) +6, Spellcraft +14; Combat Casting, Eschew Materials, Greater Spell Focus (enchantment), Spell Focus (enchantment), Spell Penetration.

Languages: Common, Flan, Giant.

Wizard Spells Prepared (6/8/7/7/6/4; save DC 15 + spell level, 17 + spell level for enchantment spells): 0 – acid splash, arcane mark, daze*, detect magic, disrupt undead, message, ray of frost, read magic; 1st – charm person*, mage armor, magic missile, Nystul's magic aura, shield; 2nd – daze monster*, hypnotic pattern, Tasha's hideous laughter*, whispering wind; 3rd – dispel magic, hold person*, suggestion*; 4th – charm monster*, greater invisibility; 5th – hold monster*. *Enchantment spells.

Possessions: quarterstaff, ring of mind shielding, cloak of charisma +2, wand of clairaudience/clairvoyance (CL 5th, 10 charges), wand of ice storm (CL 7th, 5 charges).

ENCOUNTER 4

Naglskoltyr the Security Chief: Male Fire Giant WarHulk10; CR 20; Large Giant (Fire); HD 15d8+10d12+200+9; hp 337; Init +0; Spd 30 ft.; AC 27, touch 9, flat-footed 27 (-1 size, +8 natural, +10 armor); Base Atk/Grp +11/+34; Atk +32 melee (3d6+30/17-20, +2 bane (giants) large greatsword) or +29 melee (1d4+19, slam) or +11 ranged (2d6+19, small rock) or +30 ranged (2d8+19, medium rock); Full Atk +32/+27/+22 melee (3d6+30/17-20, +2 bane (giants) large greatsword) or +29 melee (1d4+19, 2 slams) or +11 ranged (2d6+19, small rock) or +30 ranged (2d8+19, medium rock); Space/Reach 10 ft./10 ft.; SA rock throwing, great swing, mighty rock throwing, mighty swing, sweeping boulder, massive sweeping boulder, massive swing; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold, ability boost, no time to think; AL LE; SV Fort +24, Ref

+8, Will +12; Str 48, Dex 10, Con 26, Int 14, Wis 14, Cha 15. *Miniatures Handbook*, page 22.

Skills and Feats: Climb +42, Intimidate +30, Jump +42, Ride +14; Cleave, Great Cleave, Improved Critical (greatsword), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Power Critical (greatsword), Toughness^B x3, Weapon Focus (greatsword).

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Ability Boost (Ex): A war hulk's Str score increases by 2 each level (reflected above).

No Time to Think (Ex): A character with levels in the war hulk prestige class is considered to have 0 ranks in all Int-, Wis-, and Cha-based skills (whether or not they bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

Great Swing (Ex): Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in each of those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target, the other creatures are attacked normally. Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing. The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row – an enemy, an ally, and an enemy – the war hulk can choose those three squares for the great swing but strike only the two enemies. If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

Mighty Rock Throwing (Ex): Starting at 3rd level, a war hulk gains a powerful rock throwing ability. The war hulk can throw rocks (medium objects, 50 to 60 pounds)

that deal 2d8 points of damage with a range increment of 50 feet, for a maximum of five range increments. The war hulk uses his Str modifier instead of his Dex modifier on the attack roll.

Mighty Swing (Ex): Starting at 4th level, a war hulk can make a mighty swing. A mighty swing is like a great swing, except that it is an attack action rather than a full-round action. Thus the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.

Sweeping Boulder (Ex): Starting at 6th level, a war hulk is able to throw his rocks with such force that they affect two adjacent squares. The second square must be farther away from the war hulk than the first – they cannot be equidistant from him. Make one attack roll and apply the result to each target. As with great swing, the war hulk must have line of effect from one square to the next.

Massive Sweeping Boulder (Ex): Starting at 8th level, a war hulk is able to throw his rocks with such force that they affect four squares in a line. Each successive square must be farther away from the character than the previous one. Only the first creature can be subject to damage from a critical hit or a sneak attack. As with great swing, the war hulk must have line of effect from one square to the next.

Massive Swing (Ex): A 10th level war hulk can lash out all around himself with a single attack. Massive swing works like mighty swing, except that its effect is not limited to three squares. The war hulk's swing affects all squares he threatens.

Languages: Giant, Common, Ignan, Infernal.

Possessions: +2 large full plate, +2 bane (giants) large greatsword (named Muspelblindir, meaning “who slays with fire” in Giant, made of steel that glows like a smoldering coal), horn of blasting, bag with 5 throwing rocks (medium).

Hymner the Spy Master: Female Fire Giant Rog6/Spymaster7; CR 20; Large Giant (Fire); HD 15d8+13d6+140; hp 254; Init +3; Spd 40 ft.; AC 24, touch 12, flat-footed 24 (-1 size, +3 Dex, +8 natural, +4 armor); Base Atk/Grp +20/+32; Atk +28 melee (3d6+14/19-20, +1 sizing greatsword (large)) or +27 melee (1d4+9, slam) or +23 ranged (2d6+9, rock); Full Atk +28/+23/+18/+13 melee (3d6+14/19-20, +1 sizing greatsword (large)) or +27 melee (1d4+9, 2 slams) or +23 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing, sneak attack +5d6; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold, trapfinding, trap sense +2, uncanny dodge, evasion, cover identity (3), undetectable alignment, quick change, scrying defense, magic aura, slippery mind, dispel scrying, deep cover; AL LE; SV Fort +18, Ref +18, Will +14; Str 28, Dex 16, Con 20, Int 14, Wis 16, Cha 14. *Complete Adventurer*, page 76.

Skills and Feats: Bluff +20, Climb +22, Diplomacy +18, Disguise +17 (+19 acting), Forgery +14, Gather Information +18, Intimidate +20, Jump +24, Knowledge (geography) +12, Knowledge (local – Sheldomar Valley metaregion) +12, Listen +13, Move Silently +11 (+16),

Open Lock +13, Search +12, Sense Motive +15, Spot +17, Tumble +15; Combat Expertise, Deceitful, Deft Strike*, Dodge, Improved Feint, Iron Will, Negotiator, Persuasive, Power Attack, Skill Focus (Bluff). *Complete Adventurer.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Cover Identity (Ex): A 7th level spymaster has three specific cover identities. While operating in one of those identities, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. Should a spymaster wish to retire a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus a spymaster must be careful to choose identities that can withstand ordinary scrutiny.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible for others to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell, except that it is always active.

Quick Change (Ex): By 2nd level, a spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex): Starting at 2nd level, a spymaster adds her class level to Will saves against divination (scrying) spells, as well as Spot checks made to notice the sensors created by such spells.

Magic Aura (Sp): At 3rd level, a spymaster gains the ability to use *Nystul's magic aura* at will with a caster level equal to her class level. Most spymasters use this ability to shield their own magic items from detection.

Slippery Mind (Ex): Starting at 4th level, a spymaster has a second chance to wriggle free from any enchantment spells and effects. See the rogue class feature, page 51 of the *Player's Handbook*.

Dispel Scrying (Su): At 5th level and higher, a spymaster can dispel a scrying sensor as if casting a targeted greater dispel magic. Her caster level is equal to her class level + 10. She can use this ability a number of times per day equal to 3 + her Int modifier.

Deep Cover (Ex): At 7th level, a spymaster becomes able to quiet her mind and completely immerse herself in her cover identity. While she operates under deep cover, divination spells detect only information appropriate to her cover identity; they reveal nothing related to her spymaster persona.

Languages: Giant, Common, Halfling, Flan.

Possessions: as giant – +1 large studded leather armor, +1 sizing greatsword (large)*, bag with 5 throwing rocks, phylactery of change**, ring of invisibility, ring of mind shielding, boots of elvenkind; as medium humanoid – +1 studded leather armor, +1 sizing greatsword (large)*, phylactery of change**, ring of invisibility, ring of mind shielding, boots of elvenkind. *Complete Adventurer, **Arms & Equipment Guide.

Nartung the War-Chief: Male Fire Giant Ftr4/Marshall5; CR 19; Large Giant (Fire); HD 15d8+4d10+5d8+120; hp 240; Init +0; Spd 30 ft.; AC 26, touch 9, flat-footed 26 (-1 size, +8 natural, +9 armor); Base Atk/Grp +18/+33; Atk +31 melee (3d6+20 plus 1d6 fire/17-20/1d10 fire, +2 flaming burst large greatsword) or +28 melee (1d4+11, slam) or +18 ranged (2d6+11, rock); Full Atk +31/+26/+21/+16 melee (3d6+20 plus 1d6 fire/17-20/1d10 fire, +2 flaming burst large greatsword) or +28 melee (1d4+11, 2 slams) or +18 ranged (2d6+11, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold, auras, minor auras (3), major auras +1 (2), grant move action 1/day; AL LE; SV Fort +22, Ref +7, Will +11; Str 33, Dex 10, Con 20, Int 14, Wis 12, Cha 18. *Miniatures Handbook*, page 11.

Skills and Feats: Bluff +9, Climb +16, Craft (mapmaking) +14, Diplomacy +16, Handle Animal +12, Intimidate +18, Jump +16, Knowledge (architecture and engineering) +3, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (local – Sheldomar Valley metaregion) +4, Knowledge (nature) +5, Perform (oratory) +6, Profession (soldier) +7, Ride +10, Sense Motive +6, Spot +13, Survival +6 (+8 avoid lost/hazards); Cleave, Combat Expertise^B, Great Cleave, Improved Critical, Improved Disarm, Improved Feint, Improved Overrun, Improved Sunder, Improved Trip, Power Attack, Skill Focus (Diplomacy)^B, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and one major aura at the same time. Projection an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continuously; thus, an aura can be in effect at the start of a combat encounter, even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Int score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras (3): A minor aura lets allies add the marshal's Cha bonus, if any, to certain rolls.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Motivate Charisma: Bonus on Cha checks and Cha-based skill checks.

Master of Tactics: Bonus on damage rolls when flanking.

Major Auras (2): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Motivate Attack: Bonus on melee attack rolls.

Steady Hand: Bonus on ranged attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet, but not to himself. Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn. A character can take only one extra move action per round. In other words,

two marshals can't use this ability on the same ally in the same round. If an ally chooses not to take the extra move action, it is lost.

Languages: Giant, Common, Ignan, Infernal.

Possessions: +2 large half-plate, +2 flaming burst large greatsword, horn of volume*, bag with 5 throwing rocks. **Miniatures Handbook*.

Fimgaull the Beancounter: Male Fire Giant Exp14; CR 17; Large Giant (Fire); HD 15d8+14d6+203; hp 306; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk/Grp +21/+34; Atk +29 melee (3d6+13/19-20, large greatsword) or +29 melee (1d4+9, slam) or +20 ranged (2d6+9, rock); Full Atk +29/+24/+19/+14/+9 melee (3d6+13/19-20, large greatsword) or +29 melee (1d4+9, 2 slams) or +20 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold; AL LE; SV Fort +20, Ref +8, Will +20; Str 28, Dex 8, Con 24, Int 18, Wis 18, Cha 12.

Skills and Feats: Appraise +38 (+43, +45 for calligraphy), Bluff +27, Climb +8, Craft (calligraphy) +26, Decipher Script +28, Diplomacy +31, Intimidate +29, Jump +8, Profession (bookkeeper) +36, Sense Motive +38, Spot +10; Cleave, Communicator*, Diligent, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Negotiator, Persuasive, Power Attack. **Complete Arcane*.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Languages: Giant, Common, Flan, Orc, Goblin, Infernal.

Possessions: large half-plate armor, large greatsword, bag with 5 throwing rocks, rod of metal and mineral detection, monocle of perusal*, contract of Nepthas**, gem of seeing. **Complete Adventurer*, ***Complete Arcane*.

Gillmyr the Castellan: Male Fire Giant Exp14; CR 17; Large Giant (Fire); HD 15d8+14d6+145; hp 262; Init +0; Spd 30 ft.; AC 26, touch 9, flat-footed 26 (-1 size, +8 natural, +9 armor); Base Atk/Grp +21/+34; Atk +33 melee (3d6+16/17-20, +3 merciful large greatsword) or +29 melee (1d4+9, slam) or +21 ranged (2d6+9, rock); Full Atk +33/+28/+23/+18/+13 melee (3d6+16/17-20, +3 merciful

large greatsword) or +29 melee (1d4+9, 2 slams) or +21 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold; AL LN; SV Fort +18, Ref +9, Will +20; Str 28, Dex 10, Con 20, Int 14, Wis 18, Cha 18.

Skills and Feats: Climb +16, Craft (carpentry) +14, Diplomacy +22, Gather Information +20, Handle Animal +18, Intimidate +22, Jump +16, Knowledge (architecture and engineering) +16, Knowledge (geography) +16, Knowledge (local – Sheldomar Valley metaregion) +16, Profession (manager) +18, Sense Motive +20, Spot +22; Cleave, Combat Expertise, Great Cleave, Improved Critical (greatsword), Improved Overrun, Improved Sunder, Iron Will, Negotiator, Power Attack, Weapon Focus (greatsword).

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Languages: Giant, Common, Flan, Ignan.

Possessions: +1 heavy fortification large full plate, +3 merciful large greatsword, cube of frost resistance, bag with 5 throwing rocks.

Fornjotr the Witch-Doctor: Male Fire Giant Adp16 of Surtr; CR 19; Large Giant (Fire); HD 15d8+16d6+155; hp 279; Init +0; Spd 30 ft.; AC 33, touch 9, flat-footed 33 (-1 size, +8 natural, +11 armor, +5 shield); Base Atk/Grp +19/+32; Atk +29 melee (3d6+15/19-20, +2 large greatsword) or +27 melee (1d4+9, slam) or +19 ranged (2d6+9, rock); Full Atk +29/+24/+19/+14 melee (3d6+15/19-20, +2 large greatsword) or +27 melee (1d4+9, 2 slams) or +19 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing, spells; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold, summon familiar; AL LE; SV Fort +19, Ref +10, Will +20; Str 28, Dex 10, Con 20, Int 14, Wis 20, Cha 16.

Skills and Feats: Climb +13, Concentration +21, Craft (alchemy) +20, Heal +21, Intimidate +21, Jump +13, Knowledge (arcana) +10, Knowledge (religion) +18, Spellcraft +12, Spot +23; Brew Potion, Cleave, Combat Casting, Craft Wondrous Item, Greater Spell Penetration, Improved Familiar, Improved Overrun, Improved Sunder, Power Attack, Practiced Spellcaster*, Spell Penetration. *Complete Adventurer.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Languages: Giant, Common, Ignan, Infernal.

Adept Spells Prepared (3/5/4/4/3/1; save DC 15 + spell level; CL 20th): 0 – detect magic, light, read magic; 1st – burning hands, comprehend languages, cure light wounds, protection from chaos, protection from good; 2nd – invisibility, mirror image, resist energy, scorching ray; 3rd – bestow curse, cure serious wounds, lightning bolt x2; 4th – cure critical wounds, polymorph, wall of fire; 5th – baleful polymorph.

Improved Familiar, Small Fire Elemental: Small Elemental (Fire, Extraplanar); HD 31d8; hp 139; Init +5; Spd 50 ft.; AC 23, touch 12 flat-footed 22 (+1 size, +1 Dex, +11 natural); Base Atk/Grp +19/+15; Atk/Full Atk +21 melee (1d4 plus 1d4 fire, slam); SA burn, share spells, deliver touch attacks; SQ darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold, alertness, improved evasion, empathic link, speak with master, scry on familiar, SR 21; AL NE; SV Fort +14, Ref +11, Will +15; Str 10, Dex 13, Con 10, Int 13, Wis 11, Cha 11. **Skills and Feats:** Climb +9, Concentration +16, Heal +16, Intimidate +18, Jump +9, Knowledge (arcana) +9, Knowledge (religion) +17, Listen +2, Spellcraft +11, Spot +18; Dodge, Improved Initiative^B, Weapon Finesse^B. **Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage. Those hit by a slam attack must succeed on a Ref save (DC 11) or catch on fire. The flames burn for 1d4 rounds. A burning creature can take a move action to put out the fire. The save DC is Con-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Ref save. **Languages:** Ignan.

Possessions: +3 large full plate, +2 large greatsword, bag with 5 throwing rocks, holy symbol of Surtr, stone of alarm, the spiteful imp*, ring of spell storing (heal), brazier of commanding fire elementals. *Complete Arcane.

King Mogthrasir: Male Fire Giant Ftr12; CR 22; Large Giant (Fire); HD 15d8+12d10+162; hp 302; Init -1; Spd 30 ft.; AC 30, touch 9, flat-footed 30 (-1 size, -1 Dex, +8 natural, +13 armor, +1 insight); Base Atk/Grp +23/+42; Atk +43 melee (3d6+30/17-20, +4 defending large greatsword) or +37 melee (1d4+15, slam) or +38 ranged

(2d6+15, rock); Full Atk +43/+38/+33/+28/+23 melee (3d6+30/17-20, +4 *defending large greatsword*) or +37 melee (1d4+15, 2 slams) or +38 ranged (2d6+15, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold, cold resistance 30, acid resistance 5, SR 20; AL LE; SV Fort +23 (+28), Ref +8 (+13), Will +10 (+15); Str 34 (40), Dex 8, Con 22, Int 14, Wis 12, Cha 17.

Skills and Feats: Climb +40, Intimidate +33 (+35 with dragons), Jump +40, Ride +11, Sense Motive +1 (+6), Spot +19 (+24 for disguises); Brutal Throw^{*B}, Cleave, Combat Brute^{**}, Combat Expertise, Great Cleave, Greater Weapon Focus (greatsword)^B, Greater Weapon Specialization (greatsword)^B, Improved Critical (greatsword)^B, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Power Critical (greatsword)^{**B}, Power Throw^{*}, Powerful Charge^{***}, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B. ^{*}Complete Adventurer, ^{**}Complete Warrior, ^{***}Miniatures Handbook.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Languages: Giant, Common, Ignan, Infernal.

Possessions: +5 large full plate, +4 *defending large greatsword*, ring of djinni calling (djinni is named Ousson), dragonhide mantle (copper)^{*}, vest of resistance +5^{**}, rod of rulership, belt of giant strength +6, ring of greater energy resistance (cold), crown of steady rulership^{***}, greater horn of blasting, boots of teleportation, scarab of protection, ioun stones (lavender and green ellipsoid, clear spindle, dusty rose prism, iridescent spindle), bag with 5 throwing rocks. ^{*}Draconomicon, ^{**}Complete Arcane, ^{***}Complete Adventurer.

Priestess of Surtr: Female Fire Giant Clr7; CR 17; Large Giant (Fire); HD 15d8+7d8+110; hp 215; Init +0; Spd 30 ft.; AC 28, touch 9, flat-footed 28 (-1 size, +8 natural, +11 armor); Base Atk/Grp +16/+32; Atk +29 melee (3d6+19 plus 1d6 fire/19-20, +1 *flaming large greatsword*) or +27 melee (1d4+12, slam) or +16 ranged (2d6+12, rock); Full Atk +29/+24/+19/+14 melee (3d6+19 plus 1d6 fire/19-20, +1 *flaming large greatsword*) or +27 melee (1d4+12, 2 slams) or +16 ranged (2d6+12, rock); Space/Reach 10 ft./10 ft.; SA rock throwing, spells, rebuke undead 5/day; SQ low-light vision, immunity to fire, rock catching,

vulnerability to cold, aura, spontaneous casting; AL LE; SV Fort +19, Ref +7, Will +17; Str 34, Dex 10, Con 20, Int 8, Wis 20, Cha 14.

Skills and Feats: Concentration +8, Intimidate +8, Knowledge (religion) +9; Cleave, Combat Casting, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Practiced Spellcaster^{*}, Weapon Focus (greatsword)^B. ^{*}Complete Adventurer.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Languages: Giant.

Cleric Spells Prepared (6/6+1/4+1/3+1/2+1; save DC 15 + spell level; CL 11th): 0 – cure minor wounds, detect magic, detect poison, light, mending, read magic, ; 1st – burning hands^D, command, comprehend languages, cure light wounds, divine favor, sanctuary, shield of faith; 2nd – align weapon, augury, cure moderate wounds, lesser restoration, spiritual weapon^D; 3rd – bestow curse, blindness/deafness, cure serious wounds, resist energy (cold)^D; 4th – cure critical wounds, divine power^D, freedom of movement.

Domain Spells. Domains: Fire (turn/destroy water creatures 5/day, rebuke/command/bolster fire creatures 5/day), War.

Possessions: +3 large full plate, +1 flaming large greatsword, bag with 5 throwing rocks.

Ulf the Blacksmith: Male Fire Giant Exp3/Ftr6; CR 18; Large Giant (Fire); HD 15d8+3d6+6d10+168; hp 275; Init +0; Spd 30 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +8 natural, +12 armor); Base Atk/Grp +19/+36; Atk +33 melee (3d6+22 plus 1d4 sonic/19-20/x4/3d8 sonic, +1 large sonic burst goliath greathammer) or +31 melee (1d4+13, slam) or +19 ranged (2d6+13, rock); Full Atk +33/+28/+23/+18 melee (3d6+22 plus 1d4 sonic/19-20/x4/3d8 sonic, +1 large sonic burst goliath greathammer) or +31 melee (1d4+13, 2 slams) or +19 ranged (2d6+13, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ low-light vision, immunity to fire, rock catching, vulnerability to cold; AL LE; SV Fort +22, Ref +8, Will +13; Str 36, Dex 10, Con 24, Int 15, Wis 12, Cha 10.

Skills and Feats: Craft (armorsmithing) +29, Craft (blacksmithing) +29, Craft (weaponsmith) +29, Intimidate +27, Knowledge (architecture and engineering) +20; Cleave, Combat Brute^{*}, Exotic Weapon

Proficiency (goliath greathammer)^B, Great Cleave, Improved Bull Rush, Improved Critical (goliath greathammer)^B, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Power Critical (goliath greathammer)^{*}, Weapon Focus (goliath greathammer)^B, Weapon Specialization (goliath greathammer)^B.

^{*}*Complete Warrior*.

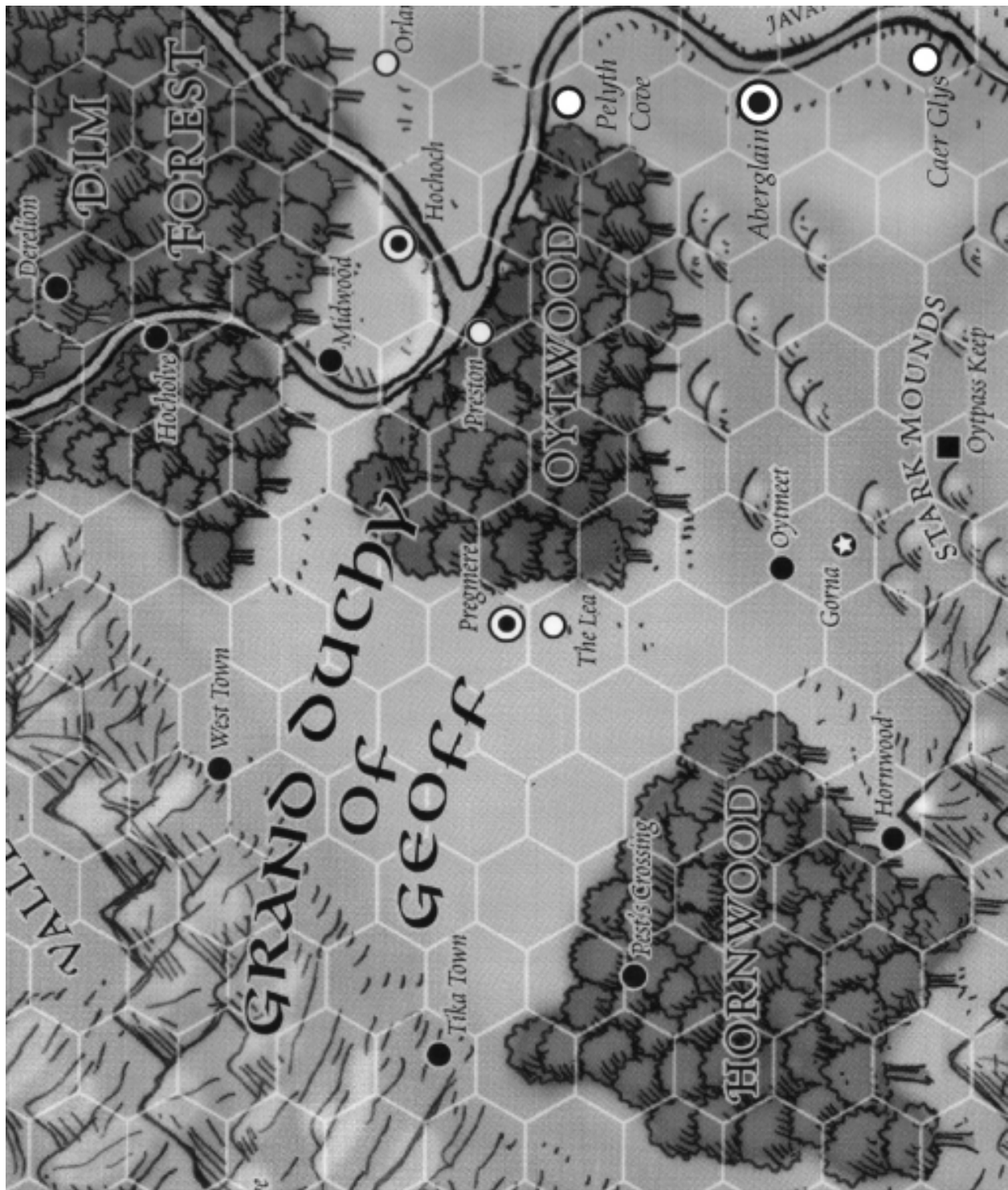
Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment for a fire giant's thrown rocks is 120 feet. If a fire giant has a powerful heat source (like a nearby fire, lava pool, or geyser) they can heat their rocks before throwing them (adding 2d6 fire damage on a successful hit).

Rock Catching (Ex): A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

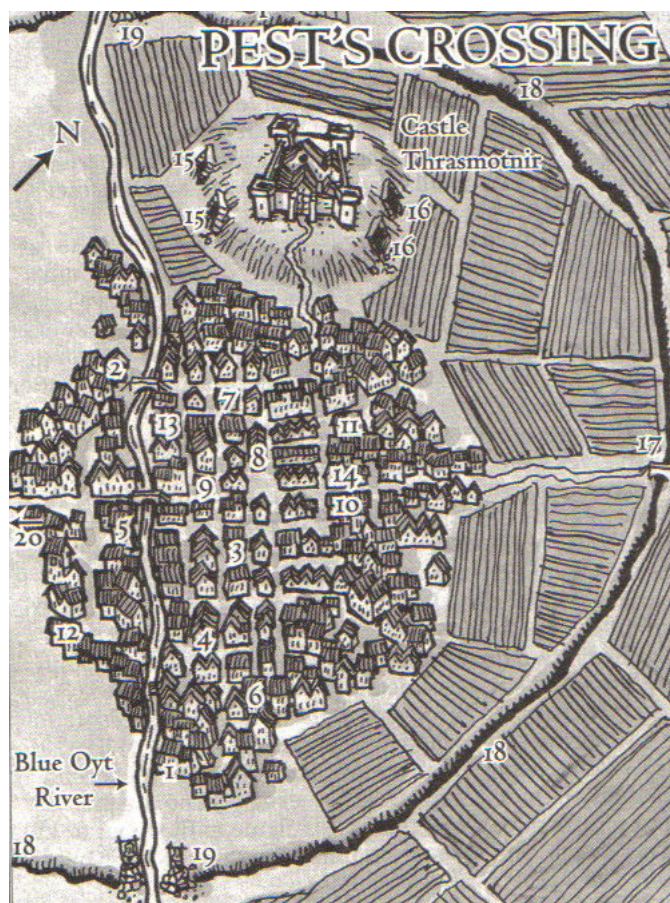
Languages: Giant, Common, Ignan, Infernal.

Possessions: +4 large full plate, +1 large sonic burst^{*} goliath greathammer^{**}, bag with 5 throwing rocks. ^{*}*Miniatures Handbook*, ^{**}*Races of Stone*.

DM AID: MAP OF GEOFF



DM AID: MAP OF PEST'S CROSSING



Cartography by Sam Wood.

Reprinted from *Against the Giants: The Liberation of Geoff* by Gary Gygax and Sean K. Reynolds.

DM AID: PEST'S CROSSING

HISTORY AND CURRENT STATUS

Pest's Crossing (Pwyst's Rhyd) is a logging town that sprung up in 450 CY near a shallow ford of the Blue Oyt River near the eastern edge of the Hornwood. A crafty thief named Sezon the Pwyst (Pest) arranged to have a few heavy logs set into the ford to allow a dry crossing and began to charge people a small toll to use his "bridge." Other entrepreneurs began developing small businesses that depended upon the loggers (blade sharpeners, teamsters, two small taverns, and so on) and the thief's bridge soon became a settlement.

Over time the frontier village grew, and in 512 CY the extremely dilapidated crossing was torn down and rebuilt with stone. The human loggers were able to establish a system where they worked with the sylvan elves to find trees of the highest quality and leave others untouched, keeping the forest largely intact and avoiding the wasteful destruction of inferior wood in search of materials suitable for weapons of the highest quality. In exchange for this information, the sylvan elves were given information on the outside world and some trade goods, especially silver and fine wines. The people of Pest's Crossing lived off of small gardens and sheltered groves of fruit trees, trading lumber and elven bows to other towns in exchange for other foodstuffs.

The fight to defend Pest's Crossing from the giant invasion was fierce and drawn out, but ultimately doomed. Led by the fire giant chieftain Mogthrasir, two dozen fire giants forced their way through the Hornwood, accompanied by five Nessian warhounds, twenty ogres, and eight trolls. The loggers (and the few sylvan elves who chose to stand with them) harried the invaders, using their superior knowledge of the terrain and ability to hide. The giants, however, had no qualms about setting portions of the forest aflame to flush out or kill the defenders, and formally claimed the town as their own on the last day of Harvester 583 CY.

Mogthrasir declared himself the new "king" of Geoff (or Tjalf, meaning "toil" in Giant), with the Sakhut's permission. Under the guidance of the Sakhut, he had his minions begin to fortify Pest's Crossing and step up the scale of the logging. The surviving humans were given a choice: chop down the trees of the Hornwood under the direction of the fire giants, or die. Most chose to work. Acres of forest were cleared; humans were brought in from Oytmeet (as well as those who fled Gorna or other cities and were later rounded up) to plant these new clearings with wheat. A great hill was built near the town, and brought in from the Crystalmists. Finally, a great moat was dug around the fortified town, making it secure from almost any large-scale attack (King Mogthrasir, not surprisingly, thinks big).

Now the forest around Pest's Crossing is receding in wider and wider arcs, its lumber hauled back to Kargyraa Fort in the Crystalmists (and hence to the Sakhut cloud-island). The path to the fort has been cleared of trees in a swath a hundred yards wide, making it easy to find the town or the fort just by following the path in either direction. The Crossing also serves as a focal point for the southwestern tribute caravans, making it one of the wealthier towns. The humans of Pest's Crossing are slaves of the giants but are not overworked or treated with particular cruelty (mainly because if all of the humans die off, the giants will have to do the work themselves). They are actually treated on par with serfs, and those who have seen areas ruled by the Scarlet Brotherhood would be hard-pressed to choose which group of underling was worse off. All humans have been relocated to the area within the Grand Moat and enter the forest escorted by a force of ogres. They work as they would normally and then are escorted back into the Crossing at the end of each day. While they may be resentful of their giant captors, the humans understand that they are lucky to be alive and even luckier to be allowed to live with some measure of personal dignity and freedom.

The very few sylvan elves who lived near Pest's Crossing were either slain in the fighting or retreated into the protection of the forest when they realized the inevitability of the situation. The giants of Pest's Crossing are confident enough in their defenses that two small groups have recently been able to infiltrate the human population and make places to oust the invaders (helped by the fact that the giants have a certain amount of trouble telling the "little folk" apart). These groups are the Dark Star Guardians and the Golden Circle. As the fire giants have settled nicely into their roles as the new "nobles" of Geoff and cause little physical harm to their human "subjects," the infiltrators are able to take their time in their plans and avoid hasty actions; based on their present course, and lacking any outside aid, they will be ready to act early in 596 CY.

GOVERNMENT

The town is ruled from the top down by King Mogthrasir. Mogthrasir is shrewd for a fire giant and enjoys his flatland domain, although it is colder than he would like. King Mogthrasir would love to see the Sakhut move beyond

Sterich and Geoff, possibly into the Yeomanry with the aid of fire giant tribe reinforcements in the southern Crystalmists plus the aid of a young red dragon or two that Mogthrasir knows of.

Mogthrasir has two captains, Hrymner and Naglskoltyr, who take care of the lesser administrative matters of ruling this portion of Geoff. Hrymner is in charge of information, and her magic items and abilities allow her to spy on Pest's Crossing and the other towns of Geoff. Naglskoltyr exists to keep the servant peoples of Mogthrasir in line. His horn destroys the defenses of those that oppose him, and his giantbane sword has been the end of many rebels to Mogthrasir's cause. He loves to terrify his king's enemies into submission and is hated and feared by all the Geoffite giants.

Under the king and captains are Mogthrasir's lieutenants: Gillmyr, who looks after Pest's Crossing and Thrasmotnir, Fimagull, who oversees the flow of tribute, Nartung, who coordinates military training and commands Mogthrasir's armies, and Fornjotr, witch-doctor and advisor. Under these four are the Priestesses of Surtr and Ulf the Blacksmith, followed by the rest of the fire giants, then the ogres, and then the trolls. The fire giants, ogres, and trolls are assigned as needed to various tasks, whether being on watch in town, patrolling the nearby land, rooting out rebels in the forest, or escorting dignitaries from one site to another. The trolls and ogres are not allowed to eat any humans, except those who have been killed in an accident or as a punishment. King Mogthrasir can summon additional fire giants, as needed, from the mountains, if the PCs' actions result in significant loss of giant life.

MOGTHRASIR'S LAWS

- All dwarves, elves, and gnomes are to be slain on sight.
- Attempting to escape is punishable by hard labor until death.
- Striking an ogre, troll, or hound is punishable by hard labor until death.
- Striking a fire giant is punishable by execution.
- Spellcasting by any human is punishable by execution.
- Carrying a weapon other than a work tool is punishable by execution.

THE TOWN

Pest's Crossing was a modest-sized town of about 400 individuals (if not noted otherwise, the average citizen of Pest's Crossing is of a Flan-Oeridian-Suloise ethnic mix). The fight for the town claimed the lives of about a hundred townsfolk, but in the years since that time it has regrown to about twice its original population – mainly through resettlement, although a number of the newcomers are children too young to do any hard work (the fire giants encourage the humans to breed, rewarding new parents with extra food). Instead, the children are apprenticed to craftsmen and other businesses that support the logging, which justifies their existence to the giants.

The town itself suffered moderate damage during the conflict, with many buildings being knocked down or burned. These have been repaired or rebuilt, but many still show old signs of the destructive power of the giants, with large burned areas being the most common reminder. The people go about their daily business, all under the watchful eye of the giants pacing around Castle Thrasmotnir. As anything truly of value has been claimed by the giants, the people have had to fall back on barter and lesser currencies such as iron and bronze coins (treating the former as if they were silver and the latter as if they were gold). Minting of these lesser coins was done with a coin stamper taken from Gorna and supervised by the fire giants, who then smashed or discarded the device. Logging teams bring in wood, which is cut at the mill and shipped out to Kargyraa Fort. Farms and a ranch occupy the newly cleared lands around the town, providing wheat, beef, and dairy products. There are many shops and businesses in Pest's Crossing that have survived the fighting and are otherwise unremarkable. Those of particular interest to the PCs are detailed in Encounter 3.

THE DARK STAR GUARDIANS

The Dark Star Guardians are a group of adventurers who travel around the Sheldomar Valley and seek to right wrongs. Currently their membership is 15 strong and centered in Nirole Dra, nominally directed by Derapos, an aging priest of Celestian. The Guardians work in groups of four to eight, depending on what task they are addressing, and tend to be well-equipped for fighting. Five are currently living in Pest's Crossing, undercover as locals so they can study the giants who control the place: Gromond, Kittos, Malshar, Mosto, and Ratenna.

The Guardians have established close ties with the townsfolk, going so far as to reveal their purposes to a few of them. The flow of tribute into the mountains has convinced them that the fire giants are subservient to someone or something else, some group called the Sakhut. Malshar and Mosto have made two excursions into the castle to learn more, but were foiled by Hrymner's security precautions, only gaining deep enough entry to gather a few pieces of information. As the group slowly gathers information, they will also be preparing the townsfolk to turn against the ogres and trolls.

The Guardians are aware that there is another adventuring group in town. While they suspect these others plan to oust the giants as well, they cannot be sure and are hesitant to reveal themselves for fear of endangering their secret existence. Malshar is the nominal leader of this group, touched as he is by the directive of his hero-deity. The Guardians do NOT know that Hrymner is aware of their group and has actually infiltrated it in the guise of a human thief charged with scouting out the situation elsewhere in Geoff and bringing back reports from time to time; she is waiting until their plans ripen before exposing them, hoping they will succeed in identifying other conspirators along the way.

Group Knowledge (shared only with those they fully trust)

- The Dark Star Guardians know of their group's origin, mission, members present in Pest's Crossing, and current situation.
- The Dark Star Guardians know that a group of unusually powerful giants known as the Sakhut are the brains and the power behind the giant invasion.
- The Dark Star Guardians know another group of adventurers is in town (beside the PCs and themselves), but not who they are or what they are up to.
- Thanks to Malshar and Mosto's excursions into the castle, the Dark Star Guardians can share information on how best to climb the walls of the castle to avoid detection by the giants. They can also share information on the areas of the castle they have visited as well as the existence of *firestone* in the castle. They've visited areas 1 (gate and main hall), 7 (throne room, very brief visit), 11 (Nartung's room), 12 (Fimgaull's room), 13 (Gillmyr's room), 14 (guest rooms/cells/storage), and 16 (castle towers, very brief visit), and they can provide general descriptions of each of these areas.
- The Dark Star Guardians are aware of the hell hounds used in the castle.
- The Dark Star Guardians can detail the hierarchy of command of the giants and their forces.
- The Dark Star Guardians know that Nyeru was indeed incarcerated in the castle for a time, but they haven't heard word of him in many months. They definitely believe the best way to find Nyeru is to search the castle for clues.

THE GOLDEN CIRCLE

The Golden Circle is an older adventuring group that has traveled much of the Flanaess. The original members of the group first met in the City of Greyhawk and explored parts of the Cairn Hills and Rift Canyon, eventually specializing in missions that involved sneaking behind enemy lines, including one short-lived venture into the lands of Iuz. While the members of the Golden Circle are capable of holding their own in a fight, they prefer avoiding combat and excel at situations where they are required to enter and leave unnoticed.

Currently under the employ of Grand Duke Owen I of Geoff (whose rumors of demise they refuse to believe), the Golden Circle are charged with discovering a way to return the lands of Geoff to their previous owners. The whole group is currently in Pest's Crossing, having entered singly and in pairs over the course of two months and established identities that would pass scrutiny by the townsfolk and the giants. They, too, are aware that the Sakhut, not the fire giants, are the final authority in Geoff, but they have concerned themselves with the removal of the direct threat (fire giants) rather than who might be guiding them.

The Golden Circle knows there is another adventuring group in Pest's Crossing (having access to Dooan's spells helps in this regard) but have no interest in risking their cover to help out another group at this time. Furthermore, they are aware that this other group is more military in nature and thus likely to be difficult to work with. Torm is the leader of the Circle, having taken that role several years ago when their paladin departed to team up with some paladins of Mayaheine on a quest to reclaim the Shield Lands. The other members are Dooan, Rasgon, Nuwon, and Novalindro.

Group Knowledge (shared only with those they fully trust)

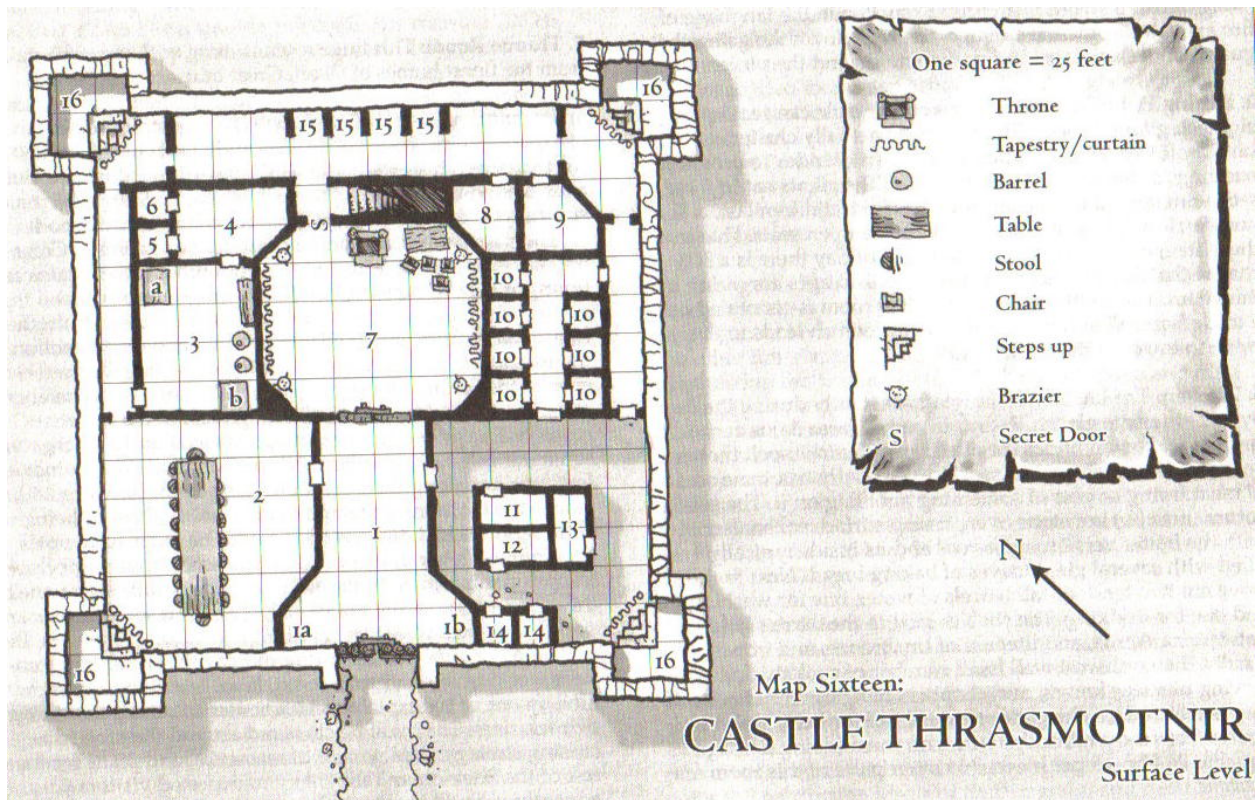
- The Golden Circle knows of their group's origin, mission, members present in Pest's Crossing, and current situation.
- The Golden Circle knows that a group of unusually powerful giants known as the Sakhut are the brains and the power behind the giant invasion.
- The Golden Circle knows another group of adventurers is in town (beside the PCs and themselves), but not who they are or what they are up to. They do believe that the other group is more militaristic than their group is.
- The Golden Circle knows that Nuwon is a personal favorite of Mogthrasir, and that this connection might be a useful one to exploit.
- The Golden Circle is aware of the hell hounds used in the castle.
- The Golden Circle can detail the hierarchy of command of the giants and their forces.
- The Golden Circle also knows a number of pieces of useful information as a result of Dooan's membership (see the list of information in Encounter 3, Area 8).
- The Golden Circle does not believe that Grand Duke Owen is dead, despite rumors they have heard about this. They're sure he's alive somewhere, waiting for the right opportunity to reappear and strike a fatal blow against the giants. This might be wishful thinking, but they won't be convinced otherwise.
- The Golden Circle will suggest that, in the castle, areas 8 (Naglskoltyr's chamber), 9 (Hrymner's chamber), and 12 (Fimgaull's room) are the best places to search for information outside of the throne room (area 7). Beyond area 7, they don't know which rooms in the castle are actually these areas, but they'll suggest the PCs try to find these giants' personal rooms.

THE HILL

Once the people of Pest's Crossing were subjugated, King Mogthrasir set aside a large piece of land nearly seven hundred feet on each side and tasked his followers to build a large hill of stone and packed earth (much of the material for the hill came from the moat that was dug around the town). A series of rooms and halls were built into the hill as it was being formed, which would be used as the lower level of the giants' demesne. When the hill was completed, work was begun on a stone castle to crown it. When it was finished, the giants moved in, and the castle on top of the hill has been their home ever since. The ogres and trolls then dug caves into the fringes of the lowest part of the hill, improvising their lairs under the fortress of their masters.

The hill is flat on top, roughly circular in shape, and fifty feet high. Its top is approximately five hundred and sixty feet in diameter, tapering out to a base diameter of almost seven hundred feet. Having settled somewhat since its completion under the heavy weight of the fire giants and their castle, the hill is packed nearly as solid as rock. Tough grasses grow on its surface, and a gravel path leads from the castle gate down to the town.

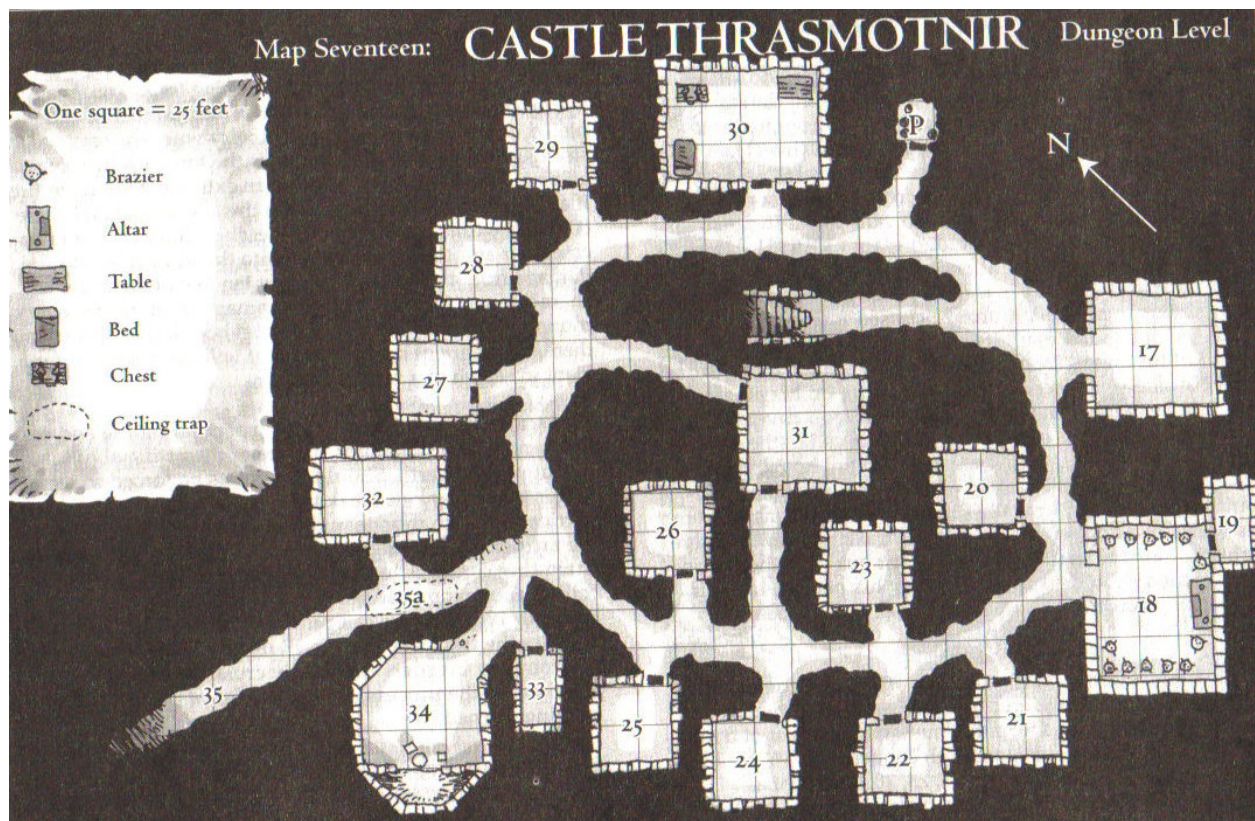
DM AID: MAP OF CASTLE THRASMOTNIR – SURFACE LEVEL



Cartography by Sam Wood.

Reprinted from *Against the Giants: The Liberation of Geoff* by Gary Gygax and Sean K. Reynolds.

DM AID: MAP OF CASTLE THRASMOTNIR – DUNGEON LEVEL



Cartography by Sam Wood.

Reprinted from *Against the Giants: The Liberation of Geoff* by Gary Gygax and Sean K. Reynolds.

DM AID: TARTERIAN DEPTHS OF CARCERI

Excerpted from *Manual of the Planes*, page 104.

CARCERI TRAITS

- **Normal Gravity:** On the orbs, gravity is exactly like the Material Plane. Between orbs, there is no gravity, which eases travel for those who can fly beyond the clutches of each orb's gravity.
- **Normal Time:** Standard rate of time, compared to the Material Plane. One hour on Carceri equals one hour on the Material Plane.
- **Infinite Size:** Carceri may extend infinitely, but it possesses finite components in the form of its tiny planets.
- **Divinely Morphic:** Any entity of deific power can alter Carceri. More ordinary creatures find Carceri indistinguishable from the Material Plane; it responds to spells and physical efforts normally.
- **No Elemental or Energy Traits:** No difference from the Material Plane.
- **Mildly Evil-Aligned:** Good characters on Carceri suffer a -2 penalty on all Cha-based checks.
- **Normal Magic:** All spells and supernatural abilities function as written.

MOVEMENT AND COMBAT

For characters on an orb of Carceri, movement functions normally. Once a character gets more than 100 feet off the surface of an orb, gravity disappears. But unlike other planes with no gravity, force of will doesn't provide a means of locomotion. Characters need a *fly* spell or another means of movement to reach a different orb. Combat on Carceri functions like it does on the Material Plane.

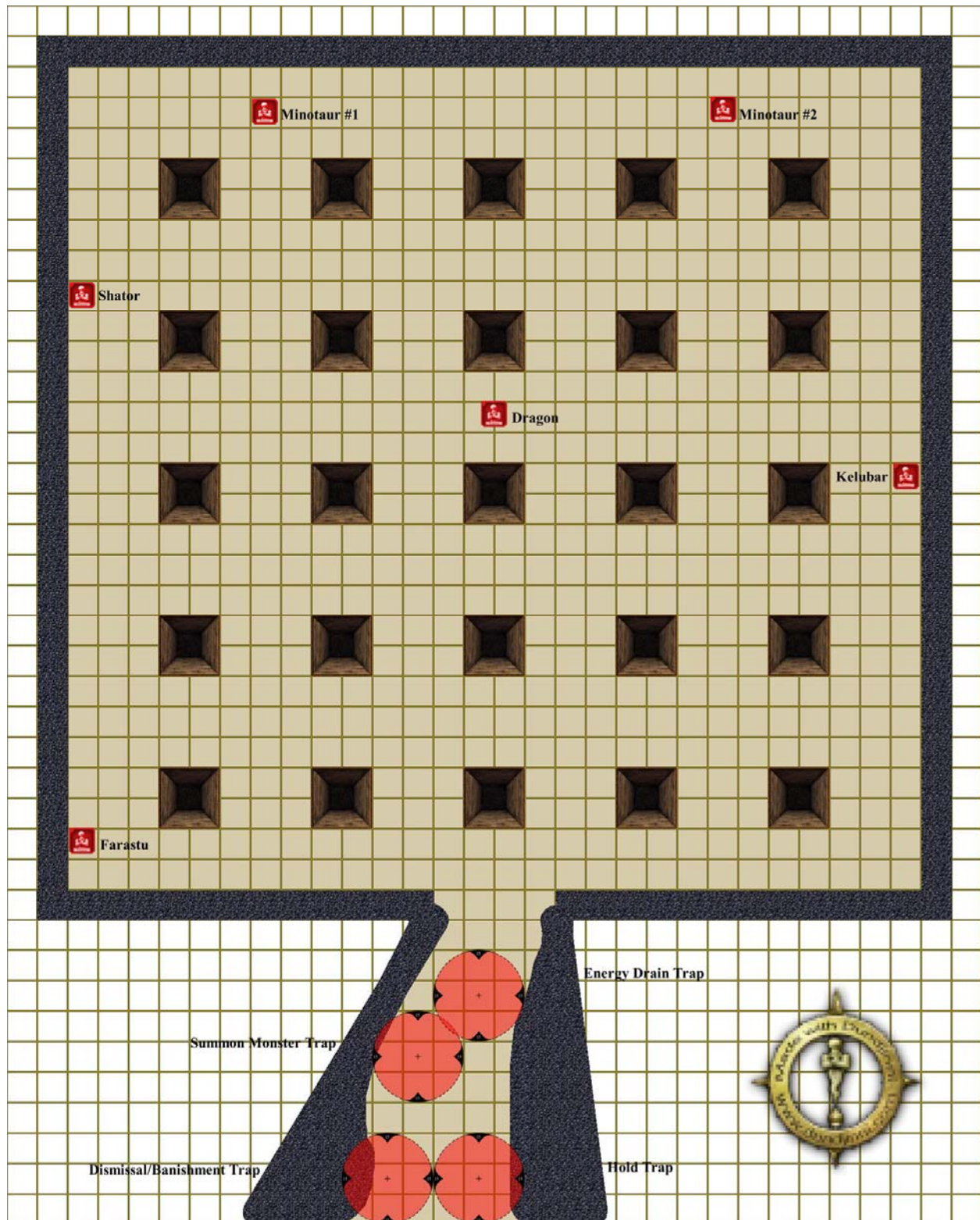
FEATURES OF CARCERI

Carceri is called the sixfold realm because it has six layers nested within each other like wooden dolls. On each layer, a strand of small planets stretches in two directions towards infinity. Many of Carceri's layers are battle-scarred and wasted, the legacy of the Blood War between the devils and demons. Vision is normal on Carceri. Unlike on the Material Plane, natural light seems to seep upward from each orb, bathing everything in a reddish light. Hearing is normal on Carceri.

COLOTHYS

The fourth layer of Carceri is a realm of mountains so tall, rough, and cruel as to stagger the imagination of any traveler from the Material Plane. Travel on foot here is almost impossible, because the land is divided by canyons miles deep where it is not lifted to absurd heights by mighty tectonics. A few trading routes do exist, usually in the form of rickety bridges and cliff-face trails barely wide enough for one. It's impossible to move normally away from the areas along the trading routes. Characters must make a Climb check (DC 15) to move one-half their speed as full-round action.

DM AID: MAP OF CARCERI PRISON



DM AID – NEW RULES ITEMS

NEW FEATS

Adroit Flyby Attack (*Draconomicon*)

You can make flyby attacks and get out of reach quickly.

Prerequisites: Fly Speed 90 feet, Hover or Wingover.

Benefit: When flying and making an attack action, you can move both before and after the attack, provided that the total distance moved is not greater than your fly speed. Your flying movement does not provoke an attack of opportunity from the creatures you attack during the round when you use this feat.

Brutal Throw (*Complete Adventurer*)

You have learned how to hurl weapons to deadly effect.

Benefit: You add your Str modifier (instead of your Dex modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dex modifier to the attack roll.

Special: A fighter may select Brutal Throw as one of his fighter bonus feats.

Close Quarters Fighting (*Complete Warrior*)

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: BAB +3.

Benefit: You can an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that you normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits and cause damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Combat Brute (*Complete Warrior*)

You employ strength and leverage to great effect in battle.

Prerequisite: Improved Sunder, Power Attack, BAB +6.

Benefit: The Combat Brute feat enable the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During your next round, all your attacks against that foe gain +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feat with a bull rush, you would gain +2 on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the Player's Handbook). If you do so, you gain an additional immediate melee attack against the foe. The additional attack is made with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Communicator (*Complete Arcane*)

You possess a magical understanding of the essence of language.

Benefit: An innate talent for magic grants you the following spell-like abilities at CL 1st: 1/day – *arcane mark*, *comprehend languages*, *message*.

Deft Strike (*Complete Adventurer*)

You can place attacks at weak points in your opponent's defenses.

Prerequisites: Int 13, Combat Expertise, Spot 10 ranks, sneak attack.

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor. This requires a Spot check against a DC equal to your target's AC. If you succeed, your next attack against that target (which must be made no later than your next turn) ignores that target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor). Other AC bonuses still apply normally. If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

Elusive Target (*Complete Warrior*)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, BAB +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if the attempt fails.

Energy Substitution (*Complete Arcane*)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcane) 5 ranks, any metamagic feat.

Benefits: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* spell composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Greater Powerful Charge (*Miniatures Handbook*)

You can charge with extra force.

Prerequisites: Medium or larger, Powerful Charge, BAB +4.

Benefit: As Powerful Charge, but treat yourself as one size category larger than you are. For Colossal creatures, the extra 6d6 points of damage becomes 8d6.

Special: A fighter may select Greater Powerful Charge as one of his fighter bonus feats.

Improved Diversion (*Complete Adventurer*)

You can create a diversion to hide quickly and with less effort.

Prerequisite: Bluff 4 ranks.

Benefit: You can use Bluff to create a diversion to hide (see page 68 of the *Player's Handbook*) as a move action. You gain a +4 bonus on Bluff checks made for this purpose.

Normal: Without this feat, creative a diversion to hide using the Bluff skill requires a standard action.

Improved Multiattack (*Draconomicon*)

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Str bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a -5 penalty (or a -2 penalty if you have the Multiattack feat).

Intimidating Rage (*Complete Warrior*)

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize is shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Large and In Charge (*Draconomicon*)

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for each 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

Maximize Spell-Like Ability (*Complete Arcane*)

You can use a spell-like ability at its maximum effect.

Prerequisites: Spell-like ability at CL 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less). All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum number of hp, affecting the maximum number of targets, and so on. For example, a 10th level warlock's maximized eldritch blast deals 36 points of damage three times per day. Saving throws and opposed checks (such as the one you make when you cast dispel magic) are not affected, nor are spell-like abilities without random variables.

An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus one-half the normally rolled result). For example, a fire mephit's empowered maximized scorching ray would deal 24 points of damage plus one-half of 4d6 points of damage.

The spell-like ability you wish to maximize can be chosen only from those abilities that duplicate a spell of a level less than or equal to ½ your caster level (round down), minus 2.

Special: You may take this feat multiple times. Each time you take this feat, you apply it to a different one of your spell-like abilities.

Planar Familiar (*Planar Handbook*)

When you are ready and able to acquire a new familiar, you may choose one of several nonstandard familiars.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficient arcane spellcaster level, Knowledge (the planes) 5 ranks.

Benefit: When choosing a familiar, you may add the following creatures to your list of options: anarchic animal (any chaotic, CL 5th), axiomatic animal (any lawful, CL 5th), celestial animal (any good, CL 3rd), small elemental of air, fire, earth, or water (neutral, CL 5th), fiendish animal (any evil, CL 3rd), imp/filth imp (LE, CL 7th), lantern archon (LG, CL 7th), mephit (neutral, CL 7th), quasit (CE, CL 7th). You may choose a familiar with an alignment up to one step away from yours on each of the alignment axes (lawful-chaotic and good-evil).

The improved familiar is magically linked to its master in the same way as a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or this book, except as noted below.

HD: For effects that depend upon HD, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: Use one-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's BAB or the familiar's, whichever is better.

Saving Throws: For each saving throw, use the master's base save bonus (as calculated from his character level) or the familiar's, whichever is better.

Familiar Special Abilities: Use the second table in the Familiars sidebar, page 53 of the *Player's Handbook*, to determine additional abilities, just as you would for a normal familiar. With the exception of anarchic, axiomatic, celestial, and fiendish animals, planar familiars do not grant their masters any of the benefits that appear on the first table in that sidebar.

Power Critical (*Complete Warrior*)

Choose one weapon. With that weapon you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, BAB +4.

Benefit: When using the weapon selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You may take this feat multiple times. Each time you take this feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack. A fighter may select this feat as a fighter bonus feat.

Powerful Charge (*Miniatures Handbook*)

You can charge with extra force.

Prerequisites: Medium or larger, BAB +4.

Benefit: When you charge, if your melee attack hits, it seals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6. This feat works only when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Practiced Spellcaster (*Complete Divine*)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric, 5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Shock Wave (*Draconomicon*)

You can strike the ground with your tail so hard it knocks other creatures down.

Prerequisites: Str 13, dragon, size Large or larger, Power Attack.

Benefit: You may, as a full round action, strike a solid surface with your tail and create a shock wave that radiates out from your space and continues for a number of feet equal to 5 x your racial HD. Make a bull rush attack by rolling once regardless of how many creatures are in the radius. Every creature in the radius makes a Str check and compares it to your roll. Those who fail their opposed checks are knocked down.

Special: Structures and unattended objects at least partially within the shock wave take damage equal to 1d6 + Str bonus.

NEW INVOCATIONS

Charm

Lesser; 4th.

You can beguile a creature within 60 feet. The creature must succeed on a Will save or instantly come to regard you as a comrade. This is a language-dependent ability. Other than these differences, the ability works as the *charm monster* spell. You can never have more than one target charmed at a time with this ability. If a second creature is charmed, you lose your hold on the first creature.

Chilling Tentacles

Greater; 5th.

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions identically to the *Evard's black tentacles* spell, except that each creature within the area of invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

Dark One's Own Luck

Least; 2nd.

You are favored by the dark powers if you have this invocation. You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflex saves, or Will saves (your choice each time you use this ability) for a period of 23 hours. You can't apply this ability to two different save types at the same time. This bonus can never exceed your class level.

Devil's Sight

Least; 2nd.

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magic darkness out to 30 feet.

Eldritch Spear

Least; 2nd; Blast Shape.

This blast shape invocation extends your *eldritch blast* attacks to greater distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

See the Unseen

Least; 2nd.

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

Voracious Dispelling

Lesser; 4th.

You can use *dispel magic* as the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

NEW ITEMS

Contract of Nepthas (Complete Arcane)

Easily mistaken for a scroll if found as a treasure, this item is actually a magical contract, usually contained in an ivory tube and scribed in black ink on golden-brown vellum. The details of the contract are blank, and the user can fill it in with any instructions, agreement, or conditions he cares to create. When the contract is signed, though, the item's true power is revealed to both parties, and any signatory who breaks the contract is subject to a curse that strikes it blinded, deafened, and mute (no saving throw, though SR applies). The curse can be removed only by means of a *remove curse* cast by a 8th level spellcaster or a *break enchantment* spell (DC 25).

Because a contract typically involves two parties agreeing on a set of conditions, nonspecific terms might allow a clever signatory to escape them without suffering the contract's curse. For example, if an adventurer signs a contract with a king stating that she will slay a dragon in the Northern Hills by the eve of the new moon, the contract is effectively open-ended by virtue of its not specifying "the next new moon," even if that was both parties' meaning and intent.

Contracts signed by creatures under the influence of charm or compulsion effects are null and void.

Moderate enchantment; CL: 11th; *Prerequisites*: Craft Wondrous Item, *lesser geas*; *Market Price*: 1,400 gp; *Weight*: 1 lb.

Crown of Steady Rulership (Complete Adventurer)

This ornate golden crown is a useful tool for princes and potentates, for it allows them to see through the falsehoods that parade before them. The wearer gains a +5 competence bonus on Sense Motive checks and on Spot checks made to see through disguises. Faint divination; CL: 3rd; *Prerequisites*: Craft Wondrous Item, *see invisibility*; *Market Price*: 4,500 gp; *Weight*: 1 lb.

Dragonhide Mantle (Draconomicon)

A dragon's hide can be rendered flexible enough to wear as a cloak. A dragonhide mantle grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for copper, for example). This resistance is treated as an extraordinary (and thus nonmagical) feature of the mantle. It doesn't stack with any other energy resistance (of the same type) possessed by the character. In addition, the wearer of a dragonhide mantle gains a +2 circumstance bonus on Intimidate checks against dragons. *Dragoncraft Price*: 3,800 gp; *Dragon Part*: dragon hide; *Skill*: Craft (leatherworking); *Weight*: same as ordinary hide armor of appropriate size.

Dwarvencraft (Races of Stone)

Dwarvencraft items are always of masterwork quality, and prices include the cost for the masterwork quality. A dwarvencraft item is stronger and harder than a comparable masterwork item. Its hardness increases by 2 and it gain 10 additional hp. In addition, it gains a +2 bonus on all saving throws. All of these effect stack with the similar bonuses for magic items if the dwarvencraft item is made magical. A dwarvencraft weapon costs 600 gp more than a standard weapon of its type. A dwarvencraft armor or shield costs 300 gp more than a standard armor or shield.

Goggles of Day (Libris Mortis)

The lenses of this item are made of silvered crystal. When placed over the eyes, the wearer can operate without penalty in preternaturally bright light, such as might result from a *flare*, *sunbeam*, or *sunburst* spell. A bonus side effect allows vampires a full-round action prior to dissolution when confronted with sunlight, as opposed to just a partial action. Faint transmutation; CL: 3rd; *Prerequisites*: Craft Wondrous Item, *darkvision*; *Market Price*: 4,500 gp; *Weight*: 1 lb.

Goliath Greathammer (Races of Stone)

The incredibly heavy head of this hammer allows its to make particularly devastating strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield. Two-Handed Melee Weapon; Price: 30 gp; Dmg: 1d10 (S), 1d12 (M), 3d6 (L), Crit: x4, Type: Bludgeoning; Weight: 30 lbs.

Horn of Volume (Miniatures Handbook)

This horn lets the user be heard up to twice as far as she normally would be when speaking, singing, or using an ability that affects creatures than can hear the user. Faint illusion; CL: 3rd; Prerequisites: Craft Wondrous Item, *ghost sound*; Market Price: 1,000 gp; Weight: 1 lb.

Monocle of Perusal (Complete Adventurer)

This crystal lens provides the user with a +5 competence bonus on Appraise checks. Once per day the user can use *identify*. A monocle occupies the same spaces on the body as a pair of eye lenses or goggles. Faint divination; CL: 3rd; Prerequisites: Craft Wondrous Item, *identify*; Market Price: 6,500 gp; Weight: 1 lb.

Phylactery of Change (Arms & Equipment Guide)

The wearer of this item can invoke a *polymorph* ability with an indefinite duration (or until the phylactery is removed, destroyed, or dispelled). A new form can be adopted once per day. The wearer can assume his natural form without limitation, however. Moderate transmutation; CL: 7th; Prerequisites: Craft Wondrous Item, *polymorph*; Market Price: 22,400 gp; Weight: - lbs.

Sizing Weapon Special Ability (Complete Adventurer)

The wielder of a *sizing* weapon can change the weapon's size category to any other size category as a standard action. Spellcasters who frequently *polymorph* themselves appreciate weapons with the *sizing* special ability. Moderate transmutation; CL: 9th; Prerequisites: Craft Magic Arms and Armor, *enlarge person*, *reduce person*; Market Price: +1 bonus.

Sonic Weapon Special Ability (Miniatures Handbook)

Upon command, a sonic weapon is surrounded with waves of sound energy. The sonic energy does not harm the wielder. The effect remains until another command is given. A sonic weapon deals an extra 1d4 points of sonic damage on a successful hit. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Moderate evocation; CL: 8th; Prerequisites: Craft Magic Arms and Armor, *sonic burst*; Market Price: +1 bonus.

Sonic Burst Weapon Special Ability (Miniatures Handbook)

A sonic burst weapon functions as a sonic weapon that also explodes with sonic energy upon striking a successful critical hit. If the weapon normally has a x2 critical multiplier, add an extra 1d8 points of sonic damage each time you successfully score a critical hit. For weapons with a x3 multiplier, add 2d8 of sonic damage; for a x4 multiplier, add 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. This effect activates even if the creature struck is not subject to critical hits (roll to see if the critical hit occurs, then apply the extra damage, if appropriate). Even if the sonic ability is not active, the weapon still deals its extra sonic damage on a successful critical hit. Strong evocation; CL: 12th; Prerequisites: Craft Magic Arms and Armor, *sonic burst*; Market Price: +2 bonus.

The Spiteful Imp (Complete Arcane)

Forged in the shape of an imp's face grinning with malicious glee, this object is a +4 *animated buckler* that can be commanded as a standard action to spit burning venom once per day. The venomous spittle is a ranged touch attack with a range of 30 feet that deals 1d4+6 fire damage plus poison (DC 17 Fort save, 1d10 Con/1d10 Con). The *spiteful imp* also possesses the unusual tendency to titter in evil mirth whenever it deflects an opponent's weapon, a disquieting but harmless quality. Strong transmutation; CL: 12th; Prerequisites: Craft Arms and Armor, *animate objects*, *poison*, *produce flame*; Market Price: 46,246 gp; Weight: 5 lbs.

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws. Faint abjuration; CL: 5th; Prerequisites: Craft Wondrous Item, *resistance*, creator's CL must be at least three times the vest's bonus; Market Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight: 1 lb.

NEW SPELLS

Assay Resistance (Complete Arcane)

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

This spell enables you to divine the exact nature and vulnerabilities of a single creature's magical defenses, giving you a +10 bonus on caster level checks to overcome its spell resistance. This spell is effective only against one specific creature per casting, and you must be able to see the creature when you cast the spell.

Critical Strike (Complete Adventurer)

Divination

Level: Assassin 1, Sor/Wiz 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of keen edge), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

Distract Assailant (Complete Adventurer)

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Mage Armor, Greater (Complete Arcane)

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Reciprocal Gyre (Complete Arcane)

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./1 level)

Targets: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fort negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 pts of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th level wizard version) takes 10d6 damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fort save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* or *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spells can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

PLAYER HANDOUT #1

[For PCs who participated in SHE3-01 Have Tome – Will Travel, but NOT SHE4-07 A Matter of Trust]

Brave Adventurer,

I wish to thank you personally for your efforts on my behalf. The tomes you recovered have brought me closer to my goal, and thus you have earned my respect and some of my trust. My ultimate goal parallels a goal you will wish to accomplish yourself, once you learn of certain happenings going on beyond the sight of the noble leaders of the Sheldomar (although they now know of some of the danger thanks to information I have already provided them through adventurers). I have further need of you, and as you will soon see, you have need of me. If we can work together successfully on this task, we will be accomplishing an important step towards my goal and your future one simultaneously - saving the nations of the Sheldomar from a horrible fate and bringing me my heart's desire. Meet me at the Boar's Other Xnuckle Tavern in the town of Hochoch a fortnight hence and ask for T.S. I promise the knowledge I will share with you is worth the trek.

Sincerest Wishes,

Tysiln San

PLAYER HANDOUT #2

[For PCs who participated in NEITHER SHE3-01 Have Tome – Will Travel NOR SHE4-07 A Matter of Trust]

Brave Adventurer,

A mutual acquaintance of ours recommended you for an urgent task I need accomplished. Your friend recovered some tomes for me, bringing me closer to an important goal. My ultimate goal parallels a goal you will wish to accomplish yourself, once you learn of certain happenings going on beyond the sight of the noble leaders of the Sheldomar (although they now know of some of the danger thanks to information I have already provided them through adventurers). I have desperate need of you, and as you will soon learn, you have desperate need of my help. If we can work together successfully on this task, we will be accomplishing an important step towards my goal and your future one simultaneously - saving the nations of the Sheldomar from a horrible fate and bringing me my heart's desire. Meet me at the Boar's Other Xnuckle Tavern in the town of Hochoch a fortnight hence and ask for T.S. I promise the knowledge I will share with you is worth the trek.

Sincerest Wishes,

T.S.

PLAYER HANDOUT #3

[For PCs who participated in SHE4-07 A Matter of Trust and do NOT have the **Ire of Tysiln** effect]

Brave Adventurer,

I wish to thank you personally for your efforts on my behalf. With the well of many worlds I recovered thanks to the mission you undertook for me, I am one step closer to reaching Jaran, our only real hope at stopping Elock from invading the Sheldomar. Elock's plans advance faster than I anticipated, and I need your further assistance if we are to gain enough time to deal with him successfully. The mission I have for you will give us what we need to delay Elock's invasion plans and may help me locate the Exalted One more quickly. If we can work together successfully on this task, we will be accomplishing an important step towards my goal and yours simultaneously - saving the nations of the Sheldomar from a horrible fate and bringing me my heart's desire. Meet me at the Boar's Other Xnuckle Tavern in the town of Hochoch a fortnight hence and ask for T.S. I promise the knowledge I will share with you is worth the trek.

Sincerest Wishes,

Tysiln San

PLAYER HANDOUT #4

[For PCs who participated in SHE4-07 A Matter of Trust and DO have the **Ire of Tysiln** effect]

Brave Adventurer,

I wish I could thank you personally for your efforts on my behalf, but we both know we worked at cross purposes instead the last time we met - and that was your choice, not mine. With the well of many worlds I recovered despite your actions, I am one step closer to reaching Jaran, our only real hope at stopping Elock from invading the Sheldomar. Elock's plans advance faster than I anticipated, and I need your assistance if we are to gain enough time to deal with him successfully. The mission I have for you will give us what we need to delay Elock's invasion plans and may help me locate the Exalted One more quickly. If we can work together successfully on this task, we will be accomplishing an important step towards my goal and yours simultaneously - saving the nations of the Sheldomar from a horrible fate and bringing me my heart's desire. If you choose to ignore my request for help, you are doing yourself and your nation a great disservice that I am sure you will long regret. Meet me at the Boar's Other Knuckle Tavern in the town of Hochoch a fortnight hence and ask for T.S. I promise the knowledge I will share with you is worth the trek.

Sincerest Wishes,

Tysiln San

CRITICAL EVENTS SUMMARY – SHE5-02 TAKE A GIANT STEP

Please complete this form and return it to Steven Conforti at scon40@aol.com.

Did the PCs inform someone in the Geoff government about the maps and notes in the Throne Room? Did they provide the Geoff government with copies or the originals?

Inform: Y / N Copies: Y / N Originals: Y / N

Was Mogthrasir aware of the PCs' actions? Did the PCs make a deal with him?

Actions: Y / N Deal: Y / N

Did the PCs recover Nyeru? Who did they turn him over to?

Recover: Y / N Turned Over To: _____

Did the PCs slay all of the guards at the prison they encountered? Did the PCs slay any of the named NPCs in the adventure or cause any of them to be slain? Who?

Guards All Slain: Y / N NPCs Slain: Y / N

Which NPCs Slain: _____

Did the PCs free any of the other prisoners, other than Nyeru?

Freed Other Prisoners: Y / N