



# THE COMMANDER OF MALICE



Rise of the Drow





# Rise of the Drow

*A D&D 3.5 and Pathfinder Roleplaying Game compatible adventure that takes four to six 16th-18th level PCs to 20th level.*

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Rise of the Drow Epilogue - The Commander of Malice is a 3.5 OGL & Pathfinder Roleplaying Game Compatible Adventure designed to take four to six \*16<sup>th</sup>-18<sup>th</sup> level PCs to 20th level (and possibly beyond). This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at [www.d20srd.org](http://www.d20srd.org) & [paizo.com/pathfinderRPG/prd/](http://paizo.com/pathfinderRPG/prd/) respectively. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 64 of this product. Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW GAMES LLC game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



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#### GM Sidebar



Characters at 16th level may need help with healing supplies before entering the Demiplane of Venom. The party needs a way to cast gate at the beginning of the adventure.



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As darkness flickers around a long-dormant body, the soul of the Matron Mother flees Holoth and rushes headlong to its waiting clone. Alone in a deep, submerged chamber, resting on a permanently chilled bier, the rush of spirit into the body causes a reaction almost identical to that of introducing a massive quantity of electricity or adrenaline. The rasping gasp that escapes its lungs causes a convulsive response, the sight of which would freeze the bones of the most hard-bitten adventurers.

Moments later, the remnants of the dead body of the Matron Mother arrives next to her now-active clone. The new woman looks down at the old, broken body, gives a wry smile, and quietly says to herself, "my vanity blinded me, clouded my judgment, but it won't happen again." She quickly checks and adjusts her equipment. Right now the clone still feels fragile, but new strength is rapidly flowing through it and soon she will be ready.

Maelora glances around the chamber, a hexagon with a slightly domed ceiling and barely concave floor, and spots what she is looking for. As she touches five of the six sides of the room, cells appear, cube-shaped, each with a body in a sarcophagus—loyal troops from decades ago, waiting for such a moment as this. Then the Matron Mother touches the final wall, directly in front of her, and a door appears. Beyond is a chamber, colossal in size. Within rests the body of a spider—a fully developed, fiendish, monstrous creature that was gifted to Maelora for a time when revenge was required. The body looks tired and damaged, but Maelora knows it is from beyond the gates of the Abyss and will fulfill its obligations.

The revitalized Matron Mother reaches for an amulet pinned to the doorframe and pulls it free. The token burns with a venomous, cold, emerald fire, as gifts from her goddess usually do. She steps forward towards the creature, loudly chanting the liturgy that activates the talisman. As the words reverberate around the massive hall with all the power they contain, the acid-green gem at the center of the amulet gets brighter, blindingly so—but Maelora continues. As the final phrase passes her lips, a hundred poisonous pins spring from the jewel and puncture the Matron's palm. She thrusts the goddess's token deep into the spider's body, passion flowing from every pore. Then, imperceptibly at first, the corpse stirs; a twitch, the flex of a leg, and then the zombie spider rises. Maelora laughs uncontrollably and turns away, her arms raised; "no, it won't happen again. No more mistakes!" From back in the chamber where her broken former body lies, the sound of bones crunching can be heard. "To me!" Maelora snaps the command, and the feeding stops. From the entryway steps one, two, three, four, five drow-shaped monstrosities, each dripping a burning liquid from its fleshless frame. "My true and faithful children, let us take back what is rightly ours."



# Commander of Malice

## ADVENTURE BACKGROUND

The war with the dark elves may well have come to an end on one plane, but it continues elsewhere in the multiverse as the prime instigator of the upheaval and unrest manages to escape. Souls are slippery items, able to squirm between the narrowest of cracks and evade the most thorough of enemies; one that is favored by a goddess seemingly holds the best of the cards Fate can deal. When the final battle on the site of the drow's home simply allows the Matron Mother to once again find an escape route, despair would be an easy emotion to feel—but the portal that she used to evade the leaders of the final assault seemingly stays active if heavily damaged, and an effort to restore it gives one way to follow Maelora to wherever she has fled.

So what to do next? Pulses of sickly, acid-green light from pieces of the circle of stones may tell the PCs what their next step might be, but will they choose to follow the fleeing essence of the Matron Mother? First of all, they must prepare themselves after the excesses of the battle in Tolgorith Tower. At the same time, the party needs to gather together the pieces of the gate in order to activate it and then make their way to the Demiplane of Venom—that almost certainly means further effort from the adventurers themselves, and possibly those around them. How many more sacrifices must those opposed to Maelora make to defeat their foe once and for all? This may be their final one, as they enter the home of Naraneus, the Queen of Venom.

## ADVENTURE SYNOPSIS

Maelora's schemes have always involved drawing together a group of powerful adventurers and enticing them to her sanctuary on the demiplane. Once there, she shows them the futility of standing against her as time and again the PCs are taken to their individual limits—and then pushed further. She intends to harvest the adventurers, to turn them into despairs and let them loose on an unsuspecting Aventyr.

The party needs to rebuild the dying gateway and then ensure they are prepared to enter it. This requires a series of skillful applications of knowledge, magic and natural ability. Once this is done, the portal gate springs to life

and can be used to follow the Matron Mother. Then the PCs find themselves on the Demiplane of Venom, in the room that Maelora had used to store and protect her clone. Dealing with traps, puzzles and guardians present on this first level, the adventurers make their way further into the complex.

The second level is a series of bubbles under the surface of the Sea of Venom. Each has six valves in it and an active floating teleportation disc, but only one exit is the correct one. Hopefully the party picked up the necessary clues from elsewhere during the battles against the drow, otherwise the PCs find themselves in difficulty as they face foes from the demiplane.

The third level is a series of cysts, flooded with a diluted version of the venom that surrounds them. The party needs to find a way to traverse the liquid at the same time as saving themselves from its debilitating effects. Once more, creatures assault the adventurers, slowing them down and allowing Maelora time to make final preparations to meet her goddess.

Once out of the flooded section, the PCs find themselves fighting what truly seems like a hopeless cause to reach the Matron Mother. Maelora's staunchest allies—as well as waves of foes and draining energy—wash over the party; the quarry is in sight, but it is difficult to distinguish just who is the hunter and who is the hunted! Finally, the adventurers must end Maelora's attempts to bring her goddess's wrath to the living worlds.

## HOOKS AND INTRODUCTION

This adventure is set during the aftermath of the fall of Holoth, and House Gullion in particular. At the end of *Usurper of Souls*, the third part of the *Rise of the Drow* trilogy, the adventurers oversaw the collapse of Tolgorith Tower—the home of House Gullion and its matriarch, Matron Mother Maelora. As the massive structure is finally razed to rubble, there are a number of ways to lead the PCs onto the final stage of the adventure:

- The party notices that the portal to the Demiplane of Venom remains intact, and that the body of the defeated Maelora is drawn towards it (even if it has been destroyed and turned to dust). Indeed, sufficiently high-level magic (such as *soul bind* or *dimensional lock*) can sense her soul being dragged through the portal moments after her death (before the magic can take its effect, if such a spell is cast). A **DC 35 Knowledge (arcana, planes, or religion)** check makes it clear that there has been an intervention



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from something beyond the power and capability of the party, something close to a deity-cast *sequester* preventing straightforward tracking of the destination of Maelora's soul.

- If they did not manage to kill the Matron Mother, the PCs see her dash for the portal and throw herself through it as she plunges a dagger into her damaged chest. If they look, the adventurers find the stain of poison mixed with drow blood on one of the sections of the stone blocks that make up the gateway to the demiplane.
- If your group hasn't played through *Rise of the Drow* and are coming to this as a standalone adventure, use it when the players are tracking down any powerful enemy that has an affinity with poison. This is designed as a "final lair" encounter, so there probably have been previous contact with the villain that calls this place home.

## ADVENTURE LOCATION

The action takes place on the Demiplane of Venom, in an isolated sanctuary where the Matron Mother Maelora has stored her clone for centuries. It's the home of Naraneus, who "makes the rules", some of which are as follows.

**Gravity:** Either specific towards the surface of the Sea of Venom when above it OR objective directional when under the surface of the Sea of Venom OR normal when in any structures that occur.

**Normal Time**

**Divinely Morphic**

**Venom and Acid dominant:** Specific locations may have other traits, but they are very rare and limited in effect.

**Major Evil-Aligned:** Though it may contain very low concentrations of law or chaos in places.

**Enhanced Magic:** Spells and spell-like abilities with the acid descriptor or that use or create venom or acid (including those of the Venom or Acid domains or the quasi-elemental [acid] bloodline) are enhanced.

**Impeded Magic:** Spells and spell-like abilities with the water descriptor or that use or create water (including spells of the Water domain, spell-like abilities of the elemental [water] bloodline, and spells that summon water elementals or outsiders with the water subtype) are impeded.

An unexpected benefit to all who live on the Demiplane of Venom is that the energies involved with maintaining the fabric and infrastructure of the place allow personal progress to be made in an instant. Any creature that advances to its next level of knowledge, understanding or ability while on the demiplane does so straight away

## GM Sidebar - Enhanced and Impeded Magic



(3.5)

If a spell is *enhanced*, certain metamagic feats can be applied to it without changing the spell slot required or the casting time. Spellcasters on the plane are considered to have that feat or feats for the purpose of applying them to that spell. Spellcasters native to the plane must gain the feat or feats normally if they want to use them on other planes as well.

To cast an *impeded* spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

(PF)

If a spell is *enhanced*, it functions as if its caster level was 2 higher than normal.

To cast an *impeded* spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

via divine insight and inspiration, rather than having to spend time researching and practicing new thoughts, ideas and skills. This has never bothered either Naraneus or Maelora overly much, as it just means that those that attempt to face her down are even riper for harvesting when they meet their deprivation and final doom.

If a PC gets to the point where they are going to die, they are automatically stabilized at -9 hp, and then fall into a state that is a cross between *temporal stasis* and a catatonic slumber. If a body is taken by the rest of the party, the living members find the "deceased" conscious and kicking on 1 hp after the next encounter, in dire need of healing but with no great explanation of how this happened. If they are left behind, the PC wakes up in 1d6+2 x 10 minutes to find they have been stripped of every possession (possibly by the party, but otherwise by one of the inhabitants of the level) except for 1 item; a *venomous draught of healing* (see Area 2 for a brief description of this item, and the end of the adventure for a full accounting). Once this has been drunk, the adventurer finds that their possessions are in the next room on the path they HAVE to follow, rather than choose to follow. Their items will ONLY be in the next correct room on the path to Maelora.



# Commander of Malice

PC	Number of Times Stabilized	Maelora's AC (originally 35)	Maelora's SR (originally 34)	Number of draughts drunk	Maelora's damage reduction

As everything that takes place is part of Maelora's plan for the PCs when they reach the final chamber, you need to keep a record of each time an adventurer is close to death and stabilized, because when this happens, Maelora gains from the experience. This continues to enhance her capabilities even though she is actually engaged in a ritual at the end of the sanctuary. Throughout the adventure, keep a check on the number of times a PC is stabilized (at -9 hp for 3.5 or 1 higher than their negative Constitution score for PF), and the number of *venomous draughts of healing* drafts she or he uses. Each time an adventurer is stabilized this way, Maelora's Armor Class and Spell Resistance goes up by 1 against that PC, and each time a PC uses a draught, the amount of damage Maelora takes from attacks by that character is reduced by 1 point (to a minimum of 1).

When the PCs arrive, they may want to revisit the physical area of the demiplane that they encountered during *The Usurper of Souls*. However, although originally entered via the Spider Temple, this way between the planes was destroyed when Tolgorith Tower fell as the access "returned to its home". What is left is the vast sea itself, with Maelora's lair the only known sanctuary. The venom is extremely dangerous to non-drow and causes a swift death unless a save is made. It is absorbed through the skin and kills any non-drow touching it without a successful **DC 35 Fortitude save** within 1d4 rounds. Anyone making a successful saving throw takes 10d6+20 points of damage while in contact with the concentrated venom. This is repeated every 1d4 rounds.

The venom is also extremely sticky and viscous, causing those that enter it to slowly sink and need someone outside the venom sea to make a **DC 15 Strength check** to pull them free—failing the check by 5 or more means the would-be rescuer falls in as well. If a worshiper of Naraneus falls into the venom they sink quickly despite the viscosity of the liquid, and are held in place by the goddess. Obviously if anyone who falls in does not have a way to magically breathe while submerged, they soon die of asphyxiation and are considered a sacrifice to the deity.

## EVERY JOURNEY BEGINS WITH A FIRST LEAP OF FAITH

In the aftermath of the fall of Tolgorith Tower and House Gullion, the PCs find the remains of the portal that gave direct access to the Demiplane of Venom. Usually, a soul would travel awhile through the Ethereal and Astral planes before making its way to its destination. However, the importance of Maelora to Naraneus has prompted the goddess to provide a shortcut for both body and soul to be used in case of emergency. Using the portal in this way also begins Maelora's physical change to a Dark Angel.

The nature of the gate means that after 2 hours its structure changes, and so the PCs aren't able to just wait an unlimited time to understand how pieces need to link together and fit in place. The following actions allow the 12 pieces of the Portal gate to be rebuilt and reactivated. Once it is understood how 2 pieces link, the job of fitting them together stays constant.

A **DC 32 Search/Perception check** finds 1 piece of the Portal ring in amongst the rubble. Any failure results in 1d3 damage from other shifting materials per point the roll is missed by—the damage is one third each of piercing, bludgeoning and slashing (Reflex DC 25 for half damage).

Once the 12 pieces have been found it takes a series of **Knowledge (planes) checks** to know which order they link together. There are 11 joins to discover and the DCs are as follows: 1st = **DC 55**, 2nd = **DC 54**, 3rd = **DC 52**, 4th = **DC 49**, 5th = **DC 45**, 6th = **DC 40**, 7th = **DC 34**, 8th = **DC 27**, 9th = **DC 19**, 10th = **DC 10**, 11th = **DC 0**. For every 10 minutes spent considering how any 2 particular blocks join together (up to a maximum of 2 hours), the DC for just that roll decreases by 1. For any failed rolls, the person who failed takes 1 point of acid damage for each point by which the roll is failed (Fortitude DC 25 for half damage).



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There are rewards when working out how they link together—if successful, all those involved gain a +1 insight bonus to one Knowledge category when on the demiplane; if unsuccessful and acid damage is taken, it gives a +1 insight bonus to saves against poison while on the plain. The GM shouldn't reveal exactly what the adventurers gain while they are going through the process, but instead say something like, "you feel you've gained an insight into your Knowledge [about whatever]..." or, "you feel you have a better understanding of how to resist damage from the acidic venom of the demiplane," or, "you see that your skin has developed some resistance to the acidic venom of the demiplane as it seeps through the gateway."

Once it is known how the blocks fit together, Craft (stonemasonry OR suitably similar) rolls are required to actually join the pieces back together into the portal. The DCs to complete each join are as follows: 1st = **DC 37**, 2nd = **DC 36**, 3rd = **DC 34**, 4th = **DC 32**, 5th = **DC 30**, 6th = **DC 26**, 7th = **DC 22**, 8th = **DC 18**, 9th = **DC 12**, 10th = **D 6**, 11th = **DC 0**. For every 5 minutes spent considering how any 2 particular blocks physically join together (up to a maximum of 1 hour), the DC for just that roll decreases by 1. For any failed rolls, the person who failed takes 1 point of acid damage for each point by which the roll is failed, (Fortitude DC 25 for half damage).

There are rewards when working out how they physically join together—if successful, all those involved gain a +1 insight bonus to one Knowledge category when on the demiplane; if unsuccessful and acid damage is taken, it gives a +1 insight bonus to saves against poison while on the plain. Again, the GM shouldn't reveal to the PCs exactly what they are gaining, giving hints instead. These bonuses stack (or can be split in the case of the Knowledge bonuses).

In both cases, allow other PCs to contribute to the process. Successful **DC 25 skill checks** in a number of categories can give a +2 bonus to the adventurer making the main roll. **Disable Device** (used to enable it), **Knowledge** (arcana, architecture and engineering, dungeoneering, history, local, religion),

**Open Lock** (understanding intricate mechanisms, 3.5E only), assorted **Professions**, **Sleight of Hand**, and **Use Magic Device** can all help.

After this, *gate* needs to be cast on the completed portal. This opens the gateway to the place that Maelora traveled to (rather than a random spot somewhere in, on, over or under the Sea of Venom), as Naraneus wishes it. The goddess also prevents a clear view to her demiplane, other than the hazy shape of an empty raised platform.

## CHAPTER 1 - ARRIVAL

Each of the rooms on this level is 10 feet high (except for **Area 6**, which is 20 feet high). The spite-spitters that were in the rooms have moved away to follow the Matron Mother, but one or two may come charging back when any of the traps go off in either the **clone room** (d%—1-40 chance for zero, 41-90 for one, 91-100 for two) or their own **stasis rooms** (d%—1-10 for zero, 11-90 for one, 91-100 for two). They attempt to push PCs back into their own original resting place. This only happens once, because as soon as any traps are set off, the remaining spite-spitters conduct hit-and-run attacks on the party. They have instructions from the Matron Mother to try and get the adventurers hooked on the *venomous draughts of healing* so they are "tenderized" before the final encounter.

The PCs each need to collect 7 gems (detailed in the encounter areas) to escape this level. Only use the colors of the gems if you think the players are struggling with the puzzle, as some are non-standard. The initial letters of each gem (or color if the players need a further hint) form the words "By Vigor", which is the solution to the puzzle to get off the level.

The table below gives the details of the gems in each area.

Each has a value "on-plane"  
and a curse "off-plane".





# Commander of Malice

Table: Naraneus' Gems

Area	Gem	Color	Value (On the demiplane)	Curse (Off the demiplane)
Arrival point	Rubies	Red	10,000 gp	Becomes a salamander
1	Opals	Orange	15,000 gp	Becomes a rust monster
2	Yttrocerites	Yellow	20,000 gp	Becomes a hellwasp swarm
3	Galaxites	Green	25,000 gp	Becomes a shambling mound
4	Bloodstones	Blue	30,000 gp	Becomes a medium water elemental
5	Indicolites	Indigo	35,000 gp	Becomes a vrock
6	Violet	Violet	40,000 gp	Becomes a purple worm

The curse is that they turn into the stated creature at the first off-plane fight the PC is involved in, and attack the adventurer that took the gem. Every gem becomes valueless when taken off the Demiplane of Venom.

## Developer Note:



What if the PC places the gems in a *Bag of Holding*? The gems are finely tuned to the Demiplane of Venom as they have been created by Naraneus. They can only truly exist on the demiplane and the Prime Material plane, as that is the goddess's will. Therefore it is impossible to place them in a *bag of holding*, *handy haversack* or any other items that requires *secret chest* in its manufacture, as that spell accesses the Astral plane. Gems can be placed in normal bags, sacks, pockets, etc.

*What happens when the PC removes it on this plane?* Nothing. On the Demiplane of Venom, they are just valuable gems.

*What happens on the Prime Material plane?* Initially nothing happens on the Prime Material plane other than the stones become worthless. They look like they're valuable, but are not. The first time a PC that owns them is in a fight, they change.

*What if ALL the PCs get ALL the stones in this adventure and then return to the prime?* Do ALL the monsters appear at once? If all the PCs became involved in a fight at the same time, then yes, all the monsters would appear at the same time. That's curses for you!

## ARRIVAL POINT

You arrive through the teleport to find yourselves in what looks like the resting place of a body, either for funereal or medicinal purposes. The room is cold and every surface is white, laced with faint sickly green marbling, enough to have you imagining that messages and shapes are there for you to discover and decipher. Even without specifically listening, you pick up the sounds of movement from the other side of a partially-open doorway. You can also see five wide-open doors around you [see the room entries for any description]. Scattered around are scant remains of Maelora, damaged almost beyond recognition.

This is the portal cell and contains the clone bier. It is quite bright here, any light seemingly magnified as it is reflected back off the walls of the hexagonal chamber. This serves to enhance the feeling of unease that the marbling produces and makes the destruction of the body even clearer and more glisteningly visceral. The PCs arrive around the edge of the room, 30 feet or so from the central bier. Any non-drow that comes within 10 feet of it triggers a trap that sets off *poison deluge* darts, the effect of each one having a radius of 40 feet. This means that anyone in the center of the room finds themselves in the burst radius of all 4 darts. If anyone is still within 10 feet of Maelora's clone's bier after this, there is an audible click 1 round before the trap is reset (and almost certainly goes off if the adventurer stays there).

On the bier is a platinum tray (5,000 gp) with 39 red rubies on it. See **Table: Naraneus' Gems** for details on these gems.



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## Empowered, maximized Poison Deluge Trap CR 15



**3.5E**; magic device; proximity trigger (10 feet from bier, including above); automatic reset after 5 rounds; atk +10 ranged touch if targeted; spell effect (*poison deluge*, 20th-level wizard, 4 darts at separate corners, 12+1d6 bludgeoning plus 4+1d2 Int and 4+1d2 Wis points of poison damage (-4 to save on a hit), repeated 1 minute later, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

**PF**; XP 51,200

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

**Trigger** proximity (10 ft. from bier, including above); **Reset** automatic after 5 rounds

**Effect** spell effect (*poison deluge*; CL 20th; 4 darts at separate targets, +10 ranged touch if targeted, 12+1d6 plus 4+1d2 Int and 4+1d2 Wis points of poison damage (-4 to save on a hit), repeated 1 minute later, DC 23 Fortitude save negates in each case; multiple targets)

of the target's space. You may aim more than one poison deluge dart at the same target.

Once a dart reaches its destination, the cloudburst is a 40-foot-radius spread, and deals 1d4 Intelligence and 1d4 Wisdom points of ability damage to each creature in the area, with a Fortitude save required to overcome each set of damage. If a creature is within the area of more than one dart's cloudburst, it must save separately against the two sets of damage for each dart. For every dart, both sets of damage are repeated after 1 minute, and both require new saving throws.

There are 6 doorways leading from this chamber, each with a drow symbol on it signifying the numbers 1, 2, 3, 4, 5, and 6. There is also an additional symbol underneath the doors labeled 1, 2, 3, 4, and 5. These are of ancient houses, long since dead and forgotten in drow history (which is revisionist at best and downright lies at worst). A **DC 45 Knowledge (history, local or nobility and royalty) check** reveals the houses to be Noslen (1), Elbmag (2), Sreym (3), Ealym (4) and Strebor (5), whose leaders' bodies became the spite-spitters after Maelora's ancestors dispossessed them of their wealth and position, and then sacrificed their crushed souls to the goddess.

## Poison Deluge



### Evocation

**Level:** Sor/Wiz 9, Poison (plants) 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Four 40-ft.-radius spreads; see text

**Duration:** Instantaneous

**Saving Throw:** None or two Fortitude saves (see text);

**Spell Resistance:** Yes

*Poison deluge* is a powerful and spectacular spell that similar to *meteor swarm* in many aspects. When cast, four 2-foot-long dart-like projectiles spring from your outstretched hand and streak in straight lines to the spots you select. The poison darts leave a vaporous trail of dark green mist.

If you aim a dart at a specific creature, make a ranged touch attack to strike the target with it. Any creature struck by one of these darts takes 2d6 points of bludgeoning damage from the force of the blow (no save) and receives a -4 penalty to the Fortitude saving throw against the dart's poisonous cloud damage (see below). If a targeted dart misses its target, it simply bursts into cloud form at the nearest corner

## AREA 1

This is the first chamber that held a spite-spitter. Just about 40 feet square, it is dark, with a barely-visible turquoise light flickering around the walls at ceiling height, 10 feet overhead, the only source of illumination. There are 4 identical traps here; they are all set off by the same proximity trigger, although each has its own disabling point where the crushing hand is initially situated. As it is not possible to disable all 4 at the trigger, any attempts to do so set the traps off. When activated, each *crushing hand* grapples the nearest PC and squeezes. If the adventurer tries to escape the room, the *hand* interposes itself between the PC and the exit.

On the bier is a wooden box containing 34 orange opals. See **Table: Naraneus' Gems** for details on these gems.

Potentially attacking depending upon the actions of your players, the encounter information for this creature is noted here, rather than in each room's section.



### Side-Spitter

**3.5** hp 187 / CR 15 / Pg 43

**Pathfinder** hp 143 / CR 15 / Pg 59



# Commander of Malice

## MALORA'S SANCTUARY ARRIVAL CHAMBER

### KEY

- TRAP POSITION
- ☠ FUNERAL BIER
- ARRIVAL POINTS





# Rise of the Drow

## Empowered, maximized Crushing Hand Trap x 4 (CR 15 x4, EL 19)



**3.5E**; magic device; proximity trigger (15 feet from bier, including above); automatic reset after 1 minute; atk +40 grapple, spell effect (*crushing hand*, 20th-level cleric, single hand, 24+1d6 damage per successful grapple, no saving throw); Search DC 34; Disable Device DC 34.

**PF**; XP 51,200 (x 4)

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

**Trigger** proximity (15 ft. from bier, including above); **Reset** automatic after 1 minute

**Effect** spell effect (*crushing hand*; CL 20th; +40 grapple, 1d6+24 damage, no save; single target)

## AREA 2

This is the second chamber that held a spite-spitter. Again, it is 40 feet square with a 10 feet high ceiling, and again, it is virtually dark; this time, the only illumination is a softly-lit green cross (two shafts of light that form planes across the room) behind the rack described below. The room isn't trapped, although taking advantage of its contents isn't necessarily a beneficial action in the long run. Attached to the far wall in front of the glowing green cross is a rack holding 8 glass tubes. These are vials of *venomous draughts of healing* (see the end of the adventure for a full description of these items.)

Maelora is hoping the PCs all become hooked on the draughts. Once they have become so, they are better quality victims for her final act, providing a stronger power source as she attempts to call on the full force of the demiplane. This is why the draughts exist and she doesn't have the PCs killed outright at the beginning of the complex.

On the bier is a clay pot containing 29 yellow yttrocerites. The table above has details on these gems.

## AREA 3

This is the third chamber that held a spite-spitter. As with Areas 1 and 2, it is 40 feet square and 10 feet high. The only illumination here are 3 thin bands of red light, one each at roughly head height for small, medium, and large humanoids, that stretch around the entire room. If these light-based traps are triggered, the 3 light sources flash brightly and send a sheet of red light across the room,

automatically striking anyone in it. The 3 traps are all set off by the same proximity trigger, but are disabled at separate places in the room, one in the very middle of each wall without a door (the "small" beam to the left of the door, the "medium" to the right and the "large" opposite it), rather than the trigger point, which is the area 5 feet around the bier. Each PC is only hit by 1 trap (matching their size at roughly their eyeline). Any gems carried by the PCs aren't affected by the trap, as both they and the trap are aligned with the goddess.

On the bier in a dwarf skull are 19 green galaxites. See **Table: Naraneus' Gems** for details on these gems.

## Mage's Disjunction Trap x 3 (CR 10 x 3, EL 13)



**3.5E**; magic device; proximity trigger (5 feet from bier, including above); automatic reset after 1 minute; spell effect (*mage's disjunction*, 20th-level sorcerer, all magical effects and magic items within a 40-ft.-radius burst are affected, Will save DC 23 negates); Search DC 34; Disable Device DC 34.

**PF**; XP 9,600 (x 3)

**Type** magic; **Perception** DC 34; **Disable Device** DC 34; **Trigger** proximity (5 ft. from bier, including above); **Reset** automatic after 1 minute

**Effect** spell effect (*mage's disjunction*; CL 20th; all magical effects and magic items within a 40-ft.-radius burst are affected, Will save DC 23 negates; multiple targets)

## AREA 4

This is the fourth chamber that held a spite-spitter. It is identical to Area 2, and is another chamber where the only illumination is a softly-lit green cross (two shafts of light that form planes across the room) behind the rack described below. The room isn't trapped, although taking advantage of its contents isn't necessarily a beneficial action in the long run.

Attached to the wall in front of the glowing green cross is a rack holding 8 glass tubes. These are vials of *venomous draughts of healing* (see the end of the adventure for full details on these items.)

On the bier is a woven reed basket containing 14 blue bloodstones. See **Table: Naraneus' Gems** for details on these gems.



# Commander of Malice

## AREA 5

This is the fifth chamber that held a spite-spitter. Sized and shaped as the others before it, the walls, floor and ceiling are pitted with thousands upon thousands of small holes, each of which gives off a watery yellow light. Even with these almost uncountable light sources, it takes a moment or two for eyes to adjust to the gloom. Positioned around the edge of the room are 12 traps, with 4 more in the floor, so every 10 feet by 10 feet square has a trap in it. When triggered, they fire thin, barbed, spider mandible tips that are coated in demiplane venom. Each PC in any given 10 feet by 10 feet area is hit by many dozens of these mandible tips, but only five do any great damage. After being hit, an adventurer resembles a well-used pincushion. Each trap can only be disabled from its firing point, despite being set off by the same trigger point.

On the bier is a glass jar containing 14 indigo indicolites. See **Table: Naraneus' Gems** for details on these gems.



### Devastation of Barbed Spider Mandible Tips x 16 (CR 7 x 16, EL 15)



**3.5E**; mechanical device; proximity trigger (5 feet from bier, including above); automatic reset, 3 rounds; atk +15 ranged (5d8 plus demiplane venom x 5); multiple targets (all targets in a 10-ft.-square area); venom (demiplane venom, one Fort save DC 13 resists remaining rounds, 1/round for 4 rounds; 1 Con, 1 Dex, 1 Str, and 1 Cha); Search DC 25; Disable Device DC 22

**PF**; XP 3,200 (x 16)

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 22; **Trigger** proximity (5 ft. from bier, including above); **Reset** automatic, 3 rounds

**Effect** Atk +15 ranged (5d8 plus demiplane venom x 5); multiple targets (all targets in a 10-ft.-square area)

#### Demi-Plane Venom

**Type** venom (injury); **Save** Fortitude DC 13

**Frequency** 1/round for 4 rounds

**Effect** In order per round: 1 Con, 1 Dex, 1 Str, 1 Cha damage; **Cure** 1 save (for each barb)

## AREA 6

This colossal hexagonal area is flooded with ultraviolet light that quickly becomes harsh on the eyes, while a thick green mist flows around the room. After an initial 4 rounds, every time a PC completes a physical action other than moving at her standard rate, she needs to make a Fortitude save in order to avoid becoming both physically and mentally fatigued. The save starts at DC 10 and goes up by 1 for every extra round. This effect means she takes a -2 penalty to Strength and Dexterity as usual per physical fatigue, but also incurs a -2 penalty to Intelligence and Wisdom as well. Once fatigued, doing anything that would normally cause fatigue causes the fatigued character automatically to become both physically and mentally exhausted (a -6 penalty to Strength, Dexterity, Intelligence, and Wisdom). After 1 hour of complete rest, an exhausted character becomes both physically and mentally fatigued, and after 8 hours of complete rest, fatigued characters are no longer fatigued. A *venomous draught of healing* immediately alleviates all these conditions.

On the bier about 20 feet from the doorway is a *cursed breastplate of command* with 11 violet violanes on it. See **Table: Naraneus' Gems** for details on these gems. The *breastplate of command's* curse is that it does exactly the opposite of what a usual version does. The wearer is con-



# Rise of the Drow

vinced it is functioning normally and that any problems are due to the people who are viewing it themselves, and even goes so far as to make himself even more visible, for example by flying upwards so more troops can see him, in order to inspire even greater confidence.

Before taking one of the gems, it is quite likely the party needs to deal with the room's guardian. The creature had been resting on the bier before Maelora reanimated it, so a PC may notice 1d3 gems pressed into its underbelly with a **DC 25 Search/Perception check**. This creature was once just about as big as any spider can get.

## Gift of the Goddess (Colossal Advanced Spider Zombie)

3.5 hp 783 / CR 20 / Pg 36  
Pathfinder hp 451 / CR 20 / Pg 52



## AREA 7

This room is as bright as the arrival area. It starts off 50 feet wide, but narrows down to just 10 feet across at its far end 100 feet away. While it is possible that all 5 spite-spitters are here in this area, it is unlikely, as they respond to loud noises in any of the other areas (particularly if traps are set off)—the GM needs to decide how many are together in any particular area on this level. If all 5 confront the PCs at the same time, they are formidable foes indeed!

## Spite-Spitter (5)

3.5 hp 187 / CR 15 / Pg 43  
Pathfinder hp 143 / CR 15 / Pg 59



Once all the spite-spitters have been dealt with, the adventurers can freely look around the room. On the wall at the far end is a mosaic made out of Rainbow Andradite Garnet that reads:

*"When all else fails, how is one able to progress?"*

If a PC has collected a gemstone from every one of the preceding areas, she is able to see that underneath this mosaic are 7 possible answers to this question, and below that a set of 7 holes in the wall. If the adventurer doesn't have a gemstone from every previous area, they can't see anything on the wall other than the mosaic question. Swapping gemstones from one PC to another so they

have a full set allows them to see the possible answers, but means the PC that now has an incomplete set can't see them. Splitting a gem to share it destroys its power to solve the puzzle. The answer options read:

**BY LYING, BY DYING, BY RIGOR, BY VIGOR, BY  
MAGIC, BY MUSIC, YOU CAN'T!**

Above and below each option is an image; "By Lying" has a rogue and an assassin, "By Dying" has a cleric and a paladin, "By Rigor" has a monk and a ranger, "By Vigor" has a fighter and a barbarian, "By Magic" has a mage and a druid, and "By Music" has a bard and a shadowdancer. Describe these images in broad terms, allowing the players to make their own assumptions about the importance of them (although they have none, other than to waste time).

The answer is "BY VIGOR", and the gems are the clue; Ruby, Opal, Yttrocrite, Galaxite, Bloodstone, Indicolite, Violane, the initial letters of which give the letters needed to spell out, "BY VIGOR". As it happens, the colors also give a hint—red, orange, yellow, green, blue, indigo, violet—but only use this if the players are stuck. A PC needs to put a single gemstone into each of the holes in the correct order to spell out "BY VIGOR". This acts as the key to leave the level, as a *teleport* portal appears that takes you further into Maelora's final lair. Any PC that doesn't put gems into the holes can't see (or use) the *teleport* portal. The *teleport* portal stays open for 10 rounds before closing.

There is also another now-familiar glowing green cross on one of the walls (two shafts of light that form planes across the room), attached to which is a rack holding 4 glass tubes. These are vials of *venomous draughts of healing* (see the description at the end of the adventure for their effect.)

## CHAPTER 2 - THE CHASE

The PCs find that Maelora is retreating to her lair and have the chance to begin to chase her. She sacrifices any and all minions to save herself as she prepares to draw on the power of the demiplane.

As mentioned above, the party needs to be aware of the phrase, "Untested students," as this is the path that needs to be followed in order to get out of this level (Untested) and the next (Students). If they don't recall it from previous encounters during *Rise of the Drow*, all is not lost as there is **OR can be** an engraving above the door in Infernal which reads;

*From here on in, you are all just untested students.  
You would do well to remember this, despite all you claim  
you know.*



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Every chamber on this level is a 30-foot square cube with the joins between the wall and corners curved, so there are no sharp edges anywhere in the structure and it gives them a slightly spherical feel. Each room has a 5 feet by 5 feet door in the middle of the north, south, east, and west walls, along with one each in the center of the ceiling and floor, all outlined in a flickering amber light, as well as a glowing purple/green *teleport* circle that hovers vertically in the middle of the room. To move through and eventually escape this level, the party needs to follow “Untested” from **Area 8**, which represents Up, North, Teleport, East, South, Teleport, East, Down. If the PCs follow any other path, they are unable to get out of the level and they find the way out from **Area 15** (down) doesn’t exist. This gives the adventurers a clue that it is the exit area, but they have to follow the correct path for the “door” to appear.

There are a total of twelve cells on this level, 8 of which are used as part of the path and 4 which are there to confuse (these are labeled ‘A’, ‘B’, ‘C’, and ‘D’). If a party goes through

a valve that doesn’t seem to lead anywhere from the map, just have them loop back around and enter through an appropriate entrance, e.g. if you travel west from **Area 8**, you enter the east valve in **Area D**. If a *teleport* is incorrectly used, the PCs end up back in **Area 8**. Each cell is cleared of any items that have appeared through the teleports on a regular basis, unless as GM you would like to leave helpful items.

In each of the rooms a number of events can take place (as listed below). For every round that the party spends in an area, there is a cumulative 15% chance per round that an event takes place, appearing through the teleport portal if it is a creature and out of one of the walls, the floor, or the ceiling if it is a trap. Anytime the party uses the wrong door to leave an area, there is a 100% chance an event happens on the other side (in the same way as detailed above), as soon as they enter the area. The exception to this is **Area 15** (which has its own resident; no other events occur in that room).

## Roll 1d12 for the event:

1	8 acid arrow traps	7	32 vargouille (3 mobs) appear and swarm at 2 PCs
2	2 black tentacles traps	8	2 bebiliths appear and attack
3	energy drain trap	9	2 nine-headed venomous hydra appear and attack
4	whole room fills with acid fog	10	a venom demon appears
5	whole room flooded with burnt othur vapor	11	32 vemp appear and swarm at 2 PCs
6	a retriever appears and makes a grab for the most charismatic member of the party	12	succubi appear, one per PC. They look exactly like the adventurers and try to confuse them, delaying the party

## Acid Arrow Trap (CR 6 x 8, EL 12)



**3.5E**; magic device; timed trigger; automatic reset; multiple traps (8 simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27 **Note**: This trap is really 8 CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

**PF**; XP 19,200

**Type** magic; **Perception** DC 27; **Disable Device** DC 27; **Trigger** timed; **Reset** automatic

**Effect** multiple traps, spell effect (8 simultaneous *acid arrow* traps; CL 18th; Atk +9 ranged touch and +9 ranged touch); single target (8 x 2d4 acid damage for 7 rounds)

**Note**: This trap is really 8 CR 6 *acid arrow* traps that fire simultaneously, using the same trigger and reset

## Black Tentacles Trap (CR 7 x 2, EL 9)



**3.5E**; magic device; timed trigger; automatic reset; spell effect (*black tentacles*, 15th-level wizard, 30 tentacles, Atk +23 melee grapple [1d6+4, tentacle]); multiple targets (all targets in a 20 ft. radius spread); Search DC 25; Disable Device DC 22.

**PF**; XP 6,400

**Type** magic; **Perception** DC 25; **Disable Device** DC 22; **Trigger** timed; **Reset** automatic

**Effect** spell effect (*black tentacles*; CL 17th; 30 tentacles, Atk +25 melee grapple [1d6+4, tentacle]); multiple targets (all targets in a 20 ft. radius spread)



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## Energy Drain Trap (CR 10)



3.5E; magic device; timed trigger; automatic reset; atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

PF; XP 9,600

**Type** magic; **Perception** DC 34; **Disable Device** DC 34; **Trigger** timed; **Reset** automatic

**Effect** spell effect (*energy drain*; CL 17th; Atk +10 ranged touch, 2d4 temporary negative levels, DC 23 Fortitude negates after 24 hours)

## Burnt Othur Vapor Trap (CR 7 x 9, EL 13)



3.5E; mechanical; timed trigger; automatic reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

PF; XP 12,800

**Type** mechanical; **Perception** DC 21; **Disable Device** DC 21; **Trigger** timed; **Reset** automatic

**Effect** gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con)

## Acid Fog Trap (CR 7 x 4, EL 11)



3.5E; magic device; timed trigger; automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); multiple targets (all targets in each 20 ft. radius spread); Search DC 34; Disable Device DC 34.

PF; XP 12,800

**Type** magic; **Perception** DC 34; **Disable Device** DC 34; **Trigger** timed; **Reset** automatic

**Effect** spell effect (*acid fog*; CL 11th; persists for 11 rounds); multiple targets in each 20 ft. radius

## Bebilith (2)



3.5 hp 150 / CR 10 / Pg 32

**Pathfinder** hp 150 / CR 12 / Pg 48

## Vargouille (3 mobs - 32 equals EL 12)

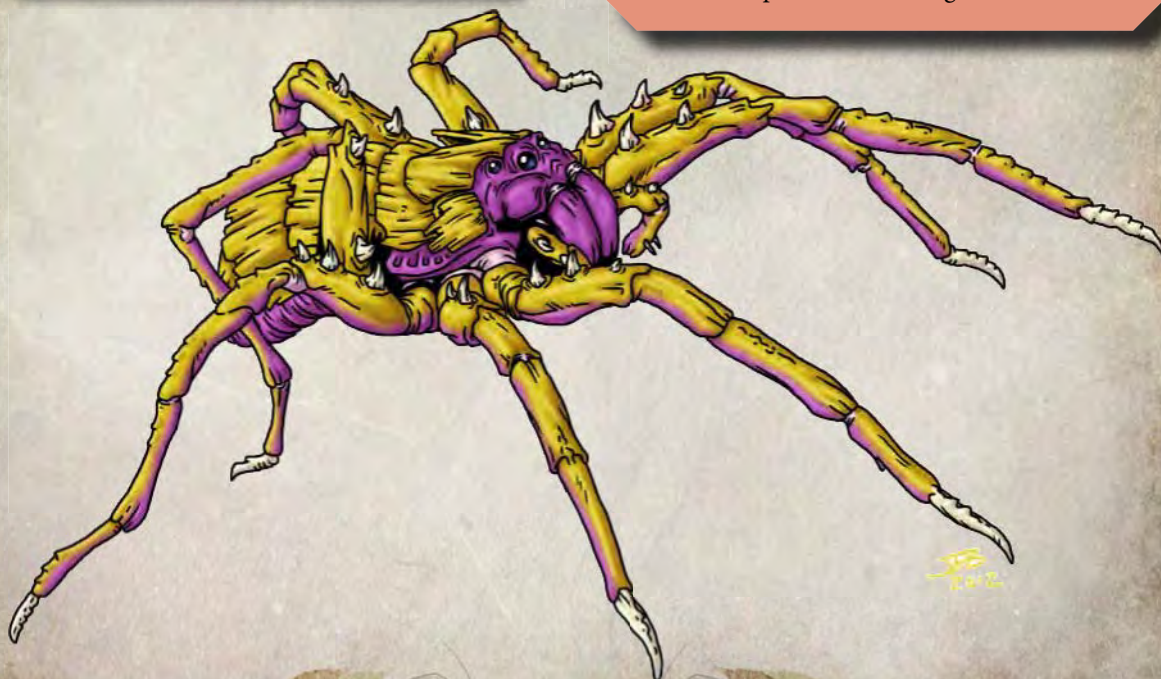
3.5 hp 5 / CR 2 / Pg 44

**Pathfinder** hp 19 / CR 2 / Pg 61

## Retriever

3.5 hp 135 / CR 11 / Pg 42

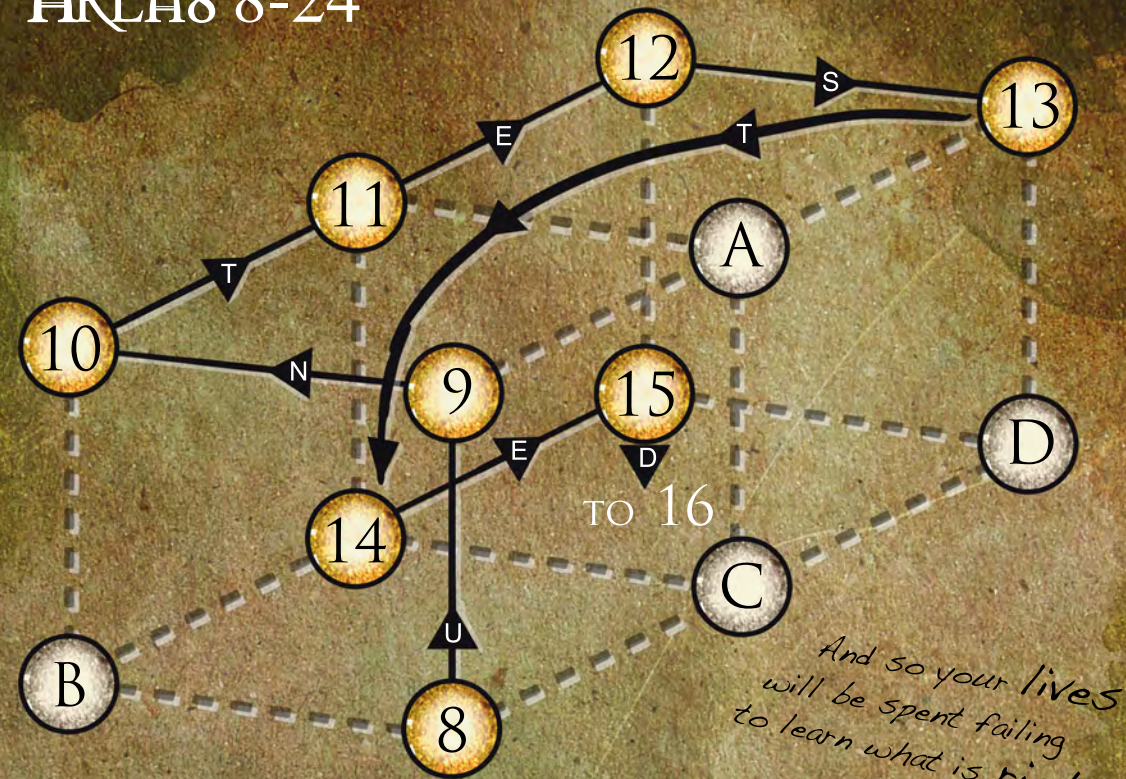
**Pathfinder** hp 137 / CR 11 / Pg 58





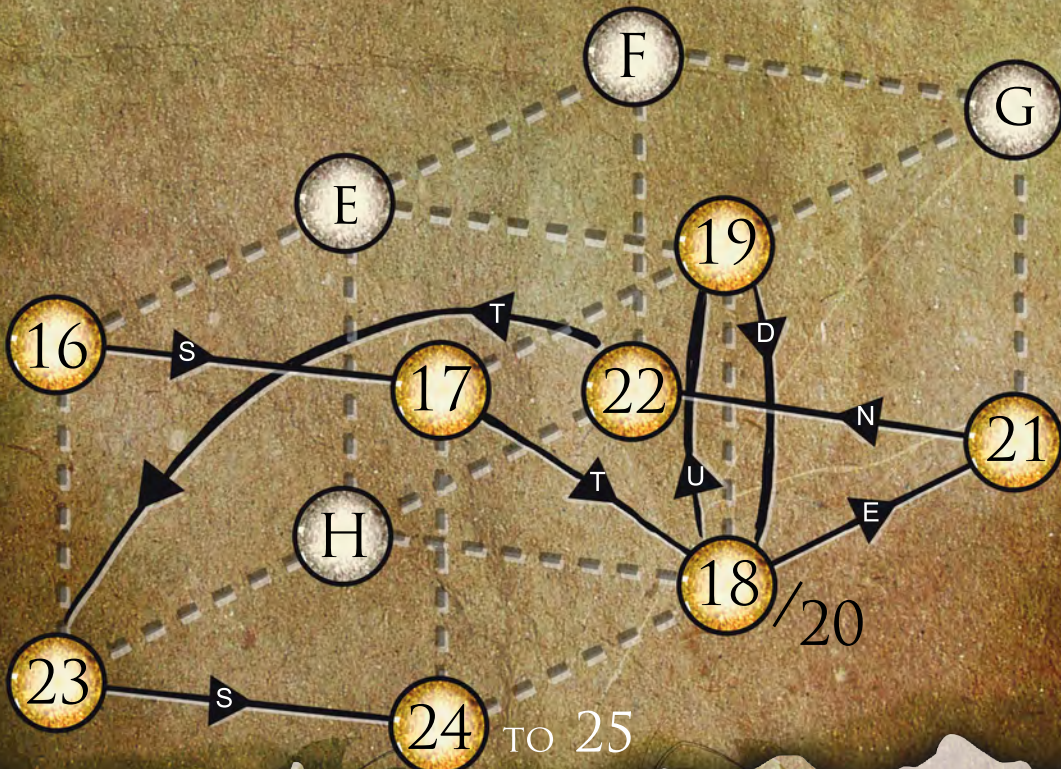
# Commander of Malice

## AREAS 8-24



8 U 9 N 10 T 11 E 12 S 13 T 14 E 15 D 16

16 S 17 T 18 U 19 D 20 E 21 N 22 T 23 S 24





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## Succubus

3.5 hp 187 / CR 15 / Pg 44  
Pathfinder hp 84 / CR 7 / Pg 60

## Venom Demon

3.5 hp 147 / CR 13 / Pg 45  
Pathfinder hp 161 / CR 13 / Pg 62

## Vemp

3.5 hp 13 / CR 2 / Pg 45  
Pathfinder hp 16 / CR 2 / Pg 62

## Nine-Headed Venomous Hydra

3.5 hp 97 / CR 10 / Pg 36  
Pathfinder hp 94 / CR 10 / Pg 53

The description of each of these rooms is at the start of the level. There are actually 12 cells in this area, although only 8 are used as the path through it. Each of them is cleared of any items that have appeared through the *teleport discs* on a regular basis, unless the GM would like to leave helpful or hindering items for the adventurers to find.

**Area 8** - Once the PCs complete the puzzle in **Area 7**, they find themselves transported here. To escape the area, the party must go **Up**.

**Area 9** - To escape the area, the party must go **North**.

**Area 10** - To escape the area, the party must go through the **Teleport**.

**Area 11** - To escape the area, the party must go **East**. Within this area is another now-familiar glowing green cross on one of the walls (two shafts of light that form planes across the room), attached to which is a rack holding just 4 more vials, each 6 inches long, about half-an-inch in circumference, and full of lime green liquid that smells of a combination of mint and sugar. Each vial is sealed; once opened, it becomes inert in 1d4+2 rounds. These are *venomous draughts of healing* (CL 15th; see the description at the end of the adventure for their effect).

**Area 12** - To escape the area, the party must go **South**.

**Area 13** - To escape the area, the party must go through the **Teleport**.

**Area 14** - To escape the area, the party must go **East**.

**Area 15** - To escape the area, the party must go **Down**.

Before they can leave this chamber, the PCs are confronted by what looks like a sea-green aquatic drow, drinking from a raised pool of light emerald liquid that gives off slowly-twisting fumes. As it stands upright and faces the party, the creature soon takes on a more sinister aspect; fleshless muscles are stitched together to excess, with acid clearly seeping from them instead of blood. The monster has wicked-looking talons where it ought to have just fingernails, and its teeth are testimony to an existence fuelled by ripping and tearing flesh from bone.

The contents of the pool has an enhanced effect that is similar to the *venomous draughts of healing*, in that it restores **PERMANENTLY** lost ability score points but advances the addiction DC by 1 for every 4 points restored. It contains enough liquid for one draught per PC. It takes the pool one hour per draught taken to replenish, drawing venom from the outside sea and filtering it for consumption. This is where the contents of the venomous draught bottles scattered around the complex are refilled.



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Removing the liquid from the pool instantly lessens its effect as its contact with the gathering pool is removed.

## Venomwight

3.5 hp 208 / CR 20 / Pg 46

Pathfinder hp 270 / CR 18 / Pg 63



## CHAPTER 3 - THE HUNT

In this area, it becomes unclear who is the hunter and who is the hunted. The PCs find themselves fighting every step of the way to move forward, possibly even being pinned down or having to retreat and regroup. Although the foes they face are comparatively weak, they are numerous and able to attack from above and below as well as surrounding the adventurers in all three dimensions. The guardians of this level are acid naga monks, granted permission to live here by Maelora many hundreds of years ago. The creatures regard this level as their temple retreat, using the very structure itself as an altar (rather than having just one concentrated point of contemplative reference). Their part of the bargain has always been to protect the next level of the Matron Mother's retreat from interlopers, and while these are few and far between, the naga are capable and prepared to defend the place with their lives.

There is a further problem for the PCs to deal with; this whole section is flooded with poisonous liquid from the Sea of Venom. As the party drops into the first chamber from the previous level, they feel the splash of the liquid, and a slow-but-sure burning sensation that is much like the feel of slightly-too-hot sun on a summer's day.

There can be a naga attack on the party every round if the GM desires—this really is a war of attrition. It is just a question of how many foes the GM wants to throw at the adventurers—tiring them out, having them use resources, and ensuring they suffer the effects of the flooded section. However, it is suggested that the GM includes at least 24 of the guardians, which equates to an EL 20 (3.5E) and CR 20 (307,200 XP, PF) encounter overall, without including reward for the effects of the venom the party is swimming through. However, if the PCs are having an easy time of things, remember that a total of 32 enemies equals EL 21/CR 21 and that 48 of them is EL 22/CR 22.

The party needs to be aware of the phrase “Untested Students,” as these are the paths that needs to be followed in order to get out of this level (Students) and the previous one (Untested).



Every chamber on this level is a 30 feet per side cube with the joins between the wall and corners curved, so there are no sharp edges anywhere in the structure and they have a slightly spherical feel. Each room has a 5 feet diameter valve in the north, south, east, and west walls, along with one each in the ceiling and floor (all outlined in a flickering amber light) and a glowing purple/green *teleport* circle that floats vertically in the middle of the room. To move through and eventually escape this level, the party needs to follow “Students”, which represents South, Teleport, Up, Down, East, North, Teleport, South. If they follow any other path, they find the way out from **Area 23** (south) doesn't exist. This gives the PCs a clue that that is the exit area, but they have to follow the correct path for the valve to appear.

There are a total of twelve cells on this level, 8 of which are used as part of the path and 4 which are there to confuse. These are labelled ‘E’, ‘F’, ‘G’, and ‘H’. If a party goes through a valve that doesn't seem to lead anywhere from the map, just have them loop back around and enter through an appropriate entrance, e.g. if you travel west from **Area 16**, you enter the east valve in Area F. If a teleport is incorrectly used, the PCs find themselves back in **Area 16**.



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## UNDERVENOM EFFECTS

When submerged in the "waters" of the Sea of Venom, PCs have to make a save every time they engage in strenuous activity other than walking or swimming at a standard pace. This starts as a **DC 20 Fortitude save**, but every time a PC fails a check, they suffer damage and the next check goes up by 1. Only a *wish* or *miracle* can "reset" the DC back to DC 20 while the adventurers are fully submerged in the venom.

For every failed Fortitude save, a creature takes 1 temporary ability point of damage. The venom starts by attacking the highest score, then, when all scores are equal, works its way through every ability in turn, starting with Str, then moving to Dex, Con, Int, Wis, and finally Cha, flattening ability scores. All temporary damage is restored in the usual way. For dramatic effect, have the whole party roll for a check after a regular period of "real time" (e.g. every 10 minutes), just to keep the players thinking about the task in hand. The time gap can be whatever you like.

Remember, the GM can throw as many of these creatures as they want to as the party progresses through the level. Once the PCs have become familiar with individual creatures, have at least one area where a group of 1 creature per adventurer swarms around the party. You may wish to use the following as a guide:

2d12 - 2-14 = 1  
naga, 15-20 = 2  
nagas, 21-23 = 3  
nagas, 24 = 4 nagas



### Acid Naga

3.5 hp 93 / CR 11 / Pg 30

Pathfinder hp 114 / CR 11 / Pg 47



**Area 16** - This area is entered from Area 15. To escape the area, the party must go **South**.

**Area 17** - To escape the area, the party must go through the **Teleport**.

**Area 18** - To escape the area, the party must go **Up**. This is also **Area 20**, as the party returns to it.

**Area 19** - To escape the area, the party must go **Down** (back into the area they have just come from). In this area there is another now-familiar glowing green cross on one of the walls (two shafts of light that form planes across the room through the venom), attached to which is a rack holding just 3 glass tubes. These vials are *venomous draughts of healing* (see the end of the adventure for a full description of these items.)

**Area 20** - To escape the area, the party must go **East**. This is also **Area 18**, and the party has already been here. Traveling to **Area 19** is sufficient to turn this into a "new" area for the defense of the level. If the adventurers travel eastwards the first time they are here, they have taken a wrong turn and need to start again.

**Area 21** - To escape the area, the party must go **North**.

**Area 22** - To escape the area, the party must go through the **Teleport**.

**Area 23** - To escape the area, the party must go **South**. Before they can leave this chamber, the PCs are confronted by a waving mass of bright, sickly green seaweed that can be seen in the middle of the ceiling as they step through the teleport. As the adventurers enter into the room, a number of tendrils begin to shift and writhe through the venom, twisting towards them. A central maw doesn't look encouraging...



# Commander of Malice

## Aseadweed

3.5 hp 472 / CR 20 / Pg 31

Pathfinder hp 418 / CR 20 / Pg 48



## AREA 24

Defeating the creature allows the PCs to use the final route from **Area 23** out of this level; the path from the area is just 30 feet long before it becomes a set of stairs that rise out of the flooded section into this chamber. Immediately facing the adventurers as they step out of the venom is another now-familiar glowing green cross on one of the walls (two shafts of light that form planes across the room), attached to which is a rack holding just 5 more vials, each 6 inches long, about half-an-inch in circumference, and full of lime green liquid that smells of a combination of mint and sugar. Each vial is sealed; once opened, it becomes inert in 1d4+2 rounds. These are vials of *venomous healing draughts* (CL 15th; see the end of the adventure for a full description of these items.) The party needs to leave through the **southern** valve.



## CHAPTER 4 - RETRIBUTION

Depending on how the previous section worked out, who is seeking retribution over whom is a question of what took place. However, it will either be the PCs driving towards the final showdown, or Maelora drawing them into a web of deceit—perhaps it is both.

This level is closely connected to the dreams and desires of the living, thinking residents (with a minimum Intelligence of 3) as picked by Naraneus herself. This has a strange effect that means the way a place looks changes depending on what is going on. **Areas 25, 27, 28, 30, and 31** start off looking like the imaginings of the creature(s) within, but as the occupants are gradually being defeated, the setting changes to the thoughts in the mind of the

PC who has dealt most damage to the protagonist(s). The changes are subtle unless a lot of damage is dealt to a creature, in which case the change can be disorientating. Any time a creature that is projecting the current image takes damage more than 20% of its current hit point total, the “staging” of the area lurches dramatically to an image from the mind of the adventurer who dealt the damage. Every other creature then has to make a **Will save** (DC = **damage dealt**). On a failed save a creature is **shaken** for 1d4 rounds. If a natural 1 is rolled, the creature is stunned for 1 round and then shaken for 1d4 rounds. This is true whether the creature taking the damage is the resident OR the PC whose thoughts are currently being projected. All teleport “doors” here are one-way only.

**Direction and destination of travel through doors from each area of the final level of Maelora's Lair**

Area	North	East	South	West	Down
26	Out to West 27	In from West 28	In from East 25	In from East 30	Not applicable
27	Out to North 29	In from West 29	Out to North 28	In from North 26	Not applicable
28	In from South 27	Out to East 29	In from South 30	Out to East 26	Not applicable
29	In from North 27	In from East 28	In from North 31	Out to East 27	Out to North 30
30	In from Down 29	Out to West 26	Out to South 28	Out to West 31	Not applicable
31	Out to South 29	Out to Area 32	In from Area 32	In from West 30	Not applicable



# Rise of the Drow

## AREA 24 & 25

ONE SQUARE = 10 FEET



*Even as the greatest of you  
think you soar,  
you are laid low at my feet*

220' x 130'

Sea

Titan

Broken Walls

Teleport

## AREA 25

As the PCs step into this space through the southern valve in **Area 24**, they feel a cool breeze blowing in from a deep green sea under a clear blue sky. They are at the bottom of a low rise that stretches away from them—its surface is sandy and at the top of the rise, amongst a number of ruined temple walls and cracked sarcophagi, a colossal man sits writing something. Although it can't be seen yet, a **teleport** door rests at the far end of the rise. This leads to the southern door of **Area 26**.

When first encountered, Cursanier looks up and cheerily greets the party, asking them if them to listen for a moment. He then break into oration, a love poem to Maelora, with whom he is completely smitten.

*"Maelora, Maelora,  
From the first time I saw the  
The color of your hair,  
I knew I could not share  
Your heart, and so I swore a  
Pact to always be there  
For you.*

*Dearest Matron Mother,  
There really is no other*

*That I could spend time with.  
So unto you I give  
My heart. But if you'd rather  
Have all of me I'll live  
With you.*

*Cruel Queen of all the drow,  
I stand here before you now.  
Your ever true servant.  
If you say, "No!" I can't  
See ways for me to kow-tow,  
So I am not distant  
From you.*

If the PCs listen to it for more than a verse, they need to make a **DC 22 Will save** to ignore just how bad the poem is (although it is most likely delivered extremely well) or be affected as if struck by *feeblemind*. The save is Charisma-based. If they laugh at the low quality of the poetry, Lord Cursanier attacks ferociously. Remember, as the PCs defeat the titan, the background appearance changes.

### Lord Tarranace Cursanier

3.5 hp 387 / CR 22 / Pg 37  
Pathfinder hp 471 / CR 22 / Pg 53





# Commander of Malice



## AREA 26

The way into this chamber is usually through the southern door, as PCs come from the *teleport* door at the eastern end of **Area 25**. This clinically-white room is roughly 60 feet square, with a 10-foot high ceiling. There are 4 stone-gray pillars at the corners of a 20-foot by 20-foot square around a central clear-glass column. There is also a door in the northern wall, which lead to the western door of **Area 27**; one in the western wall, which comes from **Area 30**; and one in the eastern wall which comes from **Area 28**.

The 4 stone pillars each have a ring of what look like black-blue sapphires around them at about 8 feet high.

There are 8 of them on each stone post, all perfect spheres embedded in a groove that allows them to move around the pillar. They are the eyes of the bodacolumns, creatures that are a combination of 4 bodaks and the process similar to that required to produce a caryatid column. However, rather than ending as a construct, bodacolumns retain enough negative energy to still be classed as undead. As the PCs enter the room, the “eyes” swivel towards them and concentrate death gazes wherever they can. A **DC 22 Spot/Perception check** sees the source of the effect. The bodacolumns are able to lash out with stone appendages.

## Bodacolumn

3.5 hp 214 / CR 14

/ Pg 32

**Pathfinder** hp 220 / CR 15 / Pg 49



The central glass column is a huge prism. Embedded into it at the 8 main compass points, in a straight line from top to bottom, are 1 each of the gemstones that the PCs collected from the areas on the first level of the sanctuary. They are in the order that allowed the party to travel on from that first level—and the power source for the enhanced prismatic spray trap that is centered on the glass column. Wherever an adventurers stands in the room, they are hit by 2 of the sprays. The bodacolumns have been built to withstand the effects of the traps.

*Your songs of anguish  
will be  
as hymns  
to my  
triumph*

**AREA 26**  
60' x 60'



ONE SQUARE = 5 FEET

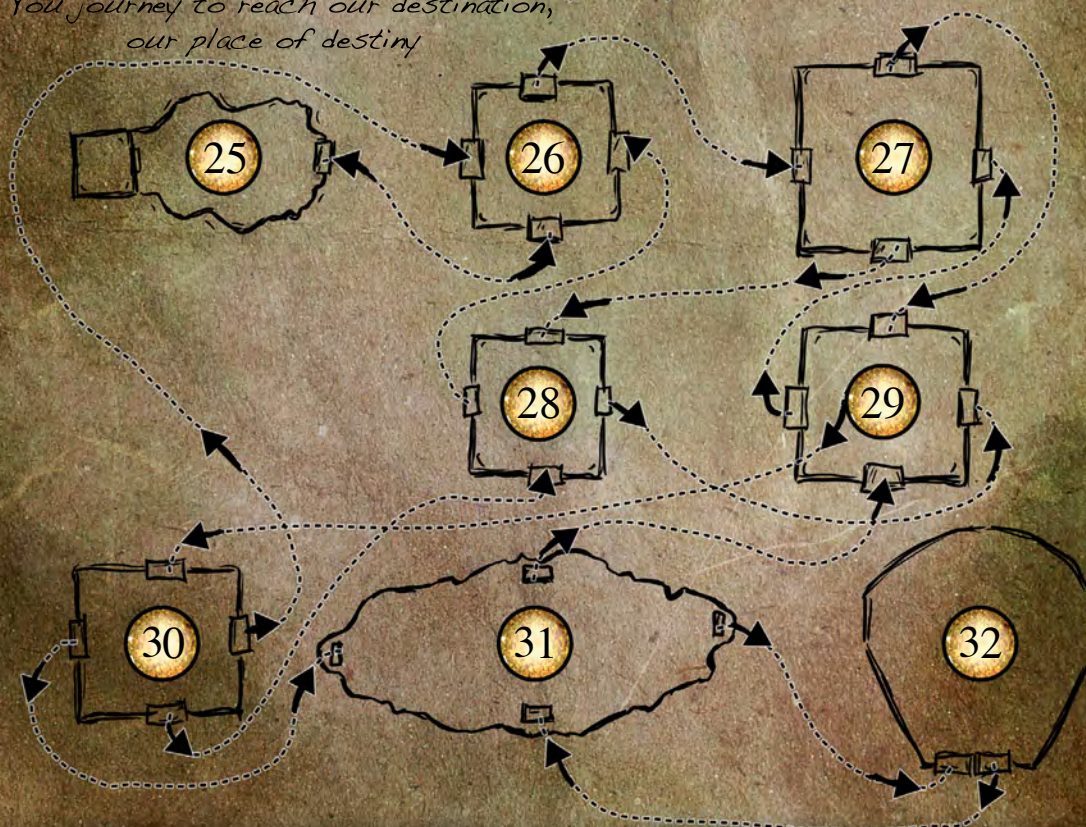


# Rise of the Drow

## MAELORA'S MAZE

*You journey to reach our destination,  
our place of destiny*

Two-way travel  
Direction of travel



### Multiple Prismatic Spray Trap (CR 8 x 8, EL 14)

3.5E; magic device; timed trigger (2 rounds after any living, non-resident creature enters the room, and every 3 rounds any living, non-resident creature is in the room); automatic reset; Spell effect (*prismatic spray*, 20th-level wizard, DC 21 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP

PF; XP 4,800 (x8)

**Type** magic; **Perception** DC 34; **Disable Device** DC 34; **Trigger** timed trigger (2 rounds after any living, non-resident creature enters the room, and every 2 rounds any living, non-resident creature is in the room); **Reset** automatic

**Effect** spell effect (*prismatic spray*; CL 20th; DC 21 Reflex, Fortitude, or Will save, depending on effect)

### AREA 27

This appearance of this room is currently being generated by the occupant, a despair. It switches every 4 rounds, as the creature's mind flicks between memories in a desperate attempt to forget how it feels. This does nothing more than continue to fuel its wretched emotions, however, and cause problems for the PCs as they attempt to adjust to the changes as described in the introduction to the level. While the initial image is of a desolate plane of the Abyss (name any you like—it's just a distant memory that disappears in 4 rounds), the GM can introduce all types of backgrounds and recollections suitable for a former 20th level adventurer who has done much in his or her life.

Whatever the images look like, they all cover an area roughly 100 feet square with a ring of 12 columns 40-feet in diameter in the middle of it. There is a *teleport* door in the middle of each wall. The northern door here leads to the northern door into **Area 29**; the eastern door comes from **Area 29**; the southern door here leads to the northern door of **Area 28**; and the western door comes from **Area 26**. As the party enters, floating lights fall from the ceiling and one hovers just behind each PC's head, causing long shadows to be thrown in front of them. The



# Commander of Malice

floating lights can be destroyed (AC 10, 1 hp), but another immediately appears. From one of these shadows steps the despair.

## AREA 27

100' x 100' ONE SQUARE = 5 FEET



*If you cannot even trust yourself,  
despair is all that is left to you.*

## Despair

3.5 hp 270 / CR 20 / Pg 34

Pathfinder hp 290 / CR 20 / Pg 51



## AREA 28

This 30 feet by 30 feet area is featureless except for a table, and a teleport door in each wall. The northern door leads from Area 27; the eastern door leads to the eastern door of Area 29; the southern door leads from Area 30; and the western door leads to Area 26.

Immediately facing the adventurers is another now-familiar glowing green cross (two shafts of light that form upward-directed planes), but this one is on the table in the middle of the room, and holds 5 more glass tubes. These vials are *venomous draughts of healing* (see the end of the adventure for a full description of these items.) However, if any vial is touched, a trap is triggered. The vial can still be drunk, but when grasped and raised to the lips a powerful conjuration is activated of the PC's ideal place to lose himself in (the trap probably splits the party for a while.) The Intelligence DC to escape the maze is increased due to the desirable nature of the mage's mansion that the maze has become.

## Extended, heightened Mage's Magnificent Man- sion Maze Trap (5 traps, one on each vial, each CR 12)



3.5E; magic device; touch trigger (touching a vial); manual reset for any individual vial; spell effect (*heightened mage's mansion maze*, 20th-level wizard, target is lost deep inside a maze-like version of the *mage's mansion* they would most like to live in, DC 23 Intelligence save allows escape from the *maze*, *maze* lasts for 20 minutes, *mansion* for 80 hours); Search DC 34; Disable Device DC 34

PF; XP 19,200 (each)

Type magic; Perception DC 34; Disable Device DC 34; Trigger touch (draught vial); Reset manual for any individual vial

Effect spell effect (*heightened mage's mansion maze*; CL 20th; target is lost deep inside a maze-like version of the *mage's mansion* they would most like to live in, DC 23 Intelligence save allows escape from the *maze*, *maze* lasts for 20 minutes, *mansion* for 80 hours); individual target per vial.

## AREA 28

30' x 30' ONE SQUARE = 5 FEET



*Stay awhile, perhaps sleep;  
my embrace awaits you as your  
reward*



# Rise of the Drow

## AREA 29

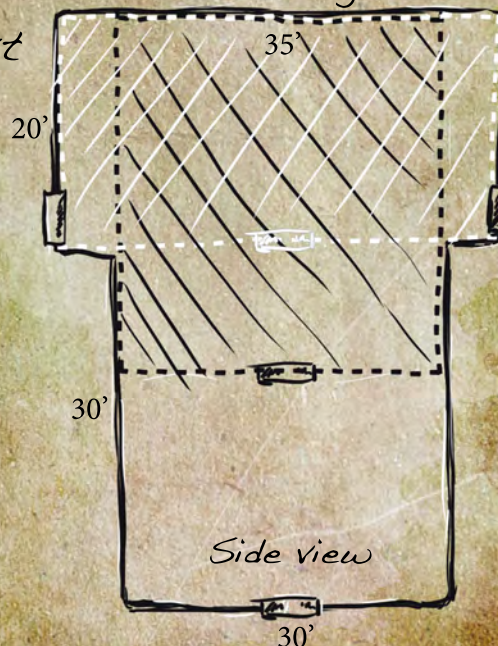
*The very darkness itself  
will engulf you, and you  
will be lost*

35' x 35'



ONE SQUARE = 5 FEET

— Stage 1  
Floor rises — — — Stage 2  
- - - Stage 3



## AREA 29

A 35-foot square floor of black glass welcomes the players to this chamber, with not a single feature or smudge across the perfect surface. The walls are made of the same material and each contains a *teleport* door; the northern door comes from **Area 27**; the eastern door comes from **Area 28**; the southern door comes from **Area 31**; the western door goes to **Area 27**. The actual exit (positioned underneath the ebony cube) leads to the northern door of **Area 30**, although the PCs have to discover this after dealing with the room's guardian. The glass ceiling is 20 feet overhead. 3 rounds after the adventurers have entered the room, any movement on the floor locks the doors (DC 45 **Use Magic Device** check to open) and starts to change the fulcrum weights buried deep below their feet. This begins raising the 30-foot recessed section of the floor that the party is standing on, but leaves a 3-foot wide path around the central section (the floor stops moving once it reaches the ceiling.)

At this point, *walls of force* are holding the ebony cube in place around the perimeter of the raised platform, the bulk of which is still 10 feet below floor level. However, if anyone touches a *wall of force*—or after 10 rounds in any event—the *walls of force* give way, the ebony cube

flows into the whole of the main chamber with the process drawing the floor of the cube storage area upwards, leaving it flush with the walkway. The ebony cube now completely fills the main chamber with no air available and the exit from the room in the middle of the floor underneath the cube.

Once the cube has risen and filled the chamber, there are three main options for the players:

- 1) A character can deduce the mechanisms of gears and levers sealed within the walls and floors beneath them in order to lower the cube back to its starting position, of which there is **zero** capacity to reach and manipulate without being damaged by the cube once the *walls of force* have been broken (**Search/Perception** DC 45, **Disable Device** DC 38).
- 2) The group waits the predetermined time for the gears to reset and lower the raised section (10 minutes) at which point the floor sinks, allowing enough time for the creature to feast before being pulled back into its 30-foot square home.
- 3) Attack as best as can be done in order to make the exit door that much more straightforward to find. If a PC tries to go straight for the door, they find that it requires a successful **DC 60 Strength** check to open, with no safe place away from the cube's attacks. This DC reduces by 1 for every 5 hp of damage that the



# Commander of Malice

ebony cube suffers. The exit door clears when the cube is dead, and the “doors” in the walls become usable again at that point.

Years ago someone with a cruel sense of humor trapped the creature here and began to feed it, seeding its bulk with two rings; a *ring of electricity resistance* (greater), and a *ring of fire resistance* (greater).

## Ebony Ooze

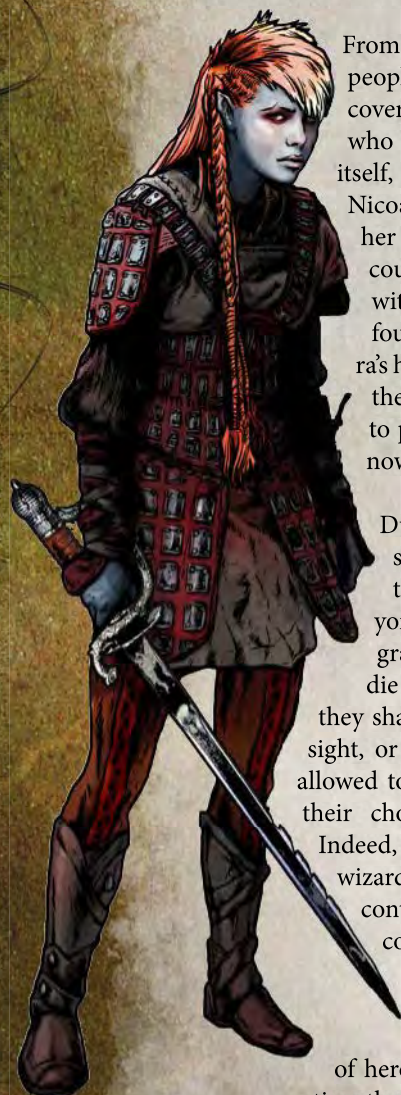
3.5 hp 195 / CR 13 / Pg 35

Pathfinder hp 185 / CR 13 / Pg 52



## AREA 30

### NICOALETA - THE TWILIGHT DAUGHTER



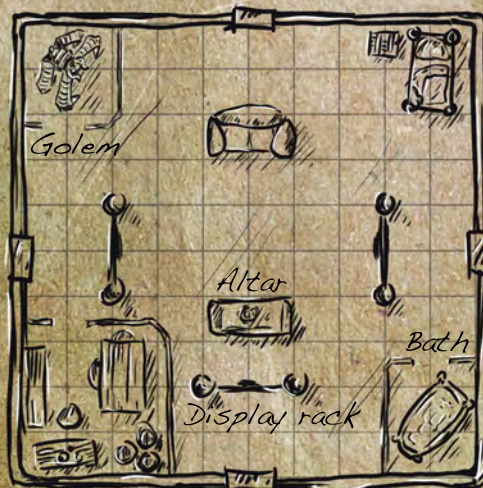
From birth she was a curse to her very people, yet wished only to serve. Discovering few opportunities for one who finds she is the source of chaos itself, even amongst her closest kin, Nicoleta leapt at the chance to serve her Matron far away from those she could unwittingly physically undo with a misplaced thought. Having found a home here within Maelora's hidden lair, Nicoleta long awaits the days when she gets the chance to prove her true worth on what is now her home plane.

Due to her odd sense of humor, she is known for giving a chance to a foe who finds themselves beyond hope of surviving the battle, granting the toss of a coin, roll of a die or turn of a card to determine if they shall be allowed to crawl from her sight, or if she finishes them off. Those allowed to flee are always forced to leave their choicest items before retreating. Indeed, years ago Nicoleta allowed a wizard to flee with his life in return for control of the cannon golem that accompanied him. Never bothering to direct the construct beyond, “defend me against threats,” she has built quite a collection of heroes' gear through the years, letting them exhaust themselves avoiding

## AREA 30

50' x 50'

*Rest and comfort  
are for the wicked,  
for they alone  
have I  
rewarded*



ONE SQUARE = 5 FEET

the sights of her “pet”, which has line-of-sight to every part of the chamber except where Nicoleta's bed rests. She eagerly uses the gathered items in battle.

This 50-foot square chamber is her functionally-appointed home. The northwestern corner houses her golem, the northeastern her bedroom, the southeastern corner a bathroom, and the southwestern a cooking area. The rest of the space is set up for training and ceremonies of dedication to Maelora and Naraneus. There are *teleport* doors in each wall. The northern door is from underneath the ebony cube in **Area 29**; the eastern door leads to **Area 26**; the southern door leads to **Area 28**; and the western door leads to **Area 31**.

## Nicoleta

3.5 hp 147 / CR 17 / Pg 41

Pathfinder hp 190 / CR 16 / Pg 56



**Before Combat** Nicoleta opens with Fray as soon as she has a target worthy of her attention, before allowing herself to be seen. She allows her targets to exhaust resources dealing with the golem at her disposal. At the first sign of a spellcasting enemy she replies with Foolschant.

**During Combat** As long as her pet can keep her foes distracted from engaging her directly she continues to allow her maledictions to work against her foes and pepper them with bolts from a distance.



# Rise of the Drow

## Cannon Golem

3.5 hp 195 / CR 15 / Pg 33

Pathfinder hp 140 / CR 15 / Pg 49



## AREA 31

Resting on the corpse of what looks like the remains of a colossal black dragon, two opponents—dinosaurs—look up and watch you as you enter the doorway. Each is bright green along its back and flanks, with a much lighter shade of the same color on its underside. Their bodies have darker spots or stripes and tails that extend straight out behind them, held aloft by an intricate structure of bony supports, allowing their weight to be carried entirely by the back legs. Each weighs about 600 pounds.

A DC 10 Knowledge (nature) check reveals they are deinonychus, but that there is something slightly different about them; a DC 15 Knowledge (planes) check suggests they are fiendish, but there is more than that about them. Whatever it is can't quite be described, they look much too supremely sinister to be so easily categorised. If a result of 45 or better is made for either Knowledge category, the PC realizes that they are "of the goddess" and are each exemplary versions of the creature.

At first this area looks like the imaginations of the two deinonychus; a vast, shallow swamp that has soggy, uneven terrain. However, whatever the image presented, there is a *teleport* door at the 4 main compass points; the northern door goes to Area 29; the western door comes from Area 30; the southern door comes from Area 32; and the eastern door leads to Area 32.

## Paragon Fiendish Deinonychus (2)

3.5 hp 128 / CR 19 / Pg 35

Pathfinder hp 128 / CR 18 / Pg 50





# Commander of Malice



## THE FINAL SHOWDOWN

### AREA 32

This final area is where Maelora has been communing with her goddess—her ultimate aim has always to bring those powerful enough to bring down the vidre and House Gullion to the very threshold of her goddess's home, where their essence and souls, weakened and unknowingly corrupted if possible, can be sacrificed in one final act of terrible retribution. The Matron Mother always intended to offer up everything and everyone she was ever linked to in order to take her place as the assistant to her deity, if that's what it took; after that, who knows? The rituals she has conducted so far, including luring the party to the Demi-plane of Venom and enticing them through its web, have given her great additional powers—but now she wants more; much, much more.

The eastern door from **Area 31** comes into the southern wall, which is 20 feet wide and has an exit door back to the southern door in **Area 31** next to it. At this point the

ceiling is 20 feet high, but curves upwards to a height of 50 feet by the time the room stops widening. The area is shaped to keep intruders close together at its entrance and then opens out until it is 90 feet wide.

Beyond this widening area is a massive green-granite altar. Upon this is a raised coral platform, with a light bladed weapon most suited to each of the PCs placed on it, ready to play a part in their transformation into despairs or spite-spitters. Behind the altar is curved wall of mithral, adamantine, and cold iron. This is a spell reflection arc, and any ray, cone or similar spell that misses Maelora is reflected back at the caster by the shield.

Maelora—standing behind the altar in her final form, ready and waiting for the PCs—is now an Eclipse Angel, the most terrible and fearsome of the Dark Angels, a creature that exists only to extinguish all light from an area (a planet or an entire plane) in order to further the aims of the Dark Goddess in unimaginable and unspeakable ways. Maelora's AC, SR and the damage she takes are all influenced by what has happened to the PCs throughout *The Commander of Malice*.





Matty Lane

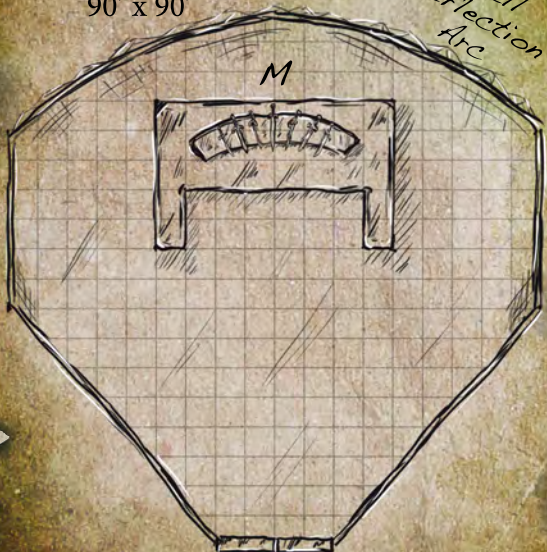


# Commander of Malice

## AREA 32

ONE SQUARE = 5 FEET

90' x 90'



**Matron Mother Maelora**  
**Dark Angel, Eclipse, Agent**  
**of the Goddess**

3.5 hp 209 / CR 23 / Pg 39

Pathfinder hp 363 / CR 23 / Pg 55



## THIS IS THE END MY FRIENDS...

If Maelora defeats the party, they are transformed into either despairs or spite-spitters, an inglorious end.

This concludes the *Rise of the Drow* adventure path. Those who have completed it have achieved no small feat, and are able to speak as authorities on drow for the rest of their lives—if anyone believes them. After all, tales such as this are no different from the ghost stories told to frighten naughty children...

## MAGIC

### Venomous Draughts of Healing

These act as a *heal* spell (CL 15th) and acting as required, but soon become addictive—once one is drunk, a **DC 15 Fortitude save** is required every 3 minutes (30 rounds) to resist the urge to go and look for another one. If the save fails, the affected creature makes looking for a draught their only priority. The urge can be dampened by an actual *heal* spell or stronger being administered, as this does the same internal job and resets the clock. The Fortitude DC to resist goes up by 2 for every draught drunk, but receiving the benefits of a draught or substitute spell does not reset the DC back to 15 (this can only be accomplished with a *wish* or *miracle*.)

Throughout the adventure these draughts appear in glass vials, each 6 inches long and 1/2-inch in circumference. The draughts are a lime green liquid that smells of a mix of mint and sugar. Each vial is always sealed; once opened, the draught becomes inert in 1d4+2 rounds. If subjected to an *analyze dweomer* spell or similar effect, *venomous draughts of healing* automatically succeed any saves to resist the divination magic.





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# Commander of Malice

## Acid Naga

**Size/Type:** Large Aberration [Water] 4th level Monk

**Hit Dice:** 7d8+28 plus 4d8+16 (93 hp)

**Initiative:** +5

**Speed:** 40 ft., swim 60 ft

**Armor Class:** 18 (-1 size, +1 Dex, +5 natural, +3 Wisdom)

**Base Attack:** +8

**Attack:** Bite +10 melee (2d6+4 plus poison) OR tail slap +10 (2d8+3) OR flurry of blows +8/+8/+3 (2d6+3)

**Full Attack:** Bite +10 melee (2d6+4 plus poison), tail slap +10 (2d8+3), flurry of blows +8/+8/+3 (2d6+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Flurry of blows, ki strike, poison, spells

**Special Qualities:** Darkvision 60 ft., evasion, fast movement, immune to acid and poison, slow fall, still mind

**Saves:** Fort +10 Ref +9, Will +12

**Abilities:** Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 16

**Skills:** Concentration +16, Listen +11, Spellcraft +8, Spot +11, Swim +15

**Feats:** Alertness, Combat Casting, Combat Reflexes, Eschew Materials<sup>B</sup>, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes

**Challenge Rating:** 11

**Alignment:** Lawful Evil

### Special Abilities

**Poison (Ex)** Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

**Ki Strike (Su)** At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

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

**Slow Fall (Ex)** When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is.

**Still Mind (Ex)** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

### Spells

Acid nagas cast spells as 7th-level sorcerers but never use fire spells.

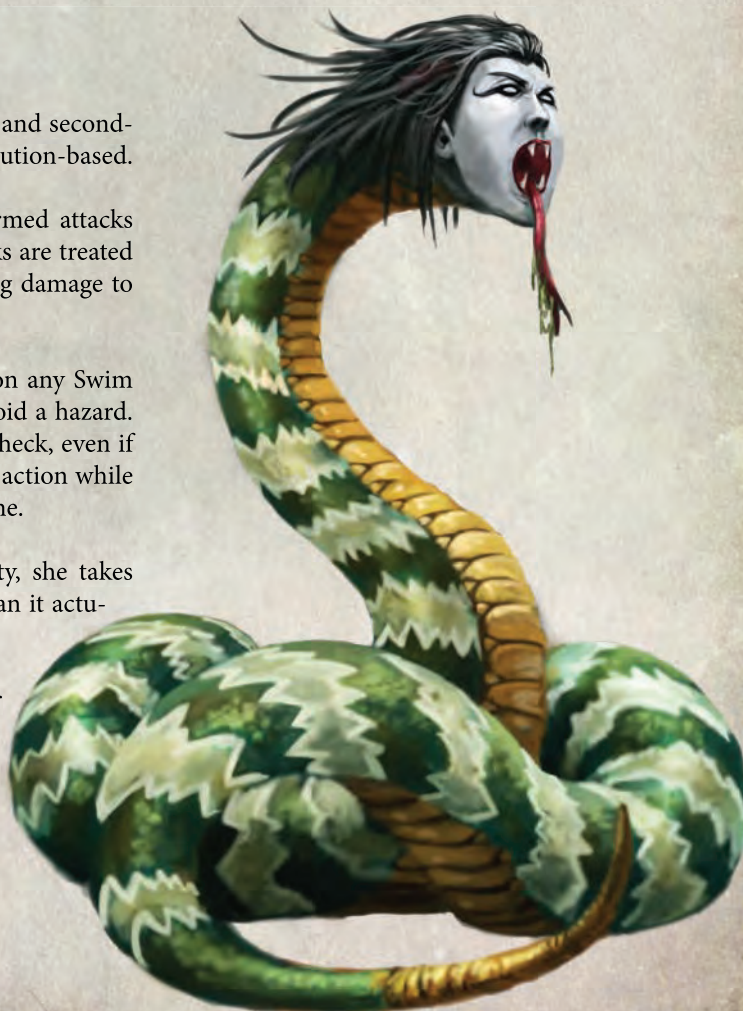
Typical Sorcerer Spells known (6/7/7/5; save DC 13 + spell level)

0th—*detect magic, flare, light, mage hand, read magic, resistance, touch of fatigue*

1st—*expeditious retreat, magic missile, ray of enfeeblement, shield, true strike*

2nd—*eagle's splendour, ghoul touch, mirror image*

3rd—*protection from energy, suggestion*





# Rise of the Drow

## Aseadweed

**Size/Type:** Colossal Plant (Water)

**Hit Dice:** 35d8+315 (472 hp)

**Initiative:** +1

**Speed:** 10 ft, swim 10 ft

**Armor Class:** 27 (-3 Dex, -8 size, +28 natural)

**Base Attack:** +26

**Attack:** Tendril +31 melee (3d6+13/19-20)

**Full Attack:** Tendril +31 melee (3d6+13/19-20)

**Space/Reach:** 30 ft./30 ft.

**Special Attacks:** improved grab, swallow whole, weed spores

**Special Qualities:** Acid resistance 20, blindsight 210 ft., DR 10/-, fast healing 10, plant traits, sticky

**Saves:** Fort +28, Ref +18, Will +20

**Abilities:** Str 36, Dex 5, Con 29, Int 18, Wis 28, Cha 28

**Skills:** Bluff +47, Diplomacy +13, Gather Information +13, Hide +35, Intimidate +13, Jump +13, Knowledge (local) +42, Knowledge (nature) +42, Listen +47, Spot +47

**Feats:** Cleave, Combat Expertise, Great Cleave, Improved Critical (bite), Improved Critical (tendril), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (tendril), Lightning Reflexes (x 3), Power Attack

**Challenge Rating:** 20

**Alignment:** Neutral Evil

### Special Abilities

**Swallow Whole (Ex)** If the aseadweed begins its turn with an opponent held in its mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey and the opponent takes bite damage. A swallowed creature takes the twice the damage given for the aseadweed's bite every round. A swallowed creature is considered grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light piercing or slashing weapon, if it can deal 33 points of damage in this fashion, or it can just try to escape the grapple. If the swallowed creature chooses the latter course, success puts it back in the aseadweed's mouth, where it may be bitten or swallowed again.

**Sticky (Ex)** Sticky pods cover an aseadweed, many more than the four main tendrils it uses for combat. Any creature that touches or successfully attacks an aseadweed with a melee weapon is subject to a free improved grab check by the aseadweed, as if the aseadweed had successfully attacked the creature with a tendril. A creature wielding a melee weapon must immediately relinquish its grip on its weapon, or proceed with the grapple check. If the subject relinquishes its grip on its weapon, the weapon is swallowed the following round. Creatures that attack the aseadweed in melee without a weapon they can release (such as those with natural attacks only) do not have this option.

**Water Subtype** This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

**Weed Spores (Su)** Once every 1d4 rounds an aseadweed can release a cloud of burning acidic spores. These weed spores are treated as a 100-foot-cone breath weapon. The burning spores deal 20d8 points of damage to all creatures and structures in the area, or half damage to any creatures that make a Reflex save (DC 36). The DC is Charisma-based.





# Commander of Malice

## Bebilith

**Size/Type:** Huge Outsider (Chaotic, Extraplanar, Evil)

**Hit Dice:** 12d8+96 (150 hp)

**Initiative:** +5

**Speed:** 40 ft, climb 20 ft.

**Armor Class:** 22 (-2 size, +1 Dex, +13 natural)

**Base Attack:** +12

**Attack:** bite (melee) +19 (2d6+9 plus poison) or web (ranged) +11

**Full Attack:** bite (melee) +19 (2d6+9 plus poison), web (ranged) +11

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Poison, rend armor, web

**Special Qualities:** DR 10/good, darkvision 60 ft., plane shift (Su), scent, telepathy 100 ft.

**Saves:** Fort +16, Ref +9, Will +9

**Abilities:** Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13

**Skills:** Climb +24, Diplomacy +3, Hide +16 (includes +8 racial bonus), Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)

**Feats:** Cleave, Improved Initiative, Improved Grapple, Power Attack, Track

**Challenge Rating:** 10

**Alignment:** Chaotic Evil

### Special Abilities

**Poison (Ex)** Injury; Fortitude DC 24; initial damage 1d6 Con, secondary damage 2d6 Con; save is Con based

## Bodacolumn

**Size/Type:** Large Undead (Extraplanar)

**Hit Dice:** 33d12 (214 hp)

**Initiative:** +5

**Speed:** 5 ft

**Armor Class:** 28 (-1 size, +1 Dex, +18 natural)

**Base Attack:** +16

**Attack:** Slam +21 melee (3d6+5, Crit 19-20/x2)

**Full Attack:** Slam +21 melee (3d6+5, Crit 19-20/x2)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Death gaze

**Special Qualities:** Compact, DR 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, telepathy 60 ft., undead traits, vulnerability to sunlight

**Saves:** Fort +17, Ref +16, Will +19

**Abilities:** Str 21, Dex 13, Con —, Int 8, Wis 12, Cha 16

**Skills:** Intimidate +39, Listen +39, Spot +39

**Feats:** Ability Focus (death gaze), Alertness, Dodge, Great Fortitude (3), Improved Critical, Improved Initiative, Improved Natural Attack, Lightning Reflexes (2), Weapon Focus (slam)

**Challenge Rating:** 14

**Alignment:** Neutral Evil

### Special Abilities

**Compact (Ex)** Although bodacolumns are large creatures with regard to height, weight, and abilities, they employ a space/reach category that is one smaller than usual for their size.

**Death Gaze (Su)** Death, range 30 feet, Fortitude DC 19 negates. This can be used in all directions at the same time, thanks to the multiple pairs of bodak eyes. Humanoids that die from this attack start to transform into bodacolumns immediately. This change takes a number of rounds equal to the victims Constitution score and can be stopped by raising or resurrecting the PC. Once the transformation is complete, only a wish or miracle can restore the character to a form that can then be raised or resurrected. Once a column is created, it is initially only able to direct its gaze in one direction. As other victims fall foul of the attack, the established column moves towards the transforming humanoid and absorbs it into its body. This then creates another direction for the gaze attack to be focussed. A bodacolumn absorbs 3 humanoids to reach its full potential, and then let new columns be created. The save DC is Charisma-based.

**Vulnerability to Sunlight (Ex)** Bodacolumns are affected sunlight in the same way their source bodaks are. Each round of exposure to the direct rays of the sun deals 1d3+2 points of damage to the bodacolumn.



# Rise of the Drow

## Cannon Golem

**Size/Type:** Large Construct

**Hit Dice:** 30d10 (195 hp)

**Initiative:** +7

**Speed:** 30 ft

**Armor Class:** 37 (-1 size, +7 Dex, +18 natural)

**Base Attack:** +22

**Attack:** Slam +31 melee (3d8+10) or cannon +28 ranged (6d6+7/19-20/x4)

**Full Attack:** Slam +31 melee (3d8+10), cannon +28 ranged (6d6+7/19-20/x4)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Cannon

**Special Qualities:** Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

**Saves:** Fort +10, Ref +17, Will +12

**Abilities:** Str 30, Dex 24, Con —, Int —, Wis 15, Cha 2

**Skills:** —

**Feats:** —

**Challenge Rating:** 15

**Alignment:** Neutral

A cannon golem, originally an extremely rare dwarven construction, is built from 2,000 pounds of adamantine, brass, cold iron, and mithral. Its slam and cannon attacks count as adamantine, cold iron, and silver for the purpose of overcoming damage reduction.

### Special Abilities

**Blasting Critical (Ex)** When a cannon golem confirms a critical hit with a slam attack, it can make one cannon attack against that target as a free action (as long as the cannon is loaded).

**Cannon (Ex)** The golem's cannon has a range increment of 100 feet and deals 6d6 points of bludgeoning and piercing damage on a hit with a x4 critical modifier. The cannon's magazine can hold up to 20 cannonballs at a time—reloading a single cannonball into this magazine is a standard action for the golem, while loading a cannonball into the cannon itself to fire it is a swift action; this allows the golem to take two shots per round with the cannon.

**Immunity to Magic (Ex)** A cannon golem is immune to spells and spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

Any spell with the water descriptor that affects a cannon golem renders its cannon unusable for 1 round (no save).

A *heat metal* spell causes the golem's cannon to instantly backfire, dealing 6d6 points of damage to the golem and staggering it for 1 round (no save).

**Ranged Weapon Training (Ex)** A cannon golem adds its Dex modifier to the damage dealt by its cannon.





# Commander of Malice

## Despair

**Size/Type:** Medium Monstrous Humanoid (Former Human)

**Hit Dice:** 20d8+180 (270 hp)

**Initiative:** +19

**Speed:** 30 ft

**Armor Class:** 37 (+15 Dex, +12 insight)

**Base Attack:** +20

**Attack:** +10 *merciful dagger of defeat* +46 melee (1d4+21/17-20)

**Full Attack:** +10 *merciful dagger of defeat* +46 melee (1d4+21/17-20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Crushing despair gaze, sneak attack +10d6

**Special Qualities:** Blindsight 60 ft., opportunist, quiescence, spell-like abilities, SR 35, DR 10/epic

**Saves:** Fort +15, Ref +27, Will +19

**Abilities:** Str 32, Dex 40, Con 28, Int 26, Wis 25, Cha 30

**Skills:** Bluff +33, Climb +34, Hide +38, Intimidate +33, Jump +34, Listen +30, Move Silently +58, Spot +30, Survival +30, Tumble +38

**Feats:** Dodge, Improved Initiative, Improved Critical (dagger), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (dagger)

**Challenge Rating:** 20

**Alignment:** Neutral Evil

Despairs carry a version of the light bladed weapon most suited to them, although whatever it looks like, in the hands of anyone but the Despair it is a +5 merciful dagger. When wielded by the despair, it is a +10 merciful dagger. A despair's natural weapons are treated as epic for the purpose of overcoming damage reduction.

### Spell-Like Abilities

At will—*shadow walk*

3/day—*true strike* Caster level 20th; save DC 20 + spell level. The DC is Charisma-based.

### Special Abilities

**Crushing Despair Gaze (Su)** Viewing the despair's face inspires a sense of hopelessness. Creatures that meet the despair's gaze must succeed at a Will save (DC 30) or suffer the effects of a crushing despair spell as cast by a 20th-level caster. The DC is Charisma-based.

**Crippling Strike (Ex)** This ability functions like the rogue class feature of the same name.

**Defeat** A defeat weapon excels at attacking one type of creature, always the type of creature the wielder was before it became a despair. Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus. Further, it deals +4d6 points of bo-

nus damage against the foe, and if it scores a successful critical hit against the foe, that creature must make a Fortitude save (DC 27) or be instantly reduced to 0 hp and teleported in a random direction 100 miles times the level of the wielder.

**Quiescence (Su)** A despair is constantly silent, as per the silence spell, although the area does not extend beyond the creature itself. This quality gives it a +20 racial bonus on Move Silently checks (it is still possible for a despair to create noise, such as by bumping into something that scrapes on the floor or by sounding a chime). The gloom can lower this effect at will, and always does so when facing an enemy of its own previous type, when it sets to a terrible wailing of anguish.

**Sneak Attack (Ex)** A despair is able to sneak attack as a 20th-level rogue, dealing 10d6 extra damage.

A despair is the corrupted and defeated remains of a powerful and capable adventurer that has seemingly died on a plane that is of an entirely different alignment to him, has been left behind by his allies for whatever reason, and now cannot return home. While despairs are usually originally Good and Lawful creatures left behind on planes connected with Evil and Chaos, that isn't always the case. Despairs roam the plane they have been abandoned on, driven by anger at their demise, looking for ways to take their revenge, especially against other visitors to the plane. They may initially appear completely reasonable, but swiftly move from a semblance of diplomacy to bluffing, and then intimidation, to take what they want from travelers and have their own way.

Occasionally, despairs from the same adventuring group gather together in a pitiful, yet deadly parody of their former band. The group is unstable, however, and the transformation from harmony to discord can take but a round. Groups of despairs hold together long enough to defeat any party they come across; the subsequent fighting over spoils is jaw-dropping, with many items, particularly those that allow inter-planar travel, being destroyed during the argument.



# Rise of the Drow

## Deinonychus, Paragon Fiendish

**Size/Type:** Medium Magical Beast

**Hit Dice:** 4d8+48+48 (128 hp)

**Initiative:** +10

**Speed:** 180 ft

**Armor Class:** 49 (+10 Dex, +5 natural, +12 insight, +12 luck)

**Base Attack:** +3

**Attack:** Talons +40 Melee (2d6+32) or 2 Foreclaws +35 Melee (1d3+26) or Bite +35 Melee (2d4+26)

**Full Attack:** Talons +40 Melee (2d6+32), 2 Foreclaws +35 Melee (1d3+26), Bite +35 Melee (2d4+26)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Pounce, smite good (1/day, +4 damage against a good foe), spell-like abilities

**Special Qualities:** DR 10/epic, darkvision 60 ft., fast healing 20, low-light vision, resistance to cold/fire 10, scent, SR 44

**Saves:** Fort +26, Ref +24, Will +19

**Abilities:** Str 34, Dex 30, Con 34, Int 18, Wis 27, Cha 25

**Skills:** Balance +25, Hide +33 (includes +8 racial bonus), Jump +101 (+105 after running) (includes +8 racial bonus), Knowledge (nature) +17, Listen +33 (includes +8 racial bonus), Spot +33 (includes +8 racial bonus), Survival +31 (includes +8 racial bonus), Tumble +31

**Feats:** Acrobatic, Improved Natural Attack (talons), Run

**Challenge Rating:** 19

**Alignment:** Chaotic Evil

### Combat

A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics. A paragon creature's natural weapons are treated as epic for the purpose of overcoming damage reduction.

### Special Abilities

**Pounce (Ex)** If a deinonychus charges, it can make a full attack. This attack gains a +13 insight bonus.

### Spell-like Abilities

A paragon creature also gains the ability to use *greater dispel magic*, *haste*, and *see invisibility* three times per day, at 15th caster level.

## Ebony Ooze

**Size/Type:** Colossal Ooze

**Hit Dice:** 10d10+140 (195 hp)

**Initiative:** -6

**Speed:** 15 ft.

**Armor Class:** 0 (-8 size, -5 Dex), touch 5, flat-footed 2

**Base Attack:** +7

**Attack:** Slam +11 melee (3d6+18 plus 1d6 acid)

**Full Attack:** Slam +11 melee (3d6+18 plus 1d6 acid)

**Space/Reach:** 30 ft./30 ft.

**Special Attacks:** Acid, engulf, paralysis

**Special Qualities:** Blindsight 60 ft., immunity to electricity, ooze traits

**Saves:** Fort +17, Ref -3, Will -2

**Abilities:** Str 34, Dex —, Con 38, Int —, Wis 1, Cha 1

**Skills:** —

**Feats:** —

**Challenge Rating:** 13

**Alignment:** Neutral

### Special Abilities

**Acid (Ex)** An ebony cube's acid is more powerful than a common gelatinous cubes, able to dissolve even metal. Any melee hit or engulf attack deals 1d6 acid damage and the opponent's armor and clothing dissolve and become useless immediately unless he succeeds on a DC 20 Reflex save. A metal or wooden weapon that strikes an ebony cube also dissolves immediately unless it succeeds on a DC 20 Reflex save. The cube's acidic touch deals 20 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Engulf (Ex)** Although it moves slowly, an ebony cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The ebony cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 27 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

**Paralysis (Ex)** An ebony cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 29 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.



# Commander of Malice

## Gift of the Goddess

**Size/Type:** Colossal Spider Zombie

**Hit Dice:** 120d12+3 (783 hp)

**Initiative:** +3

**Speed:** 30 ft, climb 20 ft.

**Armor Class:** 34 (-8 size, +3 Dex, +29 natural)

**Base Attack:** +60

**Attack:** bite +65 (4d6+19 plus poison) or slam +65 melee (4d6+19)

**Full Attack:** bite +65 (4d6+19 plus poison), slam +65 melee (4d6+19)

**Space/Reach:** 30 ft./30 ft.

**Special Attacks:** Poison

**Special Qualities:** DR 5/slashing, staggered, tremorsense 60 ft., undead traits

**Saves:** Fort +40, Ref +34, Will +62

**Abilities:** Str 36, Dex 17, Con —, Int —, Wis 10, Cha 2

**Skills:** —

**Feats:** Toughness

**Challenge Rating:** 20

**Alignment:** Neutral Evil

### Special Abilities

**Poison (Ex)** A monstrous spider has a poisonous mandible bite that it can only use on creatures it is facing. The indicated damage is initial and secondary damage. Save Fort DC 28, 2d8 Str initial and secondary damage. Usually a zombie spider would lose its poison special attack, but its link to the surrounding Sea of Venom on the demiplane allow it to deal the same poison damage as it had been able to when alive.

**Tremorsense (Ex)** A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs. Usually a zombie spider would lose this quality, but its link to the surrounding Sea of Venom allow it to use the ability as it had been able to when alive.

## Hydra, Nine-Headed Venomous

**Size/Type:** Huge Magical Beast

**Hit Dice:** 9d10+48 (97 hp)

**Initiative:** +1

**Speed:** 20 ft, swim 20 ft.

**Armor Class:** 19 (-2 size, +1 Dex, +10 natural)

**Base Attack/Grapple:** +9/+22

**Attack:** 9 bites +13 (1d10+5 plus poison)

**Full Attack:** 9 bites +13 (1d10+5 plus poison)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Venom

**Special Qualities:** Darkvision 60 ft., fast healing 19 (Ex), immunity to poison, low-light vision, scent

**Saves:** Fort +11, Ref +7, Will +5

**Abilities:** Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9

**Skills:** Listen +8 (Includes +2 racial bonus), Spot +8 (includes +2 racial bonus), Swim +13 (includes +8 racial bonus)

**Feats:** Blind-Fight, Combat Reflexes (every head can be used), Iron Will, Toughness, Weapon Focus (bite)

**Challenge Rating:** 10

**Alignment:** Chaotic Evil

### Special Abilities

**Poison (Ex)** These hydras can breathe clouds of venom 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each cloud deals initial and secondary damage (1d2 Con per head). A successful DC 19 Fortitude save negates the damage. The save DC is 10 + ½ hydra's original number of heads + hydra's Con modifier.

A venomous hydra is yellowy-dark green to bright lime green, with a white underbelly. The eyes are turquoise and the teeth are white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

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

**Beheading a Hydra:** Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or cold damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming or frost weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or cold damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or cold.



# Rise of the Drow

## Lord Tarranace Cursanier Titan Companion

Titan/1st-level bard

**Size/Type:** Huge Outsider (Chaotic, Evil, Extraplanar)

**Hit Dice:** 20d8+280 plus 1d6+14 (387 hp)

**Initiative:** +5

**Speed:** 40 ft. in half-plate armor (8 squares); base speed 60 ft.

**Armor Class:** 38 (-2 size, +19 natural, +11 +4 half-plate armor), touch 8, flat-footed 38

**Base Attack/Grapple:** +20/+44

**Attack:** Gargantuan +3 adamantine warhammer +37 melee (4d6+27/×3) or +3 javelin +22 ranged (2d6+19) or slam +34 melee (1d8+16)

**Full Attack:** Gargantuan +3 adamantine warhammer +37/+32/+27/+22 melee (4d6+27/×3) or +3 javelin +22 ranged (2d6+19) or 2 slams +34 melee (1d8+16)

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Oversized weapon, spell-like abilities

**Special Qualities:** Change shape, damage reduction 15/lawful, darkvision 60 ft., spell resistance 32

**Saves:** Fort +26, Ref +15, Will +23

**Abilities:** Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24

**Skills:** Balance +8, Bluff +20, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +12, Disguise +7 (+9 acting), Heal +20, Intimidate +32, Jump +39, Knowledge (any one) +28, Listen +32, Perform (oratory) +31, Perform (string instruments) +9, Sense Motive +33, Search +28, Spellcraft +17, Spot +32, Survival +9 (+11 following tracks), Swim +17, Use Magic Device +9

**Feats:** Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Quicken

**Spell-Like Ability** (*chain lightning*)

**Challenge Rating:** 22

**Treasure:** Double standard plus +4 half-plate armor and Gargantuan +3 adamantine warhammer

**Alignment:** Chaotic Evil

### Spell-Like Abilities

At will—*chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22)  
3/day—*etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*

1/day—*gate*, *maze*, *meteor swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Titans of evil alignment can use the following additional spell-like abilities:

At will—*bestow curse* (DC 21), *deeper darkness*, *unholy blight* (DC 21)

1/day—*crushing hand* (DC 26). Caster level 20th. The save DCs are Charisma-based.

### Spells Known

0th (2) – *flare* (DC 17), *light*, *lullaby* (DC 17), *prestidigitation*. Cursanier usually casts *flare* or *light*, as they aren't affected by his armor and can hinder attacking drow. He also uses it as accompaniment to the poems he delivers to Maelora.





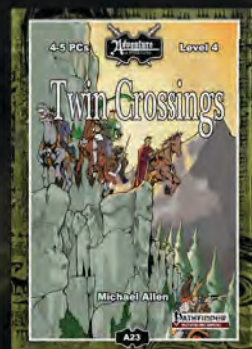
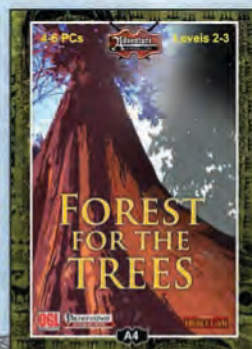
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# Rise of the Drow

## Matron Mother Maelora – Dark Angel, Eclipse, Agent of the Goddess

*This tall but emaciated looking humanoid creature has barely-glittering ruby eyes, gray skin, and a single pair of ragged, black wings.*

**Size/Type:** Large Outsider (Dark Angel, Extraplanar, Evil)

**Hit Dice:** 22d8+110 (209 hp)

**Initiative:** +9

**Speed:** 50 ft. (10 squares), fly 150 ft. (good)

**Armor Class:** 35 (-1 size, +5 Dex, +21 natural), touch 14, flat-footed 30

**Base Attack/Grapple:** +22/+35

**Attack:** +5 Dancing Heavy Flail +35 Melee (2d8+18/19-20) or +4 Repeating Heavy Crossbow +30 Ranged (2d8+4/19-20 plus slaying/19-20/x2) or Slam +30 Melee (2d8+13)

**Full Attack:** +5 Dancing Heavy Flail +35/+30/+25/+20 Melee (2d8+18/19-20) or +4 Repeating Heavy Crossbow +30/+25/+20/+15 Ranged (2d8+4/19-20 plus slaying/19-20/x2) or Slam +30 Melee (2d8+13)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Spell-Like Abilities, Spells

**Special Qualities:** Change Shape (small or medium humanoid), Damage Reduction 15/Epic and Good, Darkvision 60 ft., Low-Light Vision, Immunity to Acid, Fire, and Petrification, Protective Aura, Regeneration 15, Resistance to Cold 10 and Electricity 10, Spell Resistance 32, tongues

**Saves:** Fort +18 (+22 against poison), Ref +18, Will +20

**Abilities:** Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25

**Skills:** Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)

**Feats:** Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track

**Environment:** Any evil-aligned plane

**Organization:** Solitary

**Challenge Rating:** 23

**Treasure:** No coins; double goods; standard items

**Alignment:** Always evil (any)

**Advancement:** 23-33 HD (Large); 34-66 HD (Huge)

### Combat

Eclipses are dread champions of evil. Only the most potent celestials approach their power. Even more fearsome than their +5 *dancing heavy flails* are their +4 *repeating heavy crossbows* that create any sort of slaying bolt when cocked. An eclipse's natural weapons, as well as any weapon it wields, are treated as evil-aligned and epic for

the purpose of overcoming damage reduction.

Dark angels can be of any Evil alignment. Regardless of their alignment, dark angels never speak entirely honestly and always attempt to manipulate their way to gain, hiding their true meaning. They are immeasurably dishonorable in all their dealings and often prove the most untrustworthy and duplicitous of all the fiendish types.

All dark angels are favored with extremely good looks, although their actual appearances vary widely. However, on closer inspection, these good looks are flawed. Dark angels are also prone to swift anger, usually well hidden, which changes their physical appearance beyond all reasonable levels.

Dark angels speak Infernal, Celestial, and Draconic, though they can speak with almost any creature because of their *tongues* ability.

### Spell-Like Abilities

At will—*aid*, *animate objects*, *bestow curse* (DC 20), *cause fear* (DC 18), *commune*, *contagion* (DC 20), *continual flame*, *death knell* (DC 19), *dimensional anchor*, *greater dispel magic*, *imprisonment* (DC 26), *invisibility* (self only), *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *unholy blight* (DC 21), *waves of fatigue*  
3/day—*blade barrier* (DC 23), *destruction* (DC 24), *earthquake* (DC 25), *harm* (DC 23), *mass charm monster* (DC 25), *permanency*, *waves of exhaustion*  
1/day—*greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*. Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on an eclipse's person, as the spells (caster level 20th):

*detect good*, *detect snares and pits*, *glibness* (DC 21), *see invisibility*, *true seeing*. They can be dispelled, but the eclipse can reactivate them as a free action.

### Spells

Eclipses can cast divine spells as 20th-level clerics. An eclipse has access to two of the following domains: Chaos, Destruction, Evil, Fire, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5; save DC 17 + spell level)

0—*create water*, *detect magic*, *guidance* (2), *resistance* (2)

1st—*bane* (2), *cause fear*, *divine favor* (2), *entropic shield*, *inflict light wounds\**, *shield of faith*

2nd—*align weapon*, *bear's endurance* (2), *bull's*



# Commander of Malice

*strength (2), desecrate, eagle's splendor, spiritual weapon\**

*3rd—deeper darkness, invisibility purge, magic circle against good, magic vestment\*, prayer (2), protection from energy, wind wall*

*4th—death ward (2), dismissal (2), divine power\*, poison (2)*

*5th—break enchantment, dispel good, inflict light wounds, mass\*, plane shift, righteous might (2), symbol of sleep*

*6th—banishment, blade barrier\*, forbiddance, harm, inflict moderate wounds, mass, word of recall*

*7th—blasphemy, destruction, dictum, disintegrate\*, ethereal jaunt, regenerate*

*8th—fire storm, inflict critical wounds, mass (2), power word stun\*, unholy aura*

*9th—energy drain (2), harm, mass, implosion\*, miracle.*

\*Domain spell. Domains: Destruction and War.

**Dark Angel** Dark angels are a race of fiendish types, beings who live on the evil-aligned Outer Planes.

A dark angel possesses the following traits (unless otherwise noted in a specific creature's entry):

Darkvision out to 60 feet and low-light vision.

Immunity to acid, fire, and petrification.

Resistance to cold 10 and electricity 10

+4 racial bonus on saves against poison

**Protective Aura (Su)** Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the dark angel. Otherwise, it functions as a magic circle against good effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals the dark angel's HD). This aura can be dispelled, but the dark angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an dark angel's statistics block.)

**Tongues (Su)** All dark angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Dice). This ability is always active.





# Rise of the Drow

## Nicoaleta – The Twilight Daughter

(Warped-weaver)

**Size/Type:** Medium Humanoid (Elf)

**Hit Dice:** 17d8+71 (147 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares)

**Armor Class:** 21 (+3 Dex, +3 deflection, +5 +2 studded leather), touch 16, flat-footed 18

**Base Attack/Grapple:** +12/+13

**Attack:** +2 *Dancing Shortsword* +17 Melee (1d6+ 3 plus 1d6 acid/19-20) OR +2 *Hand Crossbow* +17 Ranged (1d4+2+2d6 vs. Lawful/17-20)

**Full Attack:** +2 *Dancing Shortsword* +17/+12/+7 Melee (3d6+18 plus 1d6 acid/19-20) OR +2 *Hand Crossbow* +17/+12/+7 Ranged (1d4+2+2d6 vs. Lawful/17-20)

**Special Attacks:** Inner Strength

**Special Qualities:** Darkvision 120 ft., low-light vision

**Saves:** Fort +13, Ref +17, Will +14

**Abilities:** Str 13, Dex 17, Con 18, Int 14, Wis 18, Cha 15

**Skills:** Balance +16, Bluff +13, Climb +11, Diplomacy +6, Disguise +4, Hide +14, Intimidate +15, Jump +13, Knowledge (arcana) +12, Listen +17, Move Silently +14, Search +14, Sense Motive +11, Sleight of Hand +5, Spellcraft +4 (+6 to decipher scrolls), Spot +17, Survival +4 (+6 following tracks), Swim +11, Tumble +16, Use Magic Device +14

**Feats:** Improved Critical (Hand crossbow), Improved Initiative, Point Blank Shot, Toughness, Weapon Finesse, Weapon Focus (Hand crossbow),

**Challenge Rating:** 17

**Treasure:** +2 *Studded Leather Armor*, *Khaos' Kiss* (+2 *anarchic distanced hand crossbow*), 40 bolts (8 packs of 5 bolts), *Piol-trocul* (+2 *dancing shortsword*), *Necklace of Fireballs II*, *Ring of Protection* +3

**Alignment:** Chaotic Evil

**Languages:** Abyssal, Drow Sign Language, Elven and Undercommon

**Spell-Like Abilities**

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

### Special Abilities

**Contained Confidence (Ex)** The power of self-reliance that can fuel your actions – Warped-weaver level x 1/2 plus Wis bonus gives self-reliance points to spend on Subtle and Sculpted Schadenfreude. Nicoaleta has 14 CC points.

**Curse Cleansing (Sp)** Able to draw curses into self. Use remove curse, Warped-weaver level is caster level, save

against the curse's effect (at original DC) whether curse successfully removed or not, suffering effects if save failed.

**Curse Consciousness (Su)** Is conscious of cursed creatures and creatures carrying cursed items within 30 feet as if using blindsense. Is conscious of the cursed nature of items by sight rather than Spellcraft.

**Curse Controlling (Ex)** Able to use cursed items' beneficial elements without suffering the curse, can drop cursed item at any time. +4 to saves against any type of curse directed at her if at least 1 CC point in place.

**Debilitating Disharmony (Ex)** Creatures that team up to attack the Warped-weaver hinder rather than help each other. Aid Another attacks AC 15, not AC 10. Flanking opponents suffer a -2 profane penalty to attacks, not +2 bonus.

**Defeat Defied (Su)** Immediate action, 1 CC cost; any attacker within 10 feet rolls 2d20 and takes the lowest roll.

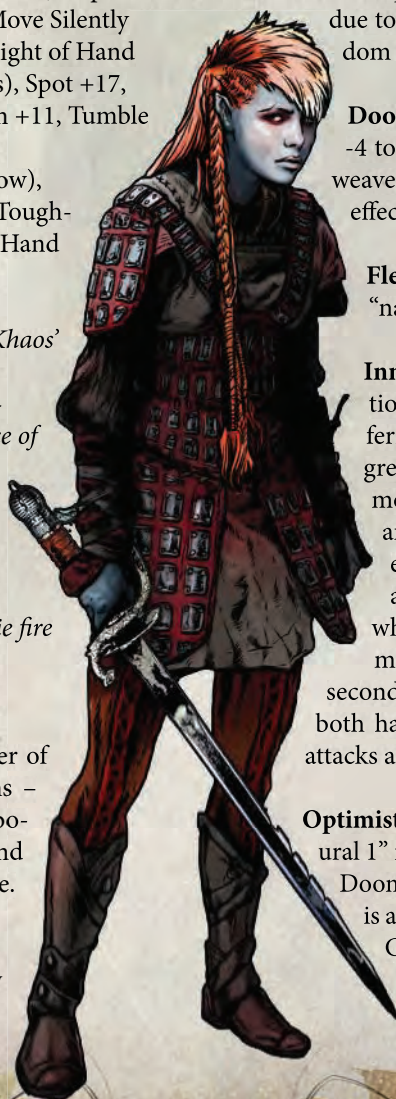
**Dire Displacement (Sp)** Swift action, 1 CC cost; Warped-weaver displaced for 1 round. Unsuccessful attacks due to the displacement reflect back on a random creature within the attacker's reach.

**Doomed by Destiny -4 (Su)** 10-foot radius, -4 to save throws of ALL in area. If warped-weaver has 1 CC point, she is immune to this effect.

**Flee from Failure (Ex)** 1CC cost; reroll a "natural 1" and take new result.

**Innovative Interactions (Su)** Standard action, 1 CC cost; any target currently suffering from a curse effect is affected to a greater degree by the Warped-weaver's most powerful attack. Cumulative effects are: Wisdom bonus to attacks at 2nd level; Wisdom bonus to damage at 5th level; attacks bypass concealment at 8th level, while total concealment becomes concealment only; 1d6 bleed damage at 11th level; second attack with these effects possible, but both have a -2 penalty, at 14th level; all these attacks are made as touch attacks at 17th level.

**Optimistic Overconfidence (Ex)** Any time a "natural 1" is rolled for an attack or a save within the Doomed by Destiny area, the Warped-weaver is able reduce by 1 the number of Contained Confidence points consumed when any ability or Subtle Schadenfreude that requires CC to work is used, to a minimum of zero, for the next round.





# Commander of Malice

**Sculpted Schadenfreude (Sp)** The ability to enhance Subtle Schadenfreude as listed in each specific entry.

**Subtle Schadenfreude (Sp)** Expressed wishes that some form of adversity or unhappiness befall another person or persons, fueled by Contained Confidence and enhanced by Sculpted Schadenfreude.

- **Soften Strikes (Su)** – Free action; reduces successful enemy's manufactured weapon's efficiency by one size category if Reflex save failed. Sculpted Schadenfreude – 1 CC cost, attacker takes a -2 penalty on each attack for the effect's duration.
- **Anti-magical Armament (Sp)** – A weapon's enhancement bonuses, or special abilities with an enhancement value, are suppressed up to a +2 value, with items reduced below +0 becoming cursed. Sculpted Schadenfreude for each CC point spent in the enhancement, and additional -1 of penalties can be applied, up to a total of -5.
- **Subdued Skillfulness (Sp)** – target makes a Fortitude save or suffers a -5 profane penalty to skill checks. Sculpted Schadenfreude – 1 CC cost; penalty increases to -10, Fortitude save DC increases by 2.
- **Diminished Dimension Damage (Su)** – a target that uses spells of effects with a damage area makes a Will save or finds each die of damage reduced by 1 to a minimum of 1. Sculpted Schadenfreude - 3 CC cost; if the save is failed, the reduction is dice of one size smaller, to a minimum of 1d3.
- **Managed Malnourishment (Su)** – the target makes a Will save or is unable to benefit from natural or magical healing for the duration. The Warped-weaver gains 5 temporary hit points per enemy failing the save. An individual enemy can only be targeted once per 24 hours. Sculpted Schadenfreude – 2 CC cost; the duration doubles and the Will save DC increases by 2.
- **Cacophonous Caterwaul (Sp)** – all spell casters in range must make a Concentration check DC 5 + the spell level or lose the spell. This is a sonic, mind affecting effect. Sculpted Schadenfreude – 2 CC cost, Check increases to 10 + the spell level.
- **Unexpected Unravelling (Su)** – fibrous materials damaged unless a Fortitude save is made. Target or 5 feet square of material take 5 points of damage per round, bypassing DR. Sculpted Schadenfreude – 1 CC cost; effect is similar to shatter and can burst, shred or break fibrous materials.
- **Prohibited Person/Prohibited Point (Sp)** – single person or large-or-smaller unattended object cannot be attacked, touched or have their square passed through without the creature attempting to do so making a Will save or being stunned. This can only happen to a target once per 24 hours. Sculpted Schadenfreude – 3CC cost; creatures that fail their Will save are blinded, deafened and stunned, and the effects last one extra round.
- **Disinclined Defender (Sp)** – target within 10 feet of

the Warped-weaver makes a Will save or then attracts ranged attacks (not magical ranged touch attacks) that are aimed at, but miss, the Warped-weaver. Sculpted Schadenfreude – 2 CC cost; if affected target is within 10 feet, Warped-weaver considered to have cover.

**Sustained Self-confidence (Sp)** 2 extra Contained Confidence points. (Bonus feat at 10th Level)

**Worldly-wise (Ex)** Experience of the warped nature of magic and fate allow any Wisdom bonus to be added to Fortitude and Reflex saves.

## Retriever

**Size/Type:** Huge Construct (Extraplanar)

**Hit Dice:** 10d10+80 (135 hp)

**Initiative:** +3

**Speed:** 50 ft.

**Armor Class:** 21 (-2 size, +3 Dex, +10 natural)

**Base Attack:** +7

**Attack:** claw +15 (2d6+10) and eye ray +8 ranged touch

**Full Attack:** claw +15 (2d6+10) and eye ray +8 ranged touch

**Space/Reach:** 15 ft. / 15 ft.

**Special Attacks:** Eye rays, find target, improved grab

**Special Qualities:** Construct traits, darkvision 60 ft., fast healing 5, low-light vision

**Saves:** Fort +3, Ref +6, Will +3

**Abilities:** Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1

**Challenge Rating:** 11

**Alignment:** Chaotic Evil

### Special Abilities

**Eye Rays (Su)** A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based. The four eye effects are:

*Fire:* Deals 12d6 points of fire damage to the target (Reflex half).

*Cold:* Deals 12d6 points of cold damage to the target (Reflex half).

*Electricity:* Deals 12d6 points of electricity damage to the target (Reflex half).

*Petrification:* The target must succeed on a Fortitude save or turn to stone permanently.

**Find Target (Sp)** When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*. The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.



# Rise of the Drow

## Spite-Spitter

**Size/Type:** Medium Undead

**Hit Dice:** 22d12+44 (187 hp)

**Initiative:** +8

**Speed:** 40 ft, climb 20 ft.

**Armor Class:** 31 (+4 Dex, +17 natural)

**Base Attack:** +11

**Attack:** 2 slaps +20 (1d8+9 plus poison)

**Full Attack:** 2 slaps +20 (1d8+9 plus poison)

**Space/Reach:** 5 ft./ 5 ft.

**Special Attacks:** Desecrating aura, dissolve item, spell-like abilities, spiteful gaze, summon undead

**Special Qualities:** Aversion to holy water, DR 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft., undead traits

**Saves:** Fort +11, Ref +13, Will +20

**Abilities:** Str 24, Dex 18, Con —, Int 20, Wis 20, Cha 18

**Skills:** Concentration +28, Diplomacy +10, Hide +28\* (+8 in dark areas), Knowledge (arcana) +29, Listen +29, Move Silently +28, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)

**Feats:** Feats Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Quicken Spell-Like Ability (unholy blight), Stunning Fist

**Challenge Rating:** 15

**Alignment:** Neutral Evil

### Spell-Like Abilities

At will—*deeper darkness*, *detect magic*, *ervation* (DC 18), *greater dispel magic*, *haste*, *see invisibility*, *unholy blight* (DC 18)

3/day—*crushing despair* (DC 18), *hold monster* (DC 19), *invisibility*

1/day—*dismissal* (DC—see spell), *plane shift* (DC 21), *waves of exhaustion*. Caster level 22nd. The save DCs are Charisma-based

### Special Abilities

#### Aversion to Holy Water

(Ex) Spite-spitters take a -4 penalty on all attack rolls, saving throws, and skill checks for 1d4+2 rounds, at which point their natural venom replaces the water coating.

**Desecrating Aura (Su)** This ability works much like a desecrate spell, except that the spite-spitter is treated as the shrine. Undead within 30

feet of the spite-spitter (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The spite-spitter Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within the area take a -6 penalty. Desecrating aura cannot be dispelled except by dispel evil or a similar effect. If the effect is dispelled, the spite-spitter can resume it as a free action on its next turn. Its desecrating aura is suppressed if a spite-spitter enters a consecrated or hallowed area, but the spite-spitter's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

**Dissolve Item (Su)** A spite-spitter can destroy any weapon or item of medium size or smaller (even magic ones, but not artifacts) by picking it up and dissolving it between its hands. The spite-spitter must make a successful disarm attempt to grab an item held by an opponent, at which point the items begins to dissolve. The item is entitled to a DC 28 Fortitude save to resist destruction. The save DC is Strength-based.

**Poison (Ex)** Injury, Fortitude DC 21, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

**Spiteful Gaze (Su)** Fear, 30 feet. A creature that meets the spite-spitter's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same spite-spitter's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Summon Undead (Su)** A spite-spitter can summon undead creatures once per 24 hour period: 7-12 wights, 2-5 bodaks, or 1-2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.





# Commander of Malice

## Succubus

**Size/Type:** Medium Outsider (Chaotic, Extraplanar, Evil)

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +1

**Speed:** 30 ft.

**Armor Class:** 20 (+1 Dex, +9 natural)

**Base Attack/Grapple:** +6/+7

**Attack:** claw +7 (1d6+1)

**Full Attack:** claw +7 (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Energy drain; spell-like abilities, summon demon

**Special Qualities:** Change shape (small or medium humanoid), DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues (Su)

**Saves:** Fort +6, Ref +6, Will +7

**Abilities:** Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26

**Skills:** Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting) (+10 bonus if using change shape), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19 (includes +8 racial bonus), Move Silently +10, Search +12, Spot +19 (includes +8 racial bonus), Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

**Feats:** Dodge, Mobility, Persuasive

**Challenge Rating:** 7

**Alignment:** Chaotic Evil

### Spell-Like Abilities

At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

### Special Abilities

**Energy Drain (Su)** One negative level plus suggestion spell, asking the victim to accept another kiss from the succubus. DC 21 Will save to negate the effect of the suggestion, DC 21 Fortitude save to remove a negative level)

**Summon Demon (Su)** Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

A succubus's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

## Vargouille

**Size/Type:** Small Outsider (Evil, Extraplanar)

**Hit Dice:** d8+1 (5 hp)

**Initiative:** +1

**Speed:** fly 30 ft (good)

**Armor Class:** 12 (+1 size, +1 Dex)

**Base Attack/Grapple:** +1/-3

**Attack:** bite +3 (1d4 plus poison)

**Full Attack:** bite +3 (1d4 plus poison)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Kiss, poison, shriek

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +3, Ref +3, Will +3

**Abilities:** Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8

**Skills:** Hide +11, Intimidate +3, Listen +5, Move Silently +7, Spot +5

**Feats:** Stealthy, Weapon Finesse

**Challenge Rating:** 2

**Alignment:** Neutral Evil

**Kiss (Su)** A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude 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 the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout 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 becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

**Poison (Ex)** Injury, Fortitude DC 12 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 Constitution-based and includes a +1 racial bonus.

**Shriek (Su)** A vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude 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. 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 Constitution-based and includes a +1 racial bonus



# Rise of the Drow

## Vemp

**Size/Type:** Tiny Outsider (Chaotic, Evil, Extraplanar)

**Hit Dice:** 3d8+3 (13 hp)

**Initiative:** +3

**Speed:** 40 ft, swim 30 ft.

**Armor Class:** 20 (+2 size, +3 Dex, +5 natural)

**Base Attack:** +3

**Attack:** Bite +8 melee (1d4 plus poison)

**Full Attack:** Bite +8 melee (1d4 plus poison)

**Space/Reach:** 2 1/5 ft./—

**Special Attacks:** Poison, spell-like abilities

**Special Qualities:** Alternate form, DR 5/lawful or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5

**Saves:** Fort +3, Ref +6, Will +4

**Abilities:** Str 10, Dex 16, Con 10, Int 11, Wis 12, Cha 14

**Skills:** Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)

**Feats:** Dodge, Weapon Finesse

**Challenge Rating:** 2

**Alignment:** Chaotic Evil

### Spell-Like Abilities

At will—*detect good, detect magic, mirror image* (self only)

2/day—*calm emotions* (DC 14). Caster level 6th. The save DC is Charisma-based.

In its natural form, a vemp looks like a lizard almost 2 feet long, with a strong tail the same length as the body, and weighs about 8 pounds. A vemp can use its tail to stand upright and reach about 2 feet in height. It almost always assumes this position to talk to another creature, either in Abyssal, Common, or Draconic.

Vemps are cautious, but not so hesitant as to pass up an opportunity for a surprise attack using their mirror image and alternate form ability. In its natural form, a vemp attacks with its wicked set of jagged teeth. It quickly darts out of reach if a foe manages to strike back effectively. A vemp's natural weapons, as well as any weapons it wields, are treated as evil-aligned and

chaotic-aligned for the purpose of overcoming damage reduction.

### Special Abilities

**Alternate Form (Su)** A vemp can assume another form at will as a standard action. Each vemp can assume one or two forms from the following list: Small or Medium viper snake, crocodile, squid, and toad.

**Poison (Ex)** Injury, Fortitude DC 13, initial damage 1 Str, 1 Dex, secondary damage 1 Con, 1 Int, 1 Wis, 1 Cha. The save DC is Constitution-based and includes a +2 racial bonus.

Once per week a vemp can use a special internal sac of venom to produce the same effect as the spell *unhallow* over a specified area. The spell that is attached to the area is always protection from energy (electricity or sonic). The ability otherwise works as the spell (caster level 12th).

## Venom Demon

**Size/Type:** Large Outsider (Chaotic, Extraplanar, Evil)

**Hit Dice:** 14d8+84 (147 hp)

**Initiative:** +5

**Speed:** 40 ft.

**Armor Class:** 32 (-1 size, +5 Dex, +18 natural)

**Base Attack:** +14

**Attack:** ranseur +20 melee (2d6+9/x3 plus slow) or claw +19 melee (1d10+6)

**Full Attack:** ranseur +20 melee (2d6+9/x3 plus slow), claw +19 melee (1d10+6)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Fear aura, slow, spell-like abilities, summon demon

**Special Qualities:** DR 10/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10 and fire 10, regeneration 5, see in darkness, SR 25, telepathy 100 ft.

**Saves:** Fort +15, Ref +14, Will +15

**Abilities:** Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20

**Skills:** Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)





# Commander of Malice

**Feats:** Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (ranseur)

**Challenge Rating:** 13

**Alignment:** Chaotic Evil

## Spell-Like Abilities

At will—*cloudkill* (DC 20), *enervation* (DC 19), *fly*, *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *shout* (DC 19), *unholy aura* (DC 23). Caster level 13th. The save DCs are Charisma-based.

A venom demon is about 13 feet tall and weighs about 650 pounds.

A venom demon prefers to fight only when doing so frees it from obligations, but it never hesitates to attack when it deems a battle unavoidable—or certain to end in its victory. A venom demon's natural weapons, as well as any weapons it wields, are treated as evil-aligned and chaotic-aligned for the purpose of overcoming damage reduction.

## Special Abilities

**Fear Aura (Su)** 10-foot-radius; DC 22 Will save or be affected as though by a fear spell (caster level 13th). A creature that successfully saves cannot be affected again by the same venom demon's aura for 24 hours. Other demons are immune to the aura. The save DC is Charisma-based.

**Regeneration (Ex)** A venom demon takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

**Slow (Su)** A hit from a venom demon's bite or ranseur delivers bone-freezing venom. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. The save DC is Constitution-based.

**Summon Demon (Sp)** Once per day an venom demon can attempt to summon 2d10 dretches, 1d6 babaus or 2d4 vrocks with a 50% chance of success, or another venom demon with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

## Venomwright

**Size/Type:** Medium Undead (Water)

**Hit Dice:** 32d12 (208 hp)

**Initiative:** +12

**Speed:** 60 ft, swim 60 ft.

**Armor Class:** 46 (+8 Dex, +28 natural)

**Base Attack:** +16

**Attack:** Claw +39 melee (3d8+25 plus venom-fire, Crit 19-20/2) or skull butt +32 melee (2d6+10 plus venom-fire)

**Full Attack:** Claw +39 melee (3d8+25 plus venom-fire, Crit 19-20/2), skull butt +32 melee (2d6+10 plus venom-

fire)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Rend 6d8+31, venom-fire, spell-like abilities

**Special Qualities:** DR 10/bludgeoning and good, SR 34, undead traits, venom aura, water subtype

**Saves:** Fort +14, Ref +18, Will +24

**Abilities:** Str 52, Dex 27, Con —, Int 10, Wis 22, Cha 28

**Skills:** Jump +21, Intimidate +44, Knowledge (religion) +35, Listen +43, Spot +43

**Feats:** Cleave, Great Cleave, Greater Weapon Focus (claw), Greater Weapon Specialization (claw), Improved Critical (claw), Improved Initiative, Improved Natural Weapon, Improved Sunder, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

**Challenge Rating:** 20

**Alignment:** Chaotic Evil

## Spell-Like Abilities

At will—*cloudkill*, *control weather*, *dimension door*, *solid fog*, *spell immunity* (lightning bolt), *stinking cloud* (a venomwright is immune to the effects of a *stinking cloud* spell). Caster level 20th; save DC 19 + spell level. The save DCs are Charisma-based.

A venomwright's natural weapons are treated as chaotic and evil for the purpose of overcoming damage reduction.

## Special Abilities

**Rend (Ex)** If the venomwright hits with both of its claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+31 points of damage.

**Venom Aura (Su)** A 10-foot-radius spread acidic aura surrounds a venomwright. All creatures that are either undead or the water sub-type in the field (including the venomwright) are treated as if having turn resistance +6 and fast healing 10. Creatures subject to acid damage take 2d10 points of acid damage each round they remain within the acid aura.

**Venom-Fire (Su)** When a venomwright deals damage to a living opponent, a venom-green flame begins to burn on the opponent's body. If the opponent fails a DC 32 Fortitude save, it takes 4 points of permanent Constitution drain. The opponent must continue to save every round for the next 4 rounds (5 rounds total) to avoid being permanently drained of an additional 4 points of Constitution per round. The venomwright regains 10 lost hit points whenever it drains 4 points of Constitution, gaining any excess hit points as temporary hit points. These temporary hit points last a maximum of 1 hour. If the opponent is slain by venom-fire, small pools of now-venomous blood and ichor from the victim remain. The save DC is Charisma-based.



# Rise of the Drow

## Acid Naga

CR 11

XP 12,800

LE Large Aberration 4th level Monk

Init +6; Senses darkvision 60 ft.; Perception +21

### DEFENSE

AC 24 (-1 size, +6 Dex, +5 natural, +3 Wis, +1 Monk)

hp 114 (8d8+40)

Fort +11, Ref +14, Will +13

### OFFENSE

Speed 40 ft., swim 60 ft

Melee Bite +13 (2d6+5 plus poison), tail slap +8 (1d8+2)

OR flurry of Blows +11/+11/+6 melee (2d6+5)

Space 10 ft.; Reach 10 ft.

SA ki strike, poison, spells, stunning fist; SQ amphibious, fast movement, immune to acid and poison, ki pool (5 pts.), slow fall (20 ft.), still mind

Spell Known (CL 7th; concentration +11)

3rd (5/day)—*protection from energy, suggestion* (DC 17)

2nd (7/day)—*eagle's splendour, ghoul touch* (DC 16), *mirror image*;

1st (7/day)—*expeditious retreat, magic missile, ray of enfeeblement, shield, true strike*;

0th (at will)—*detect magic, flare* (DC 14), *light, mage hand, read magic, resistance, touch of fatigue* (DC 14)

### STATISTICS

Str 20, Dex 23, Con 20, Int 11, Wis 17, Cha 19

Base Atk +9; CMB +15; CMD 33

Feats Combat Casting, Combat Reflexes, Dodge, Eschew Materials<sup>B</sup>, Evasion, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Stunning Fist Skills Bluff +8, Knowledge (local) +4, Knowledge (religion) +7, Perception +21, Spellcraft +11, Stealth +20, Swim +17

Languages

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 saves.

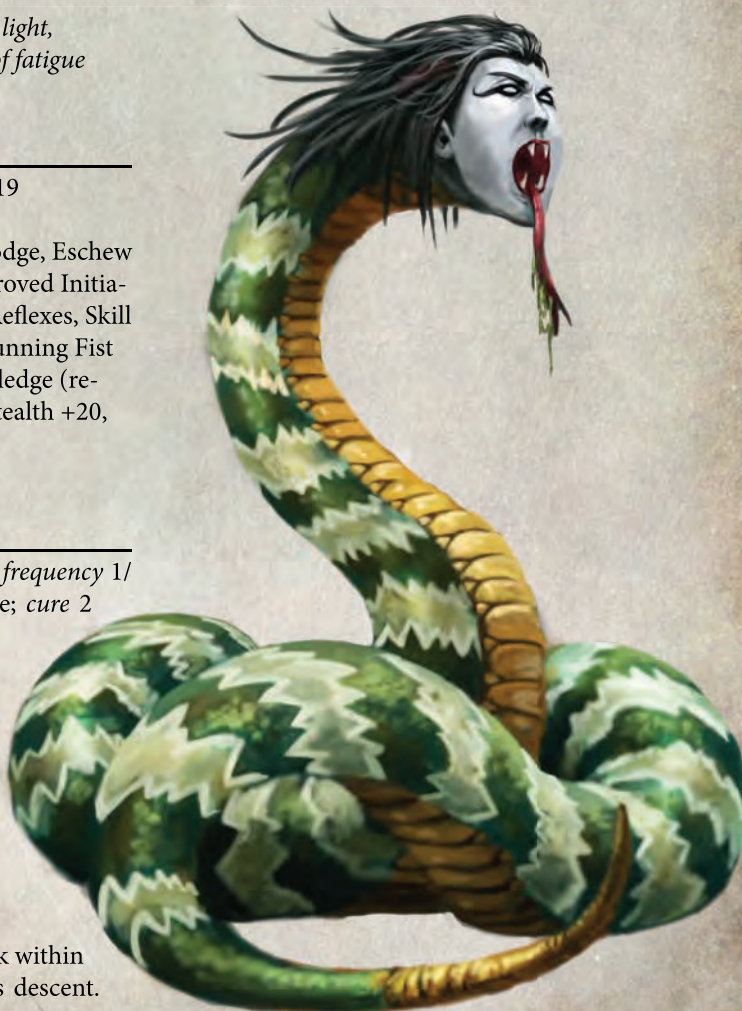
**Spells** An acid naga casts spells as a 7th-level sorcerer.

**Ki Strike (Su)** At 4th level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

**Slow Fall (Ex)** At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent.

When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

**Still Mind (Ex)** A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.





# Commander of Malice

## Aseadweed

CR 20

XP 307,200

NE Colossal plant (water)

Init +3; Senses blindsight 240 ft., low-light vision; Perception +43

### DEFENSE

AC 37 (-1 Dex, +36 natural, -8 size)

hp 418 (31d8+279)

Fort +26, Ref +11, Will +19, Will +43

### OFFENSE

Speed 10 ft., swim 10 ft.

Melee Bite +32 (6d6+16 plus grab, Crit 19-20/x2), 4 tendrils +27 (3d8+8 plus grab, Crit 19-20/x2)

Space 30 ft.; Reach 30 ft.

SA Constrict (3d8+16), swallow whole (20d8 acid, AC 28, 41 hp), weed spores

### STATISTICS

Str 42, Dex 9, Con 29, Int 18, Wis 28, Cha 29

Base Atk +23; CMB +47 (+51 grapple); CMD 56 (can't be tripped)

Feats Awesome Blow, Critical Focus, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (tendrils), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (bite), Weapon Focus (tendrils) Skills Knowledge (dungeoneering) +35, Knowledge (geography) +35, Knowledge (nature) +35, Perception +43, Sense Motive +40, Swim +33

SQ Grasping tendrils, plant traits, resistant to acid 30, Water Subtype

### SPECIAL ABILITIES

**Grasping Tendrils (Ex)** Sticky, arm-length tendrils cover an aseadweed. An aseadweed can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it takes a -20 penalty to its CMB to make and maintain the grapple (+31 CMB with tendrils). The aseadweed does not gain the grappled condition while grappling a creature with its tendrils.

**Weed Spores (Su)** Once every 1d4 rounds an aseadweed can release a cloud of burning acidic spores. These weed spores are treated as a 100-foot-cone breath weapon.

The burning spores deal 20d8 points of damage to all creatures and structures in the area, or half damage to any creatures that make a Reflex save (DC 34). The DC is Charisma-based.

## Bebilith

CR 12

XP 9,600

CE Huge Outsider (Chaotic, Evil, Extraplanar)

Init +5; Senses darkvision 60 ft, scent; Perception +16

### DEFENSE

AC 22 (-2 size, +1 Dex, +13 natural)

hp 150 (12d10+84)

Fort +15, Ref +11, Will +7

DR 10/good

### OFFENSE

Speed 40 ft., climb 20 ft.

Melee Bite +19 (2d6+9 plus rot) and 2 claws +19 (2d4+9, Crit 19-20/x2)

Space 15 ft.; Reach 15 ft.

SA Dismantle armor (Ex, DC 25 Reflex to save), penetrating strike (Su), web (+11 ranged, DC 23, 12 hp); Spell-Like Abilities (CL 12th)

At will—*plane shift* (bebilith only)

### STATISTICS

Str 28, Dex 12, Con 24, Int 11, Wis 13, Cha 13

Base Atk +12, CMB +23; CMD 34 (46 vs. trip)

Feats Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack Skills Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +16, Survival +16; Racial Modifiers +8 Stealth

Languages Abyssal (cannot speak); telepathy 100 ft.

### SPECIAL ABILITIES

**Dismantle Armor (Ex)** If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

**Penetrating Strike (Su)** A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

**Rot (Su)** A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.



# Rise of the Drow

## Bodacolumn

CR 15

XP 51,200

NE Large undead (extraplanar)

Init +5; Senses darkvision 60 ft. Perception +25

### DEFENSE

AC 29 (-1 size, +1 Dex, +1 dodge, +18 natural)

hp 220 (21d8+120)

Fort +12, Ref +12, Will +13

### OFFENSE

Speed 5 ft

Melee 2 slams +20 (3d6+5, Crit 19-20/x2)

Space 10 ft.; Reach 10 ft.

SA Death gaze

### STATISTICS

Str 37 Dex 16, Con —, Int —, Wis 10, Cha 10

Base Atk +15; CMB +21; CMD 33

Feats Ability Focus (death gaze), Dodge, Great Fortitude, Improved Initiative, Improved Critical, Improved Natural Attack, Lightning Reflexes (2), Mobility, Toughness, Weapon Focus (slam)

Skills Intimidate +27, Perception +25, Stealth +25

SQ Compact, DR 10/cold iron, immune to electricity, resistance to acid and fire 10, telepathy 60 ft., undead traits, vulnerability to sunlight

### SPECIAL ABILITIES

**Compact (Ex)** Although bodacolumns are large creatures, they employ a space/reach category that is one size smaller.

**Death Gaze (Su)** 1d4 negative levels, 30 feet; Fortitude DC 20 negates. The save DC is Charisma-based. This can be used in all directions at the same time, thanks to the use of multiple pairs of bodak eyes. Humanoids that die from this attack start to transform into bodacolumns immediately. This change takes a number of rounds equal to the victims Constitution score and can be stopped by raising or resurrecting the PC. Once the transformation is complete, only a wish or miracle can restore the character to a form that can then be raised or resurrected. Once a column is created, it is initially only be able to direct its gaze in one direction. As other victims fall foul of the attack, the established column moves towards the transforming humanoid and absorbs it into its body. This then creates another direction for the gaze attack to be focused. A bodacolumn absorbs 3 humanoids to reach its full potential, and then lets new columns be created.

**Vulnerability to Sunlight (Ex)** Bodacolumns are affected by sunlight in the same way their source bodaks are, and its merest touch burns their structure. Each round of exposure to direct sunlight deals 1d3+2 points of damage to a bodacolumn.

## Cannon Golem

CR 15

XP 51,200

N Large construct

Init +7; Senses darkvision 60 ft., low-light vision; Perception +2

### DEFENSE

AC 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, -1 size)

hp 140 (20d10+30)

Fort +6, Ref +13, Will +8

DR 15/adamantine; Immune construct traits, magic

### OFFENSE

Speed 30 ft.

Melee 2 slams +29 (2d10+10)

Ranged cannon +26/+21 (6d6+7/19-20/x4)

Space 10 ft.; Reach 10 ft.

Special Attacks cannon

### STATISTICS

Str 30, Dex 24, Con —, Int —, Wis 15, Cha 2

Base Atk +20; CMB +31; CMD 48

Feats Improved Critical (cannon)<sup>B</sup>

SQ alloyed, blasting critical, gun training

### SPECIAL ABILITIES

**Alloyed (Ex)** A cannon golem's slam and cannon attacks count as adamantine, cold iron, and silver for the purpose of overcoming damage reduction.

**Blasting Critical (Ex)** When a cannon golem confirms a critical hit with a slam attack, it can make one cannon attack against that target as a free action (as long as the cannon is loaded).

**Cannon (Ex)** The golem's cannon has a range increment of 100 feet and deals 6d6 points of bludgeoning and piercing damage on a hit with a ×4 critical modifier. The cannon's magazine can hold up to 20 cannonballs at a time—reloading a single cannonball into this magazine is a standard action for the golem, while loading a cannonball into the cannon itself to fire it is a swift action; this allows the golem to take two shots per round with the cannon.

**Gun Training (Ex)** A cannon golem adds its Dex modifier to the damage dealt by its cannon.

**Immunity to Magic (Ex)** A cannon golem is immune to spells and spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- Any spell with the water descriptor that affects a cannon golem renders its cannon unusable for 1 round (no save).



# Commander of Malice

- A heat metal spell causes the golem's cannon to instantly backfire, dealing 6d6 points of damage to the golem and staggering it for 1 round (no save).

A cannon golem's internal workings are a mechanical labyrinth; its extradimensional pockets constantly process new black powder. A cannon golem stands 12 feet tall.

A cannon golem is built from 2,000 pounds of adamantite, brass, cold iron, and mithral.

## Cannon Golem

CL 17th; Price 200,000 gp

### Construction

**Requirements** Craft Construct, *geas/quest*, *limited wish*, *plane shift* or *secret chest*, creator must be caster level 17th; Skill Craft (siege engine) and Knowledge (engineering) DC 25; Cost 105,000 gp

## Fiendish Deinonychus CR 18 of the Goddess

XP 153,600

CE Medium magical beast

Init +2; Senses xx; Perception +33

### DEFENSE

AC 49 (+10 Dex, +5 natural, +12 goddess's insight, +12 goddess's luck)

hp 128 (4d8+48+48)

Fort +26, Ref +24, Will +19 (all saves includes +10 goddess's luck)

### OFFENSE

Speed 180 ft.

Melee 2 talons +38 (2d6+30), bite +38 (1d6+30), foreclaws +33 (1d4+25) [all attacks include +25 goddess's luck, all damage includes +20 goddess's luck]

Space 5 ft.; Reach 5 ft.

SA pounce, smite good (1/day, +9 bonus to damage against good foe), spell-like abilities

Spell-like Abilities

3/day—*greater dispel magic*, *haste*, *see invisibility*  
At 15th caster level.

### STATISTICS

Str 30, Dex 30, Con 34, Int 17, Wis 27, Cha 29

Base Atk +3; CMB +5; CMD 17

Feats Acrobatic, Improved Natural Attack (talons), Run

Skills Acrobatics +37 (+97 jump, +101 jump after run), Climb +27, Perception +33, Stealth +33, Swim +27; Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth (all skills include +10 goddess's competence)

Languages

SQ DR 10/epic, darkvision 60 ft., fast healing 20 (goddess's health), low-light vision, resistant to cold and fire 10, scent, SR 43

### SPECIAL ABILITIES

**Pounce (Ex)** When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability). This attack gains a +13 goddess's insight bonus.

A creature of the goddess's natural weapons are treated as epic for the purpose of overcoming damage reduction. A creature of the goddess gains one additional feat.





# Rise of the Drow

## Despair

CR 20

XP 307,200

NE Medium monstrous humanoid (former human)

Init +19; Senses blindsight 60 ft.; Perception +30

### DEFENSE

AC 38 (+1 dodge, +15 Dex, +12 insight)

hp 290 (20d10+120)

Fort +15, Ref +27, Will +19

### OFFENSE

Speed 30 ft

Melee +10 *merciful dagger of defeat* +46/+41/+36/+31 (1d4+21, Crit 17-20/x2)

Space 5 ft.; Reach 5 ft.

SA crippling strike, crushing despair gaze, opportunist, sneak attack +10d6

Spell-Like Abilities (20th)

At will—*shadow walk* (DC 26)

3/day—*true strike*

### STATISTICS

Str 32, Dex 40, Con 28, Int 26, Wis 25, Cha 30

Base Atk +20; CMB +21; CMD 57

Feats Combat Expertise, Critical Focus, Dodge, Improved Initiative, Improved Critical (dagger), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (dagger), Whirlwind Attack

Skills Acrobatics +38, Bluff +33, Climb +34, Diplomacy +33, Intimidate +33, Knowledge (Planes) +31, Perception +30, Sense Motive +30, Stealth +38 (+58 to move silently), Survival +30

Languages

SQ DR 10/epc, quiescence, spell-like abilities, SR 35

### SPECIAL ABILITIES

**Crippling Strike (Ex)** This ability functions like the rogue class feature of the same name.

**Crushing Despair Gaze (Su)** Viewing the despair's face inspires a sense of hopelessness. Creatures that meet the despair's gaze must succeed at a Will save (DC 30) or suffer the effects of a crushing despair spell as cast by a 20th-level caster. The DC is Charisma-based.

**Defeat** A defeat weapon excels at attacking one type of creature, always the type of creature the wielder was before it became a despair. Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus. Further, it deals +4d6 points of bonus damage against the foe, and if it scores a successful critical hit against the foe, that creature must make a Fortitude save (DC 27) or be instantly reduced to 0 hp and teleported in a random direction 100 miles times the level of the wielder.

**Quiescence (Su)** A despair is constantly silent, as per the *silence* spell, although the area does not extend beyond the creature itself. This quality gives it a +20 racial bonus on Move Silently checks (it is still possible for a despair to create noise, such as by bumping into something that scrapes on the floor or by sounding a chime). The gloom can lower this effect at will, and always does so when facing an enemy of its own previous type, when it sets to a terrible wailing of anguish.

**Sneak Attack (Ex)** A gloom is able to sneak attack as a 20th-level rogue, dealing 10d6 extra damage.

A despair is the corrupted and defeated remains of a powerful and capable adventurer that has seemingly died on a plane that is of an entirely different alignment to him, has been left behind by his allies for whatever reason, and now cannot return home. While despairs are usually originally Good and Lawful creatures left behind on planes connected with Evil and Chaos, that isn't always the case. Despairs roam the plane they have been abandoned on, driven by anger at their demise, looking for ways to take their revenge, especially against other visitors to the plane. They may initially appear completely reasonable, but swiftly move from a semblance of diplomacy to bluffing, and then intimidation, to take what they want from travelers and have their own way.

Occasionally, despairs from the same adventuring group gather together in a pitiful, yet deadly parody of their former band. The group is unstable, however, and the transformation from harmony to discord can take but a round. Groups of despairs hold together long enough to defeat any party they come across; the subsequent fighting over spoils is jaw-dropping, with many items, particularly those that allow inter-planar travel, being destroyed during the argument, so that no one can have them and leave the others behind.



# Commander of Malice

## Ebony Ooze

CR 13

XP 25,600

N Colossal Ooze

Init -6; Senses blindsight 60 ft.; Perception -5

### DEFENSE

AC 0, touch 5, flat-footed 2 (-8 size, -6 Dex)

hp 185 (10d8+140)

Fort +17, Ref -3, Will -2

### OFFENSE

Speed 15 ft.

Melee slam +11 (3d6+18 plus 1d6 acid)

Space 30 ft.; Reach 30 ft.

SA engulf, paralysis

### STATISTICS

Str 34, Dex —, Con 38, Int —, Wis 1, Cha 1

Base Atk +7; CMB +27; CMD 31 (can't be tripped)

Feats —

Skills —

SQ immune to electricity, ooze traits

### SPECIAL ABILITIES

**Acid (Ex)** An ebony cube's acid is more powerful than a common gelatinous cube, able to dissolve even metal. Any melee hit or engulf attack deals 1d6 acid damage and the opponent's armor and clothing dissolve and become useless immediately unless he succeeds on a DC 20 Reflex save. A metal or wooden weapon that strikes an ebony cube also dissolves immediately unless it succeeds on a DC 20 Reflex save. The cube's acidic touch deals 20 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Engulf (Ex)** Although it moves slowly, an ebony cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The ebony cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 27 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

**Paralysis (Ex)** An ebony cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 29 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

## Gift of the Goddess

CR 20

XP 307,200

NE Colossal Advanced Spider Zombie

Init +3; Senses tremorsense 60 ft.; Perception -5

### DEFENSE

AC 32 (-8 size, +3 Dex, +29 natural)

hp 451 (82d8+82)

Fort +27, Ref +30, Will +43

### OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +65 (4d6+19 plus poison) or slam +65 (4d6+19)

Space 30 ft.; Reach 30 ft.

SA poison

### STATISTICS

Str 37, Dex 16, Con —, Int —, Wis 10, Cha 10

Base Atk +60; CMB +81; CMD 94

Feats Toughness

Skills —

SQ DR 5/slashing, staggered, undead traits

### SPECIAL ABILITIES

**Poison (Ex)** A monstrous spider has a poisonous bite—injury; save Fort DC 28; frequency 1/round for 4 rounds; effect 2d4 Strength damage; cure 1 save. Usually a zombie spider would lose its poison special attack, but its link to the surrounding Sea of Venom on the demiplane allows it to deal the same poison damage as it had been able to when alive.

**Tremorsense (Ex)** A spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs. Usually a zombie spider would lose this quality, but its link to the surrounding Sea of Venom allows it to use the ability as it had been able to when alive.



# Rise of the Drow

## Hydra, Nine-Headed CR 10 Venomous

XP 9,600 (2 equals CR 12)

N Huge magical beast

Init +1; Senses darkvision 60 ft., low-light vision; Perception +14

### DEFENSE

AC 19 (-2 size, +1 Dex, +10 natural)

hp 94 (9d10+45)

Fort +10, Ref +9, Will +5

### OFFENSE

Speed 20 ft., swim 20 ft.

Melee 9 bites +12 (1d8+4 plus poison)

Space 15 ft.; Reach 10 ft.

SA pounce, 9 breath weapons (10-ft. by 10-ft. by 20-ft. cloud, DC 18, 1/round for 4 rounds, effect 1 Con)

### STATISTICS

Str 18, Dex 12, Con 18, Int 2, Wis 11, Cha 9

Base Atk +9; CMB +15; CMD 26 (can't be tripped)

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

Skills Perception +14, Swim +12; Racial Modifiers +2 Perception

SQ fast healing 9, hydra traits, immune to poison, regenerate head

### SPECIAL ABILITIES

**Fast Healing (Ex)** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

**Hydra Traits (Ex)** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

**Regenerate Head (Ex)** When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire

damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

## Lord Tarranace Cursanier Titan Companion CR 22

XP 614,400

Male titan bard 1

CE Colossal outsider (chaotic, evil, extraplanar)

Init +4; Senses darkvision 120 ft., true seeing; Perception +31

### DEFENSE

AC 38, touch 2, flat-footed 38 (+12 armor, +24 natural, -8 size)

hp 471 (23d10+345)

Fort +22, Ref +15, Will +20; +8 resistance vs. mind-affecting

DR 15/lawful and epic; Immune aging, death effects, disease; SR 33

### OFFENSE

Speed 60 ft. (40 ft. in armor)

Melee +3 unholy battleaxe +37/+32/+27/+22 (6d6+22, Crit 19-20/x3), claw +29 (2d8+19) or 2 claws +34 (2d8+19)

Ranged rock +16/+11/+6/+1 (4d6+28)

Space 30 ft.; Reach 30 ft.

Special Attacks godslayer, rock throwing (100 ft.), trample (2d8+28, DC 40)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*air walk*, *mind blank*, *spell turning*, *true seeing*

At will—*bestow curse* (DC 21), *break enchantment*, *divination*, *greater dispel magic*, *sending*

3/day—*disintegrate* (DC 23), *greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)

1/day—*greater planar ally*, *imprisonment* (DC 26), *meteor swarm* (DC 26), *true resurrection*

### STATISTICS

Str 49, Dex 10, Con 41, Int 27, Wis 20, Cha 24

Base Atk +23; CMB +50; CMD 60

Feats Awesome Blow, Bleeding Critical, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Bluff +33, Craft (any one) +34, Diplomacy +30, Intimidate +33, Knowledge (arcana, history, and planes) +34, Knowledge (religion) +31, Perception +31, Perform (oratory) +30, Ride +18, Sense Motive +31, Spellcraft +34, Stealth +5, Use Magic Device +33

Languages Abyssal, Celestial, Common; telepathy 300 ft. SQ change shape (any humanoid, alter self)





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# Adventure Bestiary

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# Rise of the Drow

## Matron Mother Maelora CR 23 Dark Angel, Eclipse, Agent of the Goddess

*This tall but emaciated looking humanoid creature has barely-glittering ruby eyes, gray skin, and a single pair of ragged, black wings.*

XP 819,200

NE Large outsider (dark angel, extraplanar, evil)  
Init +9; Senses darkvision 60 ft., low-light vision, detect good, detect snares and pits, true seeing; Perception +33  
Aura protective aura

### DEFENSE

AC 44, touch 11, flat-footed 42 (+14 armor, +1 Dex, +1 dodge, +19 natural, -1 size; +4 deflection vs. good)  
hp 363 (22d10+242); regeneration 15 (good artifacts, effects, and spells)  
Fort +25, Ref +14, Will +23; +4 vs. poison, +4 resistance vs. good  
DR 15/epic and good; Immune acid, fire, petrification; Resist cold 10, electricity 10; SR 34

### OFFENSE

Speed 50 ft., fly 150 ft. (good) (35 ft., fly 100 ft. [good] in armor)  
Melee +5 *dancing heavy flail* +35/+30/+25/+20 (2d8+18, Crit 19-20/x2) or slam +30 (2d8+13)  
Ranged +5 *repeating heavy crossbow* +31/+26/+21/+16 (2d8+5 *plus slaying bolt*, Crit 19-20/x2)  
Space 10 ft.; Reach 10 ft.  
Spell-Like Abilities (CL 20th; concentration +27)

Constant—*detect good, detect snares and pits, glibness* (DC 21), *true seeing*  
At Will—*aid, animate objects, bestow curse* (DC 20), *cause fear* (DC 18), *commune, contagion* (DC 20), *continual flame, death knell* (DC 19), *dimensional anchor, greater dispel magic, imprisonment* (DC 26), *invisibility* (self only), *resist energy, summon monster VII, speak with dead* (DC 20), *unholy blight* (DC 21), *waves of fatigue*

3/day—*blade barrier* (DC 23), *destruction* (DC 24), *earthquake* (DC 25), *harm* (DC 23), *mass charm monster* (DC 25), *permanency, waves of exhaustion*  
1/day—*greater restoration, power word blind, power word kill, power word stun, prismatic spray* (DC 24), *wish*

Spells Prepared (CL 20th; concentration +28)

9th—*energy drain* (DC 27), *etherealness, mass harm, miracle*

8th—*fire storm* (DC 26), *mass inflict critical wounds* (2), *unholy aura* (2) (DC 26)

7th—*blasphemy* (DC 25), *destruction* (DC 25), *dictum* (DC 25), *ethereal jaunt, regenerate*

6th—*banishment* (DC 24), *forbiddance, harm* (DC 24), *mass inflict moderate wounds, word of recall*

5th—*break enchantment, dispel good* (DC 23), *plane shift* (DC 23), *righteous might, slay living* (DC 23), *symbol of sleep* (DC 23)

4th—*death ward, dismissal* (DC 22), *inflict critical wounds* (3), *poison* (2) (DC 22)

3rd—*deeper darkness, inflict serious wounds, invisibility purge, magic circle against good, prayer, protection from energy, wind wall*

2nd—*align weapon, bear's endurance, bull's strength, desecrate, eagle's splendor, inflict moderate wounds* (2)

1st—*bane, divine favor, entropic shield, inflict light wounds* (3), *shield of faith*  
0—*detect magic, purify food and drink, stabilize, virtue*

### STATISTICS

Str 28, Dex 20, Con 30, Int 23, Wis 27, Cha 25  
Base Atk +22; CMB +32; CMD 47

Feats Cleave, Deadly Aim, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness  
Skills Craft (any one) +31, Diplomacy +32, Fly +32, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +21, Survival +31  
Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (alter self)

Dark angels speak Infernal, Celestial, and Draconic, though they can speak with almost any creature because of their *tongues* ability.





# Commander of Malice

An eclipse has a deep and commanding voice, and stands over 9 feet tall. However, it is unnaturally thin for a creature of its height and only weighs about 200 pounds.

Eclipses are dread champions of evil. Only the most potent celestials approach their power. Even more fearsome than their +5 *dancing heavy flails* are their +4 *repeating heavy crossbows* that create any sort of slaying bolt when cocked. An eclipse's natural weapons, as well as any weapon it wields, are treated as evil-aligned and epic for the purpose of overcoming damage reduction.

Dark angels can be of any Evil alignment. Regardless of their alignment, dark angels never speak entirely honestly and always attempt to manipulate their way to gain, hiding their true meaning. They are immeasurably dishonorable in all their dealings and often prove the most untrustworthy and duplicitous of all the fiendish types.

All dark angels are favored with extremely good looks, although their actual appearances vary widely. However, on closer inspection, these good looks are flawed. Dark angels are also prone to swift anger, usually well hidden, which changes their physical appearance beyond all reasonable levels.

## SPECIAL ABILITIES

**Dark Angel Subtype** Dark angels are a race of fiendish types, or evil outsiders, native to the evil-aligned outer planes. A dark angel possesses the following traits (unless otherwise noted in a specific creature's entry):

Darkvision 60 feet and low-light vision  
Immunity to acid, fire, and petrification  
Resistance to cold 10 and electricity 10  
+4 racial bonus on saves against poison

**Protective Aura (Su)** Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the dark angel. Otherwise, it functions as a magic circle against good effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals dark angel's HD). The defensive benefits from the circle are not included in a dark angel's statistics block

**Slaying Bolt (Su)** An eclipse's repeating heavy crossbow needs no ammunition, and automatically creates any type of slaying arrow of the eclipse's choice when drawn.

**Spells** Eclipses can cast divine spells as 20th-level clerics. They do not gain access to domains or other cleric abilities.

**Truespeech (Su)** All dark angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to dark angel's Hit Dice). This ability is always active.

## Nicoaleta

CR 16

### The Twilight Daughter

XP 76,800

Female drow malefactor 17

CE Medium Humanoid (elf)

Init +7; Senses curse sense, darkvision 120 ft., low-light vision; Perception +23

Aura aura of misfortune

## DEFENSE

AC 21, touch 16, flat-footed 18 (+5 armor, +3 Dex, +3 deflection)

hp 190 (17d8+96)

Fort +13, Ref +17, Will +14; +2 vs. enchantments

Defensive Abilities maledictions (benign weapon [DC 22], curse weapon [DC 22], dolt's grace [DC 22], eye of the storm [DC 22], feast of fate [DC 22], foolschant, fray [DC 22], taboo [DC 22], unwilling bodyguard), curse-bound, dire displacement, discord; Immune magic sleep; Resist elven immunities; SR 23  
Weakness light blindness

## OFFENSE

Speed 30 ft.

Melee *Pioltrocul* +17/+12/+7 (1d6+3, Crit 19-20/x2)

Ranged *Khaos' Kiss* +17 (1d4+2+2d6 vs. Lawful, Crit 17-20/x2)

Special Attacks harrowing strike

Spell-Like Abilities (CL 17th; concentration +19)

At Will—*cursebreaker*

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

## STATISTICS

Str 13, Dex 17, Con 18, Int 14, Wis 18, Cha 15

Base Atk +12; CMB +13; CMD 29

Feats Critical Focus, Extra Strife, Improved Critical (Hand crossbow), Improved Initiative, Point Blank Shot, Throw Anything, Toughness +17, Vital Strike, Weapon Finesse, Weapon Focus (Hand crossbow)  
Skills Acrobatics +12, Bluff +10, Climb +10, Escape Artist +8, Handle Animal +10, Heal +7, Intimidate +12, Knowledge (dungeoneering) +10, Knowledge (history) +10, Knowledge (local) +8, Knowledge (planes) +10, Knowledge (religion) +10, Perception +23, Sense Motive +24, Sleight of Hand +8, Spellcraft +5, Stealth +14, Survival +10, Swim +5, Use Magic Device +12; Racial Modifiers +2 Perception

Languages Abyssal, Drow Sign Language, Elven, Undercommon

SQ anarchic, dancing, dread escalations, luck of the damned, malediction, poison use, reject defeat, steal victory, strife pool (14 points), strife surge

Combat Gear +2 *studded leather armor*, *Khaos' Kiss* (+2 *anarchic distanced hand crossbow*), 40 bolts, *Pioltrocul* (+2 *shortsword of dancing*), 36 gp, *necklace of fireballs II*, *ring of protection* +3



# Rise of the Drow

## SPECIAL ABILITIES

**Aura of Misfortune -4 (Su)** -4 to all saves in a 10-foot radius

**Benign Weapon (DC 22) (Su)** Once per round, as a free action, when the Malefactor is struck by an enemy wielding a manufactured melee weapon, he may use this Malediction to lessen its effectiveness, as Yla spirits cling to the weapon's striking surface and cushion its blows. Enemies who fail a Reflex save against this Malediction find that their weapons deal damage as if they were one size smaller for the duration of the effect. This effect does not stack. Dread Escalation: The Yla spirits clinging to the weapon twist and wrench at it, making the wielder take a -2 penalty on each attack made with it, for the duration of the effect. Cost: 1 Strife.

**Curse Sense (Su)** Detect cursed creatures or objects within 30 feet.

**Curse Weapon (DC 22) (Sp)** With this Malediction, a Malefactor may suppress the enhancement of, or even curse a magic weapon. Attended weapons are entitled to a Will save to resist the effect. You may remove enhancement bonuses or special abilities up to a +2 value, effective.

**Cursebound (Ex)** Immune to cursed items; +4 save vs. curses or hexes.

**Cursebreaker (At will) (Sp)** With this Malediction, a Malefactor may suppress the enhancement of, or even curse a magic weapon. Attended weapons are entitled to a Will save to resist the effect. You may remove enhancement bonuses or special abilities up to a +2 value, effectively cursing the weapon with -2 worth of penalties. Special abilities without an enhancement value cannot be targeted. An item that is reduced below +0 becomes cursed and any negative enhancement bonuses become penalties. Dread Escalation: For each point of Strife invested in the escalation, an additional -1 of penalties can be applied, up to a total of -5.

**Dire Displacement (Sp)** Enter a state of displacement as a swift action.

**Discord (Ex)** Creatures that team up against you impede each other.

**Dolt's Grace (DC 22) (Sp)** The target of this Malediction must make a Fort save or suffer a -5 profane penalty to skill checks for the duration of the effect. Dread Escala-

tion: The penalty increases to -10, and the save DC increases by 2. Cost: 1 Strife.

**Dread Escalations (Su)** Enhance the power of your Maledictions.

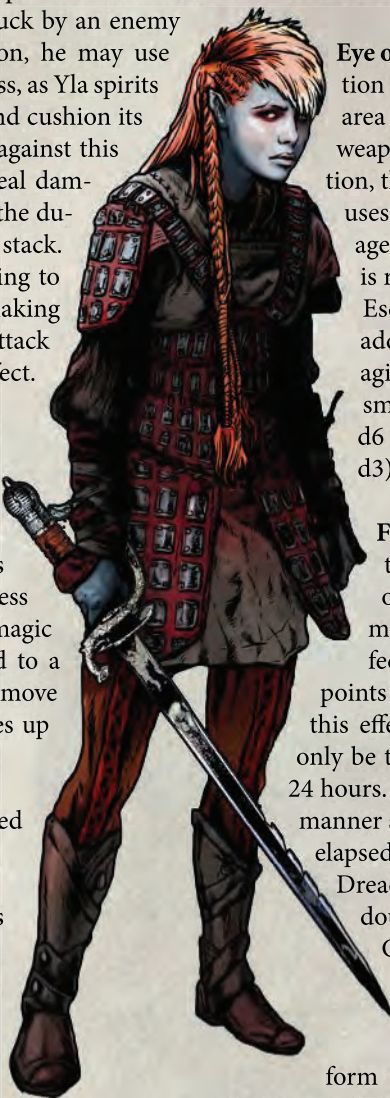
**Eye of the Storm (DC 22) (Su)** This Malediction reduces the effectiveness of damaging area effect spells and effects, such as breath weapons. For the duration of this Malediction, the target makes a Will save each time he uses an area effect that causes hit point damage, if he fails the save, each die of damage is reduced by 1, to a minimum of 1. Dread Escalation: In the case of a failed save, in addition to the normal effect, the damaging effect is expressed in dice one size smaller than normal (d10 is reduced to d8, d6 to d4, etcetera, to a minimum die size of d3). Cost: 3 Strife.

**Feast of Fate (DC 22) (Su)** The target of this Malediction must make a Will save, or be unable to benefit from natural or magical healing for the duration of the effect. The Malefactor gains 5 temporary hit points for each enemy that fails to save versus this effect, although an individual enemy can only be targeted with this Malediction once per 24 hours. The temporary hit points gained in this manner stack and go away after the duration has elapsed.

Dread Escalation: The duration of the effect doubles, and the save DC increases by 2. Cost: 2 Strife.

**Foolschant (Sp)** This cacophonous, nonsensical Malediction takes the form of an emanation from the Malefactor, permeating the extent of its range. For the duration of the effect, all spellcasters within this emanation must make Concentration checks equal to 5 + the spells level, or lose the spell. This is a sonic, mind-affecting effect. Dread Escalation: The concentration check DC increases to 10 + the spell's level. Cost: 2 Strife.

**Fray (DC 22) (Su)** This subtle Malediction breaks down and destroys fibrous materials like cloth, ropes, webs, and vines. Attended objects and magical effects are entitled to a Fort save to resist the effect. Otherwise, the targeted object (or 5' square of fibrous material) takes 5 points of damage per round, bypassing DR, for the duration of the effect, as Yla spirits pick it apart. Dread Escalation: The Malediction's destructive energy can be expended in a single round, in the form of an attempt to burst, shred, or break the obstruction. This works similarly to the area effect function of a shatter spell (centered anywhere within





# Commander of Malice

the Malediction's range), only targeting fibrous materials.  
Cost: 1 Strife

**Harrowing Strike** +4 to attack & damage, +1d6 bleed as touch attack that bypasses concealment plus a (+4 to attack & damage +1d6 bleed as touch attack that bypasses concealment plus a second strike [both at -2 to hit]).

**Malediction (60ft) (Su)** Your maledictions have a range of 60 feet.

**Reject Defeat (Ex)** Spend Strife to reroll a natural "1" on a save.

**Steal Victory (Su)** At 4th level, the Malefactor can stifle the luck of an opponent. As an immediate action, whenever a target within 10' rolls a d20 for an attack roll, the Malefactor may spend a point of Strife to force the target to roll two dice for their attack, and use the lowest roll. The Malefactor must do this before the result of the roll is known.

**Strife Pool (Ex)** You have a strife pool equal to 1/2 your malefactor level + your Wisdom modifier.

**Strife Surge (Ex)** On a creature's natural "1" reduce Strife cost by 1 for 1 round.

**Taboo (DC 22) (Sp)** With an imperious warning, a Malefactor can decree a single creature within the range of this Malediction to be taboo. Creatures that attempt to make a melee attack against, touch, or pass through the square occupied by a Taboo creature must make a Will save or become stunned for 1 round. A malefactor can also make a large or smaller unattended object taboo (Malefactors frequently use this malediction to cut off escape routes). Once a creature successfully saves against the Taboo malediction, he cannot be affected by it again for 24 hours. The malefactor can only have one taboo active at a given time. This is a sonic, mind affecting effect. Dread Escalation: Creatures that fail their saves against a Dread Taboo are blinded and deafened in addition to being stunned, and the effect lasts for an additional round. Cost: 3 Strife.

**Unwilling Bodyguard** A creature targeted with this Malediction must make a Will save or become irresistibly attractive to ranged attacks. While this Malediction is in effect, any ranged weapon attacks (but not magical ranged touch attacks, such as rays) that target the Malefactor and miss instead target the afflicted enemy, using the same modifiers as the original attack, as long as the enemy is within 10' of the Malefactor. A Malefactor can only have one creature under the effects of unwilling bodyguard at a time. Dread Escalation: If the creature affected by this Malediction is within 10 ft. of the Malefactor, the Malefactor is treated as having cover from ranged attacks. Cost: 2 Strife.

## Retriever

CR 11

XP 12,800

CE Huge construct (extraplanar)

Init +7; Senses darkvision 60 ft., low-light vision, Perception +15

### DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size)  
hp 137 (15d10+55); fast healing 5

Fort +7, Ref +10, Will +5

Defensive Abilities construct traits

### OFFENSE

Speed 50 ft.

Melee bite +19 (1d8+6 plus grab), 4 claws +19 (2d6+6/19-20)

Space 15 ft.; Reach 15 ft.

Special Attacks eye rays (+16 ranged touch)

Spell-Like Abilities (CL 20th)

At will—*discern location*

### STATISTICS

Str 22, Dex 16, Con —, Int 3, Wis 11, Cha 1

Base Atk +15; CMB +23 (+27 grapple); CMD 36 (40 vs. trip)

Feats Cleave, Improved Bull Rush, Great Fortitude, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Perception +15

Languages Abyssal (cannot speak)

SQ relentless

### SPECIAL ABILITIES

**Eye Rays (Su)** A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks—firing an eye ray does not provoke attacks of opportunity. The save DC for eye rays is 19—the save DC is Constitution-based, and includes a +2 racial bonus. The eye ray effects are the following.

*Fire:* Deals 12d6 fire damage (Reflex half).

*Cold:* Deals 12d6 cold damage (Reflex half).

*Electricity:* Deals 12d6 electricity damage (Reflex half).

*Petrification:* Target must succeed on a Fortitude save or turn to stone permanently.

**Relentless (Su)** A retriever is constantly under the effects of spider climb and water walk; these abilities cannot be dispelled.



# Rise of the Drow

## Spite-Spitter

CR 15

XP 76,800

CE Medium Undead (Extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +30

### DEFENSE

AC 31 (+4 Dex, +17 natural)

hp 143 (22d8+44)

Fort +11, Ref +13, Will +20

### OFFENSE

Speed 40 ft., climb 20 ft

Melee 2 slaps +24 (1d8+9/19–20 plus poison)

Space ft.; Reach ft.

SA desecrating aura, dissolve item, spiteful gaze, summon undead

Spell-Like Abilities (CL 22nd; concentration +29)

Constant—*detect magic*, see *invisibility*

At will—*deeper darkness*, *enervation* (DC 19),

*greater dispel magic*, *haste*, *unholy blight* (DC 19)

3/day—*crushing despair* (DC 19), *hold monster* (DC

20), *invisibility*, *quicken unholy blight* (DC 19)

1/day—*dismissal* (DC—see spell), *finger of death*

(DC 22), *plane shift* (DC 22), *summon* (level 7, 7–12

wights, 2–5 bodaks, or 1–2 dread wraiths)

### STATISTICS

Str 24, Dex 18, Con —, Int 20, Wis 20, Cha 18

Base Atk +15; CMB +22; CMD 36

Feats Combat Expertise, Combat Reflexes, Great

Fortitude, Greater Sunder, Improved Critical

(claws), Improved Disarm, Improved

Initiative, Improved Sunder, Im-

proved Unarmed Strike, Quicken

Spell-Like Ability (unholy blight), Stunning

Fist

Skills Climb +32, Diplomacy +31, Knowl-

edge (arcana) +30, Knowledge (religion)

+30, Perception +30, Sense Motive +30,

Spellcraft +30, Stealth +29 (+37 in

darkness); Racial Modifiers +8 Stealth

in dim light and darkness

SQ Aversion to holy water, DR 15/

silver and magic, immunity to cold,

SR 29, telepathy 100 ft., undead traits

### SPECIAL ABILITIES

**Aversion to Holy Water (Ex)** Spite-spitters take a -4 penalty on all attack rolls, saving throws, and skill checks for 1d4+2 rounds, at which point their natural venom replaces the water coating.

**Desecrating Aura (Su)** This ability works much like a desecrate spell, except that the spite-spitter is treated as the shrine. Undead within 30 feet of the spite-spitter

(including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD (the spite-spitter Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within the area take a -6 penalty. Cannot be dispelled except by dispel evil or a similar effect. If the effect is dispelled, the spite-spitter can resume it as a free action on its next turn. Its desecrating aura is suppressed if a spite-spitter enters a consecrated or hallowed area, but the spite-spitter's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

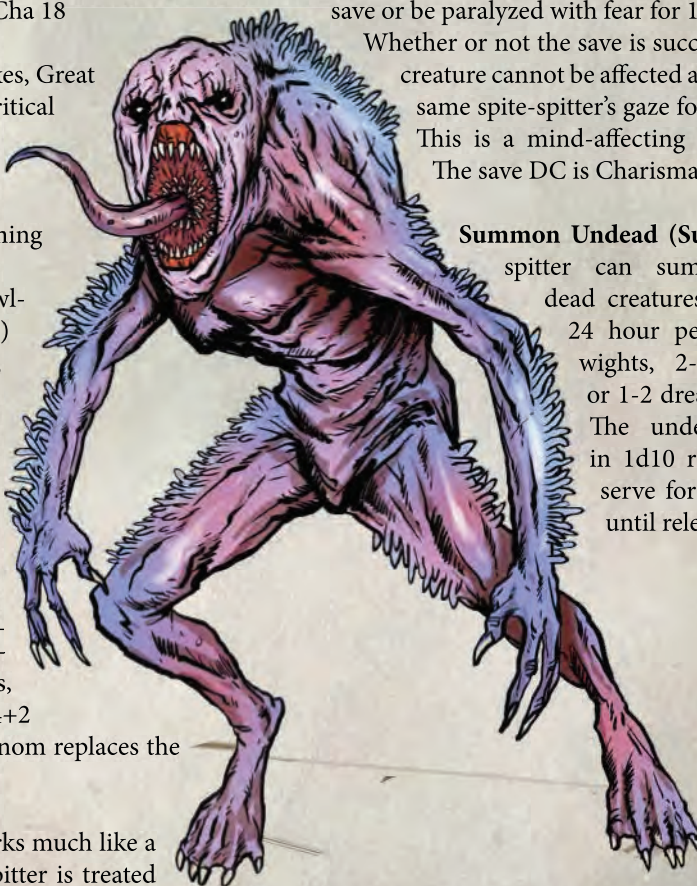
**Dissolve Item (Su)** A spite-spitter can destroy any weapon or item of medium size or smaller (even magic ones, but not artifacts) by picking it up and dissolving it between its hands. The spite-spitter must make a successful disarm attempt to grab an item held by an opponent, at which point the item begins to dissolve. The item is entitled to a DC 28 Fortitude save to resist destruction. The save DC is Strength-based.

**Poison (Ex)** Injury; save Fortitude DC 21, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

**Spiteful Gaze (Su)** Fear, 30 feet. A creature that meets the spite-spitter's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds.

Whether or not the save is successful, that creature cannot be affected again by the same spite-spitter's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Summon Undead (Su)** A spite-spitter can summon undead creatures once per 24 hour period: 7–12 wights, 2–5 bodaks, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.





# Commander of Malice

## Succubus

CR 7

XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar)  
Init +3; Senses darkvision 60 ft., detect good; Perception +21,

### DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 84 (8d10+40)

Fort +7, Ref +9, Will +10

DR 10/cold iron or good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 18

### OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+1)

Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

### STATISTICS

Str 13, Dex 17, Con 20, Int 18, Wis 14, Cha 27

Base Atk +8; CMB +11; CMD 22

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local)

+15, Perception +21, Sense Motive

+13, Stealth +14; Racial Modifiers +8

Bluff, +8 Perception

Languages Abyssal, Celestial,

Common, Draconic; tongues,

telepathy 100 ft.

SQ change shape (alter self,

Small or Medium humanoid)

### SPECIAL ABILITIES

**Energy Drain (Su)** A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the suggestion. The DC is 22

for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Profane Gift (Su)** Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).





# Rise of the Drow

## Vargouille

CR 2

XP 600

NE Small outsider (evil, extraplanar)

Init +1; Senses darkvision 60 ft.; Perception +7

### DEFENSE

AC 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)

hp 19 (3d10+3)

Fort +4, Ref +4, Will +2

### OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus poison)

Special Attacks kiss, poison, shriek

### STATISTICS

Str 10, Dex 13, Con 13, Int 5, Wis 12, Cha 8

Base Atk +3; CMB +2; CMD 13

Feats Skill Focus (Stealth), Weapon Finesse

Skills Fly +13, Intimidate +5, Perception +7, Stealth +8

Languages Infernal

### SPECIAL ABILITIES

**Kiss (Su)** A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes 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 the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout 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 thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

**Poison (Su)** Bite—injury; *save* Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save. The save DC is Constitution-based.

**Shriek (Su)** Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or

be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

A vargouille is larger than a human head, typically between 12 and 20 inches high with a 15- to 35-inch wing span. Vargouilles are not natives of the Material Plane but can often be found there nevertheless, occupying graveyards, ancient battlefields, or anywhere one can find remnants of death and decay. These hideous monsters come from the fiendish outer planes, where they flop and flap through strange and haunted skies in constant search of fresh souls to torment. In these nightmare realms, vargouilles play a role similar to that of a raven or vulture, although they augment these roles with a malevolent delight in causing pain and anguish that no scavenger bird could ever hope to match.

Vargouilles attack by swooping in on their opponents, shrieking them into paralysis, and then biting them with rows of razor-sharp teeth. When multiple vargouilles take up a common cause and fight as allies, they overwhelm their victim with bites and shrieks, tearing it to shreds.

A vargouille's low power and hideous method of reproduction make for a dangerous combination. Vargouilles are relatively easy to summon to the Material Plane, and once here, they can swiftly reproduce, creating more and more of their hideous kind from those who fall victim to their kiss. Vargouilles created on the Material Plane in this manner are still extraplanar creatures, and as such can be banished with the right magic.



# Commander of Malice

## Vemp

CR 2

XP 600

CE Tiny outsider (chaotic, demon, evil, extraplanar)  
Init +3; Senses darkvision 60 ft., see in darkness; Perception +7

### DEFENSE

AC 17 (+2 size, +3 Dex, +1 dodge, +1 natural)  
hp 16 (3d10)  
Fort +1, Ref +6, Will +4

### OFFENSE

Speed 40 ft., swim 30 ft  
Melee bite +8 (1d4 plus poison)  
Space 2<sup>1/2</sup> ft.; 2<sup>1/2</sup> Reach ft.  
SA poison  
Spell-Like Abilities (CL 6th)  
Constant—*detect good*, *detect magic*  
At will—*mirror image* (self only)  
2/day—*calm emotion* (DC 14)  
1/week—*unhallow* (CL 12th)

### STATISTICS

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14  
Base Atk +3; CMB +1; CMD 15  
Feats Dodge, Weapon Finesse  
Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7  
SQ change shape (crocodile, squid, toad, small and medium viper, beast shape I), detect good, detect magic, DR 5/lawful or silver, fast healing 2, immune to acid and poison, resistant to cold and fire 10

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Str, 1 Dex, 1 Con, 1 Int, 1 Wis, 1 Cha; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Once per week a vemp can use a special internal sac of venom to produce the same effect as the spell *unhallow* over a specified area. The spell that is attached to the area is always *protection from energy* (electricity or sonic). The ability otherwise works as the spell (caster level 12th).

## Venom Demon

CR 13

XP 25,600

CE Large outsider (chaotic, demon, evil, extraplanar)  
Init +9; Senses darkvision 60 ft., see in darkness; Perception +27

### DEFENSE

AC 32 (-1 size, +5 Dex, +18 natural)  
hp 161 (14d10+84)  
Fort +15, Ref +14, Will +12

### OFFENSE

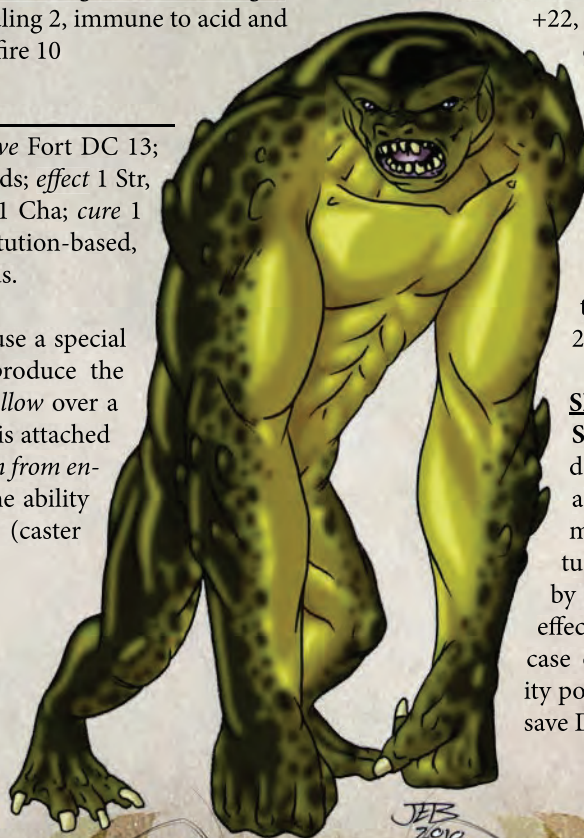
Speed 40 ft., fly 60 ft. (good)  
Melee +1 ranseur +21/+16/+11 (2d6+10 plus slow, Crit x3), bite +14 (2d6+6 plus slow), tail +14 (3d6+3 plus slow)  
Space 10 ft.; 10 Reach ft.  
SA poison  
Spell-Like Abilities (CL 13th)  
Constant—*fly*  
At will—*cloudkill* (DC 20), *enervation* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *shout* (DC 19)  
1/day—*summon* (level 4, 2 vrock, 50%)

### STATISTICS

Str 23, Dex 21, Con 22, Int 25, Wis 22, Cha 20  
Base Atk +14; CMB +21; CMD 36  
Feats Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (ranseur)  
Skills Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23  
SQ aura of fear (10 ft., Will DC 22), DR 10/good, immune to cold, fire, and poison, resistant to acid 10, spell-like abilities, SR 24

### SPECIAL ABILITIES

**Slow (Su)** A hit from a venom demon's bite or ranseur delivers a freezing venom. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. This effect comes from the demon in the case of its weapon; it is not a quality possessed by the ranseur itself. The save DC is Constitution-based.





# Rise of the Drow

## Venomwight

CR 18

XP 102,400

CE Medium undead (water)

Init +10; Senses darkvision 60 ft., see in darkness; Perception +27

### DEFENSE

AC 32 (+6 Dex, +16 natural)

hp 270 (20d8+180))

Fort +15, Ref +14, Will +16

### OFFENSE

Speed 30 ft.

Melee bite +30 (2d8+15 plus venom-fire), 2 claws +30 (2d6+15 plus venom-fire)

Space 5 ft.; 5 Reach ft.

SA rend (2 claws 2d8+22), venom aura (10 ft.), venom-fire

Spell-Like Abilities (CL 17th; concentration +26)

Constant—*air walk*

At will—*cloudkill* (DC 24), *dimension door*, *greater dispel magic*, *solid fog*, *stinking cloud*

3/day—*horrid wilting*

1/day—*control weather*

### STATISTICS

Str 40, Dex 23, Con —, Int 11, Wis 18, Cha 29

Base Atk +15; CMB +30; CMD 46

Feats Blind-Fight, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Acrobatics +26, Intimidate +32, Perception +27, Stealth +29

SQ channel resistance +4, DR 15/bludgeoning and good, fast healing 10, immune to acid, SR 28, undead traits

### SPECIAL ABILITIES

**Aura of Venom (Su)** A 10-foot-radius spread acidic aura surrounds a venomwight. All creatures that are either undead or the water sub-type in the field (including the venomwight) are treated as if having fast healing 10. Creatures subject to acid damage take 2d10 points of acid damage each round they remain within the acid aura.

**Venom-Fire (Su)** When a venomwight deals damage to a living opponent, a venom-green flame begins to burn on the opponent's body. If the opponent fails a Fortitude save (DC 32), it takes 4 points of permanent Constitution drain. The opponent must continue to save every round for the next 4 rounds (5 rounds total) to avoid being permanently drained of an additional 4 points of Constitution per round. The venomwight regains 10 lost hit points whenever it drains 4 points of Constitution, gaining any excess hit points as temporary hit points. These temporary hit points last a maximum of 1 hour. If the opponent is slain by venom-fire, small pools of now-venomous blood and ichor from the victim remain. The save DC is Charisma-based.





# Commander of Malice

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*Thanks For Playing!*





The war with the dark elves may well have come to an end on one plane, but it continues elsewhere in the multiverse as the prime instigator of the upheaval and unrest manages to escape. Souls are slippery items, able to squirm between the narrowest of cracks and evade the most thorough of enemies; one favored by a goddess seemingly holds the best of cards dealt by Fate.

After the final battle in the drow's home, the party's foe once again finds an escape route and despair would be an easy emotion to feel—but the portal the villainous priestess used to evade the PCs after the final assault is still active, if heavily damaged, and restoring it gives one way to follow their enemy to wherever she has fled!

Pulses of sickly, acid-green light from pieces of the circle of stones tell the adventurers what their next step might be, but will they follow the fleeing essence of the priestess? First the PCs must prepare themselves after their recent hard-fought successes, and gather together the fragments of the gate to rebuild and activate it. Only then can they make their pursuit—that almost certainly means further effort from the party themselves, and possibly those around them. How many more sacrifices must those opposed to the drow make to defeat them once and for all? This may be the adventurers' final one as they enter the home of the Queen of Venom for one final confrontation!