

Appendix One – Encounter 3: Jungle Rendezvous

APL 10

Maldwyn ap Talvan: Male human Rog5/Clr3; CR 8; Medium-Size Humanoid; HD 5d6+3d8+16; hp 53; Init +8; Spd 30 ft.; AC 21 (+4 Dex, +5 *leather armor of silent moves* +3, +2 *deflection ring of protection* +2) touch 16, flat-footed 21; Base Atk +5; Grp +5; Atk/Full Atk +7 melee (1d4+2 [crit 19-20/x2], *returning dagger* +2), or +11 ranged (1d4+2 [crit 19-20/x2], *returning dagger* +2); SA Sneak attack +3d6; SQ Evasion, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +8, Ref +11, Will +8. Str 10, Dex 18, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +13, Bluff +9, Climb +0, Concentration +5, Decipher Script +7, Diplomacy +3, Disguise +6, Escape Artist +12, Gather Information +6, Heal +4, Hide +12, Intimidate +3, Jump +6, Knowledge (Arcana) +7, Knowledge (Religion) +4, Listen +7, Move Silently +16, Open Lock +7, Search +6, Sense Motive +2, Sleight of Hand +11, Spellcraft +5, Spot +6, Tumble +12; Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *resistance*; 1st—*Nystul's undetectable aura**, *cure light wounds*, *sanctuary*, *shield of faith*; 2nd—*detect thoughts**, *bear's endurance*, *hold person*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 *leather armor of silent moves*, *ring of protection* +2, *gloves of dexterity* +4, *vest of resistance* +2, *potion of cure moderate wounds*, *potion of gaseous form*, *potion of invisibility*, +2 *returning dagger*.

Notes: Maldwyn speaks Common, Giant, and Infernal.

APL12

Maldwyn ap Talvan: Male human Rog5/Clr5; CR 10; Medium-Size Humanoid; HD 5d6+5d8+20; hp 67; Init +8; Spd 30 ft.; AC 21 (+4 Dex, +5 *leather armor of silent moves* +3, +2 *deflection ring of protection* +2) touch 16, flat-footed 21; Base Atk +6; Grp +6; Atk +12 ranged (1d4+2 [crit 19-20/x2], *returning dagger* +2); Full Atk +8/+3 melee (1d4+2 [crit 19-20/x2], *returning dagger* +2), or +12/+7 ranged (1d4+2 [crit 19-20/x2], *returning dagger* +2); SA Sneak attack +3d6; SQ Evasion, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +9, Ref +11, Will +9. Str 10, Dex 18, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +13, Bluff +9, Climb +0, Concentration +7 (+9), Decipher Script +7, Disguise +6, Escape Artist +12, Gather Information +6, Heal +4, Hide +12, Jump +6, Knowledge (Arcana) +7, Knowledge (Religion) +8, Listen +7, Move Silently +17, Open Lock +7, Search +6, Sleight of Hand +11, Spellcraft +7, Spot +6, Tumble +12; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*; 1st—*Nystul's undetectable aura**, *cause fear*, *cure light wounds*, *sanctuary*, *shield of faith*; 2nd—*detect thoughts**, *bear's endurance*, *hold person*, *silence*; 3rd—*dispel magic**, *cure serious wounds*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 *leather armor of silent moves*, *ring of protection* +2, *gloves of dexterity* +4, *vest of resistance* +2, *potion of cure moderate wounds*, *potion of gaseous form*, *potion of invisibility*, +2 *returning dagger*.

Notes: Maldwyn speaks Common, Giant, and Infernal.

APL 14

Maldwyn ap Talvan: Male human Rog5/Clr5/Asn2; CR 12; Medium-Size Humanoid; HD 7d6+5d8+24; hp 71; Init +9; Spd 30 ft.; AC 22 (+5 Dex, +5 *leather armor of shadow silent moves* +3, +2 *deflection ring of protection* +2) touch 17, flat-footed 22; Base Atk +7; Grp +7; Atk +14 ranged (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2); Full Atk +9/+4 melee (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2), or +14/+9 ranged (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2); SA Sneak attack +4d6, death attack; SQ Evasion, poison use, poison resistance, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +10, Ref +16, Will +10. Str 10, Dex 21, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +14, Bluff +10, Climb +0, Concentration +7, Decipher Script +7, Disguise +6, Escape Artist +13, Gather Information +6, Heal +4, Hide +20, Jump +6, Knowledge (Arcana) +7, Knowledge (Religion) +8, Listen +9, Move Silently +20, Open Lock +8, Search +7, Sleight of Hand +15, Spellcraft +7, Spot +7, Tumble +15; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Point Blank Shot, Spring Attack.

Spells Prepared (cleric) (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*; 1st—*Nystul's undetectable aura**, *cause fear*, *cure light wounds*, *sanctuary*, *shield of faith*; 2nd—*detect thoughts**, *bear's endurance*, *hold person*, *silence*; 3rd—*dispel magic**, *cure serious wounds*.

Spells Known (assassin) (1; base DC = 12 + spell level): 1st—*disguise self*, *true strike*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 *leather armor of shadow silent moves*, *ring of protection* +2, *gloves of dexterity* +6, *vest of resistance* +3, *potion of cure moderate wounds*, *potion of gaseous form*, *potion of invisibility*, +2 *returning dagger* (poisoned).

Death Attack: Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+2 rounds) or

kill the target. Fortitude save (DC 14) to avoid effects.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

Notes: Maldwyn speaks Common, Giant, and Infernal.

APL 16

Maldwyn ap Talvan: Male human Rog5/Clr5/Asn5; CR 15; Medium-Size Humanoid; HD 10d6+5d8+24; hp 97; Init +9; Spd 30 ft.; AC 22 (+5 Dex, +5 *leather armor of shadow silent moves* +3, +2 *deflection ring of protection* +2) touch 17, flat-footed 22; Base Atk +9; Grp +9; Atk +16 ranged (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2); Full Atk +11/+6 melee (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2), or +16/+11 ranged (1d4+2 [crit 19-20/x2] plus poison, *returning dagger* +2); SA Sneak attack +4d6, death attack; SQ Evasion, poison use, poison resistance, rebuke undead (4/day), spontaneous casting (inflict), uncanny dodge; AL N; SV Fort +12, Ref +18, Will +12. Str 10, Dex 21, Con 14, Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +5, Balance +14, Bluff +12, Climb +0, Concentration +7, Decipher Script +7, Disguise +6, Escape Artist +15, Gather Information +6, Heal +4, Hide +23, Jump +6, Knowledge (Arcana) +8, Knowledge (Religion) +8, Listen +10, Move Silently +23, Open Lock +8, Search +8, Sleight of Hand +18, Spellcraft +7, Spot +8, Tumble +18; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Spring Attack.

Spells Prepared (cleric) (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*; 1st—*Nystul's undetectable aura**, *cause fear*, *cure light wounds*, *sanctuary*, *shield of faith*; 2nd—*detect thoughts**, *bear's endurance*, *hold person*, *silence*; 3rd—*dispel magic**, *cure serious wounds*.

Spells Known (assassin) (4/3; base DC = 12 + spell level): 1st—*feather fall*, *disguise self*, *sleep*, *true strike*; 2nd—*cat's grace*, *invisibility*, *pass without trace*. *Domain spell. **Domains:**

Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: Olman attire, +3 leather armor of shadow silent moves, ring of protection +2, gloves of dexterity +6, vest of resistance +4, potion of cure moderate wounds, potion of gaseous form, potion of invisibility, +2 returning dagger (poisoned).

Death Attack: Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+2 rounds) or kill the target. Fortitude save (DC 17) to avoid effects.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

Appendix Two – Encounter 4: Procession of the Snakes

APL 10

Chalmeccacihuatl “The Sacrificer”: Tyrannosaur of Legend (Advanced); CR 12; Huge Outsider (Native, Augmented Animal); HD *24d8+249; hp 357; Init +9; Spd 40 ft.; AC 24 (-2 size, +5 Dex, +11 natural), touch 13, flat-footed 19; Base Atk +18; Grp +40; Full Atk +30 melee (3d6+21 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole poison; SQ Darkvision 60 ft., fast healing 5; SR 22; SV Fort +27, Ref +22, Will +14; AL N; Str 38, Dex 20, Con 31, Int 4, Wis 17, Cha 14.

Skills and Feats: Hide +0, Listen +16, Spot +16; Alertness, Awesome Blow, Improved Initiative (B), Improved Natural Armor, Improved Natural Attack (bite), Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaur must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaur's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaur's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 32, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaur has a +2 racial bonus on Listen and Spot checks.

APL 12

Chalmeccacihuatl “The Sacrificer”: Tyrannosaur of Legend (Advanced); CR 14; Huge Outsider (Native, Augmented Animal); HD 30d8+339; hp 474; Init +9; Spd 40 ft.; AC 25 (-2 size, +5 Dex, +12 natural), touch 13, flat-footed 19; Base Atk +22; Grp +44; Full Atk +34 melee (3d6+21 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole, poison; SQ Darkvision 60 ft., fast healing 5; SR 25; SV Fort +31, Ref +25, Will +16; AL N; Str 38, Dex 20, Con 32, Int 4, Wis 17, Cha 14.

Skills and Feats: Hide +2, Listen +18, Spot +18; Alertness, Awesome Blow, Combat Reflexes, Improved Initiative (B), Improved Natural Armor (2), Improved Natural Attack (bite), Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaur must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaur's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaur's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 36, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaur has a +2 racial bonus on Listen and Spot checks.

APL 14

Chalmeccacihuatl “The Sacrificer”: Tyrannosaur of Legend (Advanced); CR 16; Huge Outsider (Native, Augmented Animal); HD 36d8+405; hp 567; Init +9; Spd 40 ft.; AC 25 (-2 size, +5 Dex, +12 natural), touch 13, flat-footed 20; Base Atk +27; Grp +49; Full Atk +39 melee (3d6+21 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole, poison; SQ Darkvision 60 ft., fast healing 5; SR 28; SV Fort +34, Ref +28, Will +19; AL N; Str 38, Dex 21, Con 32, Int 4, Wis 18, Cha 14.

Skills and Feats: Hide +4, Listen +20, Spot +20; Alertness, Awesome Blow, Combat Reflexes, Improved Critical (bite), Improved Initiative (B), Improved Natural Armor (2), Improved Natural Attack (bite), Power Attack, Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaur must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaur's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaur's gizzard can hold 2 Medium, or 8 Small opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 39, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaur has a +2 racial bonus on Listen and Spot checks.

APL 16

Chalmeccacihuatl “The Sacrificer”:

Tyrannosaur of Legend (Advanced); CR 18; Gargantuan Outsider (Native, Augmented

Animal); HD 42d8+555; hp 744; Init +10; Spd 40 ft.; AC 29 (-4 size, +6 Dex, +17 natural), touch 12, flat-footed 23; Base Atk +31; Grp +61; Full Atk +45 melee (4d6+27 plus poison, bite); Space/Reach 20 ft./15 ft.; SA Improved grab, swallow whole, poison; SQ Darkvision 60 ft., fast healing 5; SR 31; SV Fort +39, Ref +32, Will +20; AL N; Str 46, Dex 22, Con 36, Int 4, Wis 18, Cha 14.

Skills and Feats: Hide +6, Listen +22, Spot +22; Alertness, Awesome Blow, Combat Reflexes, Improved Critical (bite), Improved Initiative (B), Improved Natural Armor (3), Improved Natural Attack (bite), Improved Sunder, Power Attack, Run, Toughness (3), Track.

Improved Grab (Ex): To use this ability, a tyrannosaur must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaur's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tyrannosaur's gizzard can hold 2 large, 8 Medium, or 32 Small opponents.

Poison (Ex): Chalmeccacihuatl possesses a venomous bite. Injury, Fortitude DC 44, initial damage 1d6 Str, secondary damage 1d6 Str.

Skills: A tyrannosaur has a +2 racial bonus on Listen and Spot checks.

Appendix Three – Encounter 5: Temple and Storm

APL 12

Yuan-ti Halfblood Archers: Male yuan-ti halfblood Rgr2; CR 7; Medium-Size Monstrous Humanoid; HD 9d8+27; hp 75; Init +3; Spd 30 ft.; AC 22 (+3 Dex, +3 masterwork studded leather, +2 *buckler* +1, +4 natural), touch 13, flat-footed 19; Base Atk +9; Grp +12; Atk +14 ranged (1d8+4/crit x3 plus poison, *composite* [+3 *Str*] *longbow* +1) or +13 melee (1d6+4/crit 18-20 x2, *scimitar* +1); Full Atk +14/+9 ranged (1d8+4/crit x3 plus poison, *composite* [+3 *Str*] *longbow* +1) or +13/+8 melee (1d6+4/crit 18-20 x2, *scimitar* +1) and +7 melee (1d6+1 plus poison, bite); SA Poison, produce acid, favored enemy (human), spell-like abilities; SQ Chameleon power, *detect poison*, scent, wild empathy; SR 18; AL NE; SV Fort +8, Ref +11, Will +10; Str 17, Dex 17, Con 17, Int 16, Wis 20, Cha 16.

Skills and Feats: Concentration +13, Hide +12, Knowledge (Geography) +13, Knowledge (Nature) +13, Listen +17, Move Silently +12, Spot +17; Alertness (B), Blind-Fight (B), Far Shot, Point Blank Shot, Precise Shot, Rapid Shot (B), Track (B), Weapon Focus (composite longbow).

Possessions: Masterwork studded leather armor, *buckler* +1, *composite* [+3 *Str*] *longbow* +1, *scimitar* +1, 40 poisoned arrows.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Favored Enemy (Human): Against humans, Yuan-ti archers gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a

foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day—*animal trance* (DC 15), *cause fear* (DC 14); 1/day—*deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Wild Empathy (Ex): Yuan-ti archer can make a check (+5) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

APL 14

Yuan-ti Halfblood Snipers: Male yuan-ti halfblood Rgr2/DpwdSnpr2; CR 9; Medium-Size Monstrous Humanoid; HD 11d8+33; hp 91; Init +3; Spd 30 ft.; AC 23 (+3 Dex, +4 *studded leather* +1, +2 *buckler* +1, +4 natural), touch 13, flat-footed 20; Base Atk +11; Grp +14; Atk +16 ranged (1d8+4/crit 19-20 x4 plus poison, *composite* [+3 *Str*] *longbow* +1) or +15 melee (1d6+4/crit 18-20 x2, *scimitar* +1); Full Atk +16/+11/+6 ranged (1d8+4/crit 19-20 x4 plus poison, *composite* [+3 *Str*] *longbow* +1) or +15/+10/+5 melee (1d6+4/crit 18-20 x2, *scimitar* +1) and +9 melee (1d6+1 plus poison, bite); SA Concealment reduction, favored enemy (human), keen arrows, *magic weapon*, poison, produce acid, projectile improved critical, spell-like abilities; SQ Chameleon power, *detect poison*, range increment bonus, scent, wild empathy; SR 20; AL NE; SV Fort +8, Ref +11, Will +10; Str 17, Dex 17, Con 17, Int 16, Wis 20, Cha 16.

Skills and Feats: Concentration +14, Hide +12, Knowledge (Geography) +13, Knowledge (Nature) +15, Listen +20, Move Silently +16, Spot +20; Alertness (B), Blind-Fight (B), Far Shot, Point Blank Shot, Precise Shot, Rapid Shot (B), Track (B), Weapon Focus (composite longbow).

Possessions: *Studded leather armor* +1, *buckler* +1, *composite* [+3 *Str*] *longbow* +1, *scimitar* +1, 40 poisoned arrows.

Concealment Reduction (Ex): Miss chance against opponents with concealment drops by 10%.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Favored Enemy (Human): Against humans, Yuan-ti archers gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Keen Arrows (Ex): All projectiles fired behave as if they were keen weapons in addition to any other properties they might possess. This does not stack with any other keen effect.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Projectile Improved Critical (Ex): The critical multiplier of the composite longbow is increased by 1.

Range Increment Bonus (Ex): The range increment of the composite longbow is increased by 20 feet.

Spell-like Abilities (Sp): 3/day—*animal trance* (DC 15), *cause fear* (DC 14); 1/day—*deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. 1/day—*magic weapon*. Caster level 2nd. The save DCs are Charisma based.

Wild Empathy (Ex): Yuan-ti archer can make a check (+5) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

APL 16

Yuan-ti Halfblood Snipers: Male yuan-ti halfblood Rgr2/DpwdSnpr2; CR 11; Medium-

Size Monstrous Humanoid; HD 13d8+33; hp 107; Init +4; Spd 30 ft.; AC 24 (+4 Dex, +4 *studded leather* +1, +2 *buckler* +1, +4 natural), touch 14, flatfooted 20; Base Atk +13; Grp +16; Atk +19 ranged (1d8+4/crit 19-20 x4 plus poison, *composite* [+3 Str] *longbow* +1) or +17 melee (1d6+4/crit 18-20 x2, *scimitar* +1); Full Atk +19/+14/+9 ranged (1d8+4/ crit 19-20 x4 plus poison, *composite* [+3 Str] *longbow* +1) or +17/+12/+7 melee (1d6+4/crit 18-20 x2, *scimitar* +1) and +9 melee (1d6+1 plus poison, bite); SA Concealment reduction, favored enemy (human), keen arrows, *magic weapon*, poison, produce acid, projectile improved critical, spell-like abilities, take aim; SQ Chameleon power, *detect poison*, range increment bonus, safe poison use, scent, wild empathy; SR 22; AL NE; SV Fort +9, Ref +16, Will +11; Str 17, Dex 18, Con 17, Int 16, Wis 20, Cha 16.

Skills and Feats: Concentration +15, Hide +18, Knowledge (Geography) +13, Knowledge (Nature) +17, Listen +22, Move Silently +18, Spot +22; Alertness (B), Blind-Fight (B), Far Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot (B), Track (B), Weapon Focus (composite longbow).

Possessions: *Studded leather armor* +1, *buckler* +1, *composite* [+3 Str] *longbow* +1, *scimitar* +1, 40 poisoned arrows.

Concealment Reduction (Ex): Miss chance against opponents with concealment drops by 10%.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Favored Enemy (Human): Against humans, Yuan-ti archers gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.

Keen Arrows (Ex): All projectiles fired behave as if they were keen weapons in addition to any other properties they might possess. This does not stack with any other keen effect.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body,

dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Projectile Improved Critical (Ex): The critical multiplier of the composite longbow is increased by 1.

Range Increment Bonus (Ex): The range increment of the composite longbow is increased by 40 feet.

Safe Poison Use (Ex): The yuan-ti can use poison without any chance of poisoning itself.

Spell-like Abilities (Sp): 3/day—*animal trance* (DC 15), *cause fear* (DC 14); 1/day—*deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. 1/day—*magic weapon*. Caster level 4th. The save DCs are Charisma-based.

Take Aim (Ex): By aiming carefully, the yuan-ti can gain a +2 bonus on attack rolls against a stationary target. Taking aim is a full-round action and if the target moves more than 5 feet during that period the bonus is lost.

Wild Empathy (Ex): Yuan-ti archer can make a check (+5) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Appendix Four – Encounter 6: Sacrifice

APL 10

Pacanan: Male human Clr3/Wiz7; CR 10; Medium-Size Humanoid; HD 3d8+7d4+20; hp 59; Init +4; Spd 30 ft.; AC 20 (+4 *mage armor*, +4 deflection *Hand of Vecna*, +2 *ring of force shield*), touch 14, flat-footed 20; Base Atk +5; Grp +12; Atk +13 melee (1d4+7, masterwork dagger); SA Spells, *Hand of Vecna*; SQ *Hand of Vecna*, fire resistance 20, electrical absorbance 84 points, familiar; AL NE; SV Fort +9, Ref +5, Will +13; Str 24, Dex 10, Con 14, Int 15, Wis 17, Cha 12.

Skills and Feats: Bluff +10, Concentration +12, Decipher Script +2, Disguise +2, Gather Information +3, Heal +4, Intimidate +3, Knowledge (Arcana) +10, Knowledge (History) +8, Knowledge (Local) +7, Knowledge (Planes) +7, Knowledge (Religion) +10, Listen +5, Sense Motive +3, Spellcraft +12, Spot +5; Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (4/3+1/2+1; base DC = 13 + spell level): 0–*cure minor wounds*, *detect magic*, *guidance*, *resistance*; 1st–*command*, *detect secret doors**, *entropic shield*, *shield of faith*; 2nd–*bear's endurance*, *detect thoughts**, *sound burst*

Spells Prepared (Wizard) (4/5/4/2/1; base DC = 12 + spell level): 0–*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st–*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd–*magic missile (silent)*, ~~*resist energy (fire)*~~, *scorching ray*, *web*; 3rd–*sleet storm*, ~~*protection from energy (electricity)*~~; 4th–*touch of idiocy (reach)*;

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: *Hand of Vecna*, masterwork dagger, *cloak of resistance* +2, *ring of force shield*, *scroll of dimension door*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

Mardu, imp familiar: Tiny outsider (evil, lawful, extraplanar); HD 10; hp 29; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +5; Grp –3; Atk/Full Atk +10 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will–*detect good*, *detect magic*, *invisibility* (self only); 1/day–*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Fiona Maynem: Female human Drd7/NmLrd3 (Snake); CR 10; Medium-Size Humanoid; HD 10d8+20; hp 73; Init +0; Spd 30 ft.; AC 18 (+5 *dragonhide wild hide armor* +2, +3 natural *barkskin*), touch 10, flat-footed 18; Base Atk +7; Grp +6; Atk +8 melee (1d8+1/crit x3, *spear* +2); Full Atk +8/+3 melee (1d8+1/crit x3, *spear* +2); SA Spells; SQ Animal bond, animal companion, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, trackless step, wild shape 3/day, wild empathy, woodland stride, fire absorbance 84, electrical resistance 20; AL NE; SV Fort +10, Reflex +7, Will +9; Str 8, Dex 10, Con 14, Int 13, Wis 17, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +10, Escape Artist +1, Handle

Animal +8, Heal +7, Hide +1, Knowledge (Nature) +12, Listen +8, Spellcraft +7, Spot +8, Survival +14; Animal Control, Animal Defiance, Clever Wrestling (B), Lightning Reflexes, Natural Spell, Resist Poison.*

Spells Prepared (Druid) (6/5/4/3/1; base DC = 13 + spell level): 0—*create water, cure minor wounds (x3), detect magic, flare*; 1st—*charm animal, cure light wounds, faerie fire, magic fang, produce flame*; 2nd—~~*barkskin, bear's endurance, resist energy (electricity)*~~, *warp wood*; 3rd—*cure moderate wounds, meld into stone, protection from energy (fire)*; 4th—*freedom of movement*

Spells Prepared (Snakelord) (2/1; base DC = 13 + spell level): 1st—*camouflage, cure light wounds*; 2nd—*hold animal*.

Possessions: *Dragonhide wild leather armor +2, spear +2, collar of resistance +2* (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Ssesseth.

Animal Sense (Su): Fiona can sense any snakes within a 9-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *speak with animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Empathy (Ex): Fiona can make a check (+14) to improve the attitude of an animal.

He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small or Medium size animal and back again 3 times/day for up to 7 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

Ssesseth, viper animal companion: Huge Magical Beast (Augmented Animal); HD 8d8+8; hp 44; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (-2 size, +3 Dex, +7 natural), touch 11, flatfooted 15; Base Atk +6; Grp +17; Full Atk +9 melee (1d6+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Evasion, link, scent, share spells; AL N; SV Fort +9, Ref +11, Will +5; Str 17, Dex 16, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11. Hide +6, Listen +7, Spot +7, Swim +11; Improved Initiative, Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

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

Link (Ex): A druid can handle her animal companion as a free action or push it as a move action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Ssesseth knows the following tricks – attack (x2), come, defend, stay.

APL 12

Pacanan: Male human Clr3/Wiz7/MyT2; CR 12; Medium-Size Humanoid; HD 3d8+9d4+24; hp 69; Init +4; Spd 30 ft.; AC 20 (+4 *mage armor*, +4 deflection *Hand of Vecna*, +2 *ring of force shield*), touch 14, flat-footed 20; Base Atk +6; Grp +13; Ak +14 melee (1d4+7, masterwork dagger); Full Atk +14/+9 melee (1d4+7, masterwork dagger); SA Spells, *Hand of Vecna*; SQ Familiar, *Hand of Vecna*; fire resistance 20, electrical absorbance 108 points; AL NE; SV

Fort +10, Ref +6, Will +17; Str 24, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +14, Decipher Script +3, Disguise +5, Gather Information +5, Heal +4, Intimidate +5, Knowledge (Arcana) +11, Knowledge (History) +9, Knowledge (Local) +8, Knowledge (Planes) +8, Knowledge (Religion) +11, Listen +5, Sense Motive +7, Spellcraft +14, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance, virtue*; 1st—*command, detect secret doors*, entropic shield, sanctuary, shield of faith*; 2nd—*bear's endurance, ~~detect thoughts*~~, silence, sound burst*; 3rd—*cure serious wounds, dispel magic*, protection from energy*.

Spells Prepared (Wizard) (4/5/5/4/2/1; base DC = 13 + spell level): 0—*acid splash, flare, ghost sound, touch of fatigue*; 1st—*charm person, expeditious retreat, ~~mage armor~~, magic missile, ray of enfeeblement*; 2nd—*magic missile (silent), mirror image, ~~resist energy (fire)~~, scorching ray, web*; 3rd—*deep slumber, ~~protection from energy (electricity)~~, sleet storm, suggestion*; 4th—*dimension door, touch of idiocy (reach)*; 5th—*vampiric touch (reach)*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: *Hand of Vecna* masterwork dagger, *cloak of resistance* +3, *ring of force shield*, *scroll of dimension door*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

Mardu, imp familiar: Tiny outsider (evil, lawful, extraplanar); HD 12; hp 34; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +6; Grp -2; Atk/Full Atk +11 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master,

granted abilities; AL LE; SV Fort +5, Ref +6, Will +12; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Fiona Maynem: Female human Drd8/NmlLrd4 (Snake); CR 12; Medium-Size Humanoid; HD 12d8+24; hp 87; Init +0; Spd 30 ft.; AC 18 (+5 *dragonhide wild hide armor* +2, +3 natural *barkskin*), touch 10, flat-footed 18; Base Atk +9; Grp +8; Atk +10 melee (1d8+1/crit x3, *spear* +2); Full Atk +10/+5 melee (1d8+1/crit x3, *spear* +2); SA Spells; SQ Animal bond, animal companion, animal farspeech, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, trackless step, wild shape 3/day, wild empathy, woodland stride, acid absorbance 84, electrical resistance 20, fire resistance 5; AL NE; SV Fort +12, Reflex +8, Will +11; Str 8, Dex 10, Con 14, Int 13, Wis 18, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +12, Escape Artist +1, Handle Animal +9, Heal +8, Hide +2, Knowledge (Nature) +14, Listen +10, Spellcraft +8, Spot +10, Survival +15; Animal Control, Animal Defiance, Clever Wrestling (B), Lightning Reflexes, Natural Spell, Resist Poison, Resistance to Energy (fire).

Spells Prepared (Druid) (6/5/4/4/3; base DC = 14 + spell level): 0—*create water, cure minor wounds (x3), detect magic, flare*; 1st—*charm animal, cure light wounds, faerie fire, magic fang, produce flame*; 2nd—*~~barkskin~~, bear's*

endurance, ~~resist energy (electricity)~~, warp wood; 3rd—~~cure moderate wounds, meld into stone, protection from energy (acid)~~, sleet storm; 4th—~~cure serious wounds, flame strike, freedom of movement~~.

Spells Prepared (Snakelord) (2/2; base DC = 14 + spell level): 1st—~~camouflage, cure light wounds~~; 2nd—~~cure moderate wounds, hold animal~~.

Possessions: *Dragonhide wild leather armor* +2, *spear* +2, *collar of resistance* +3 (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Ssesseth.

Animal Farspeech (Sp): Fiona can use her animal speech ability to converse telepathically with any snake within a 16-mile radius.

Animal Sense (Su): Fiona can sense any snakes within a 16-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *speak with animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Summon Animal (Sp): Fiona can summon 1d3 Small or Medium size snakes once per day. This effect functions like *summon nature's ally* and lasts one round per Animal Lord level.

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Wild Empathy (Ex): Fiona can make a check (+16) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small or Medium size animal and back again 3 times/day for up to 8 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

Ssesseth, viper animal companion: Huge Magical Beast (Augmented Animal); HD 10d8+10; hp 55; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 20 (-2 size, +3 Dex, +9 natural), touch 11, flatfooted 17; Base Atk +7; Grp +19; Full Atk +11 melee (1d6+5 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Devotion, evasion, link, scent, share spells; AL N; SV Fort +11, Ref +13, Will +7; Str 18, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12. Hide +8, Listen +7, Spot +7, Swim +11; Combat Reflexes, Improved Initiative, Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

Devotion (Ex): Ssesseth gains a +4 morale bonus on Will saves against enchantment spells and effects.

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

Link (Ex): A druid can handle her animal companion as a free action or push it as a move action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Ssesseth knows the following tricks – attack (x2), come, defend, seek, stay.

APL 14

Pacanan: Male human Clr3/Wiz7/MyT4; CR 14; Medium-Size Humanoid; HD 3d8+11d4+28; hp 79; Init +4; Spd 30 ft.; AC 20 (+4 *mage armor*, +4 deflection *Hand of Vecna*, +2 *ring of force shield*), touch 14, flat-footed 20; Base Atk +7; Grp +14; Atk +15 melee (1d4+7, masterwork dagger); Full Atk +15/+10 melee (1d4+7, masterwork dagger); SA Spells, *Hand of Vecna*; SQ *Hand of Vecna*, familiar, fire resistance 30,

electrical absorbance 120 points; AL NE; SV Fort +12, Ref +8, Will +19; Str 24, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +16, Decipher Script +5, Disguise +7, Gather Information +5, Heal +4, Intimidate +5, Knowledge (Arcana) +12, Knowledge (History) +9, Knowledge (Local) +8, Knowledge (Planes) +8, Knowledge (Religion) +12, Listen +5, Sense Motive +8, Spellcraft +15, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell.

Spells Prepared (Cleric) (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st—*command*, *cure light wounds*, *detect secret doors**, *entropic shield*, *sanctuary*, *shield of faith*; 2nd—*bear's endurance*, *cure moderate wounds*, ~~*detect thoughts*~~*, *silence*, *sound burst*; 3rd—*cure serious wounds*, *dispel magic**, *meld into stone*, *protection from energy*; 4th—*air walk*, *divination**.

Spells Prepared (Wizard) (4/5/5/5/3/2/1; base DC = 13 + spell level): 0—*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st—*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd—*magic missile (silent)*, *mirror image*, ~~*resist energy (fire)*~~, *scorching ray*, *web*; 3rd—*deep slumber*, ~~*nondetection*~~, ~~*protection from energy (electricity)*~~, *sleet storm*, *suggestion*; 4th—*dimension door*, *Evard's black tentacles*, *touch of idiocy (reach)*; 5th—*dominate person*, *vampiric touch (reach)*; 6th—*mass suggestion*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: *Hand of Vecna*, Masterwork dagger, *cloak of resistance* +4, *ring of force shield*, *scroll of dimension door*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

Mardu, imp familiar: Tiny outsider (evil, lawful, extraplanar); HD 14; hp 39; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +7; Grp -1; Atk/Full Atk +12 melee

(1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +6, Ref +7, Will +13; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14. **Skills and Feats:** Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Fiona Maynem: Female human Drd9/NmlLrd5 (Snake); CR 14; Medium-Size Humanoid; HD 14d8+28; hp 101; Init +0; Spd 30 ft.; AC 19 (+5 *dragonhide wild hide armor* +2, +4 natural *barkskin*), touch 10, flat-footed 19; Base Atk +9; Grp +8; Atk +10 melee (1d8+1/crit x3 plus poison, *spear* +2); Full Atk +10/+5 melee (1d8+1/crit x3 plus poison, *spear* +2); SA Spells, produce poison; SQ Animal bond, animal companion, animal farspeech, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, share lesser form, summon animal, trackless step, venom immunity, wild shape 3/day, wild empathy, woodland stride, acid absorbance 84, electrical resistance 20, fire resistance 5; AL NE; SV Fort +12, Reflex +9, Will +11; Str 8, Dex 10, Con 14, Int 13, Wis 18, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +14, Escape Artist +1, Handle Animal +9, Heal +8, Hide +2, Knowledge (Nature) +15, Listen +12, Spellcraft +10, Spot +12, Survival +15; Animal Control, Animal Defiance, Clever Wrestling (B), Lightning Reflexes, Natural Spell, Resist Poison, Resistance to Energy (fire).

Spells Prepared (Druid) (6/5/5/4/3/1; base DC = 14 + spell level): 0—create water, cure minor wounds (x3), detect magic, flare; 1st—charm animal, cure light wounds, faerie fire, magic fang, produce flame; 2nd—~~barkskin~~, bear's endurance, chill metal, ~~resist energy (electricity)~~, warp wood; 3rd—cure moderate wounds, meld into stone, ~~protection from energy (acid)~~, sleet storm; 4th—cure serious wounds, flame strike, freedom of movement; 5th—baleful polymorph

Spells Prepared (Snakelord) (2/2/1; base DC = 14 + spell level): 1st—camouflage, cure light wounds; 2nd—cure moderate wounds, hold animal; 3rd—cure serious wounds.

Possessions: Dragonhide wild leather armor +2, spear +2, collar of resistance +4 (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Ssesseth.

Animal Farspeech (Sp): Fiona can use her animal speech ability to converse telepathically with any snake within a 25-mile radius.

Animal Sense (Su): Fiona can sense any snakes within a 25-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *speak with animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Produce Poison (Ex): Fiona can produce poison once per day (Fortitude save DC 15, initial and secondary damage 2d6 Constitution).

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Lesser Form (Sp): Fiona can share her snake form with up to 5 willing individuals.

This effect is identical to the *polymorph* spell but lasts 5 hours.

Summon Animal (Sp): Fiona can summon 1d3 Small or Medium size snakes once per day. This effect functions like *summon nature's ally* and lasts one round per Animal Lord level.

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Venom Immunity (Ex): Fiona is immune to all poisons.

Wild Empathy (Ex): Fiona can make a check (+18) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small or Medium size animal and back again 3 times/day for up to 9 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

Ssesseth, viper animal companion: Huge Magical Beast (Augmented Animal); HD 10d8+10; hp 55; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 20 (-2 size, +3 Dex, +9 natural), touch 11, flatfooted 17; Base Atk +7; Grp +19; Full Atk +11 melee (1d6+5 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Devotion, evasion, link, scent, share spells; AL N; SV Fort +12, Ref +14, Will +8; Str 18, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12. Hide +8, Listen +7, Spot +7, Swim +11; Combat Reflexes, Improved Initiative, Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

Devotion (Ex): Ssesseth gains a +4 morale bonus on Will saves against enchantment spells and effects.

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

Link (Ex): A druid can handle her animal companion as a free action or push it as a move

action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Sseseth knows the following tricks – attack (x2), come, defend, seek, stay.

APL 16

Pacanan: Male human Clr3/Wiz7/MyT6; CR 16; Medium-Size Humanoid; HD 3d8+13d4+32; hp 89; Init +4; Spd 30 ft.; AC 16 (+4 *mage armor*, +2 *ring of force shield*), touch 12, flat-footed 16; Base Atk +8; Grp +15; Atk +16 melee (1d4+7, masterwork dagger); Full Atk +16/+11 melee (1d4+7, masterwork dagger); SA Spells, *Hand of Vecna*; SQ *Hand of Vecna*, familiar, fire resistance 30, *freedom of movement*, electrical absorbance 120 points; AL NE; SV Fort +14, Ref +10, Will +21; Str 24, Dex 10, Con 14, Int 17, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +18, Decipher Script +5, Disguise +11, Gather Information +5, Heal +4, Intimidate +5, Knowledge (Arcana) +13, Knowledge (History) +9, Knowledge (Local) +8, Knowledge (Planes) +8, Knowledge (Religion) +14, Listen +5, Sense Motive +10, Spellcraft +16, Spot +6; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Skill Focus (Disguise), Reach Spell.

Spells Prepared (Cleric) (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0–*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st–*command*, *cure light wounds*, *detect secret doors**, *entropic shield*, *sanctuary*, *shield of faith*; 2nd–*bear's endurance*, *cure moderate wounds*, ~~*detect thoughts*~~*, *silence*, *sound burst* (2); 3rd–*cure serious wounds*, *dispel magic**, *meld into stone*, *protection from energy*, *wind wall*; 4th–*air walk*, *death ward*, *divination**, ~~*freedom of movement*~~; 5th–*greater command*, *spell resistance**, *plane shift*.

Spells Prepared (Wizard) (4/5/5/5/4/3/3; base DC = 13 + spell level): 0–*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st–*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd–*magic missile* (silent), *mirror image*, ~~*resist energy*~~ (fire), *scorching ray*, *web*; 3rd–*deep slumber*, ~~*nondetection*~~, ~~*protection from energy*~~ (electricity), *sleet storm*, *suggestion*; 4th–

dimension door, *Evard's black tentacles*, *greater invisibility*, *touch of idiocy* (reach); 5th–*dominate person* (x2), *vampiric touch* (reach); 6th–*bestow curse* (reach), *disintegrate*, *mass suggestion*.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Possessions: *Hand of Vecna*, masterwork dagger, *cloak of resistance* +5, *ring of force shield*, *scroll of dimension door*.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

Mardu, imp familiar: Tiny outsider (evil, lawful, extraplanar); HD 17; hp 47; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +8; Grp +0; Atk/Full Atk +13 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +7, Ref +8, Will +14; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will–*detect good*, *detect magic*, *invisibility* (self only); 1/day–*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Fiona Maynem: Female human Drd10/NmlLrd6 (Snake); CR 16; Medium-Size Humanoid; HD 16d8+28; hp 115; Init +0; Spd 30 ft.; AC 19 (+5 *dragonhide wild hide armor* +2, +4 natural *barkskin*), touch 10, flat-footed 19; Base Atk +11; Grp +10; Atk +12 melee (1d8+1/crit x3 plus poison, *spear* +2); Full Atk +12/+7/+2 melee (1d8+1/crit x3 plus poison, *spear* +2); SA Spells, produce poison; SQ Animal bond, animal companion, animal farspeech, animal perception, animal sense, animal speech, lesser wild shape, nature sense, resist nature's lure, scent, share lesser form, summon animal, trackless step, venom immunity, wild shape 3/day, wild empathy, woodland stride, acid absorbance 84, electrical resistance 20, fire resistance 5; AL NE; SV Fort +14, Reflex +10, Will +13; Str 8, Dex 10, Con 14, Int 13, Wis 19, Cha 14. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Climb +0, Concentration +15, Escape Artist +1, Handle Animal +10, Heal +8, Hide +3, Knowledge (Nature) +16, Listen +14, Spellcraft +12, Spot +12, Survival +15, Swim +3; Animal Control, Animal Defiance, Clever Wrestling (B), Lightning Reflexes, Natural Spell, Resist Poison, Resistance to Energy (fire), Scent.

Spells Prepared (Druid) (6/5/5/4/4/2; base DC = 14 + spell level): 0—*create water*, *cure minor wounds* (x3), *detect magic*, *flare*; 1st—*charm animal*, *cure light wounds*, *faerie fire*, *magic fang*, *produce flame*; 2nd—~~*barkskin*~~, *bear's endurance*, *chill metal*, ~~*resist energy (electricity)*~~, *warp wood*; 3rd—*cure moderate wounds*, *meld into stone*, ~~*protection from energy (acid)*~~, *sleet storm*; 4th—*cure serious wounds*, *dispel magic*, *flame strike*, *freedom of movement*; 5th—*baleful polymorph*, *wall of thorns*.

Spells Prepared (Snakelord) (2/2/2; base DC = 14 + spell level): 1st—*camouflage*, *cure light wounds*; 2nd—*cure moderate wounds*, *hold animal*; 3rd—*cure serious wounds*, *protection from energy*.

Possessions: *Dragonhide wild leather armor* +2, *spear* +2, *collar of resistance* +5 (animal companion).

Animal Bond (Ex): Allows the Animal Lord to have an animal companion as per the animal companion ability of the druid, but limited to animals in her selected group. The Animal Lord's levels count as its effective druid level for purposes of this ability. If the Animal Lord

already has the animal companion ability from another class, the class levels stack.

Animal Companion (Ex): Fiona has a huge viper animal companion named Ssesseth.

Animal Farspeech (Sp): Fiona can use her animal speech ability to converse telepathically with any snake within a 36-mile radius.

Animal Perception (Sp): Fiona can share the sensory input of any snake within range of her animal sense.

Animal Sense (Su): Fiona can sense any snakes within a 36-mile radius.

Animal Speech (Ex): Fiona can converse at will with snakes as though under the effects of *speak with animals*.

Lesser Wild Shape (Su): Fiona may wild shape into a Small or Medium size snake at will.

Nature Sense (Ex): Fiona gains a +2 bonus on Knowledge (Nature) and Survival checks (included).

Produce Poison (Ex): Fiona can produce poison once per day (Fortitude save DC 15, initial and secondary damage 2d6 Constitution).

Resist Nature's Lure (Ex): Fiona gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Lesser Form (Sp): Fiona can share her snake form with up to 6 willing individuals. This effect is identical to the *polymorph* spell but lasts 6 hours.

Summon Animal (Sp): Fiona can summon 1d3 Small or Medium size snakes twice per day. This effect functions like *summon nature's ally* and lasts one round per Animal Lord level.

Trackless Step (Ex): Fiona leaves no trail in natural surroundings and cannot be tracked. Fiona may choose to leave a trail if so desired.

Venom Immunity (Ex): Fiona is immune to all poisons.

Wild Empathy (Ex): Fiona can make a check (+18) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Wild Shape (Su): Fiona may turn into a Small to Large size animal and back again 4 times/day for up to 10 hours.

Woodland Stride (Ex): Fiona moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Fiona.

Ssesseth, viper animal companion: Huge Magical Beast (Augmented Animal); HD 12d8+12;hp 66; Init +8; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 23 (-2 size, +4 Dex, +11 natural), touch 12, flat-footed 19; Base Atk +9; Grp +21; Atk +13 melee (1d8+5 plus poison, bite); Full Atk +13/+8 melee (1d8+5 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Devotion, evasion, link, scent, share spells; AL N; SV Fort +14, Ref +17, Will +10; Str 19, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +12. Hide +9, Listen +8, Spot +8, Swim +11; Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Run, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Con, secondary damage 1d6 Con. The DC is Constitution-based.

Devotion (Ex): Ssesseth gains a +4 morale bonus on Will saves against enchantment spells and effects.

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

Link (Ex): A druid can handle her animal companion as a free action or push it as a move action. A druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Tricks: Ssesseth knows the following tricks – attack (x2), come, defend, down, seek, stay.

Appendix Five: Hender and Mulac Statistics

Hender: male human Ftr2/Exp5/Roy5; CR 9; Medium Humanoid; HD 5d6+5d8+2d10+24; hp 85; Init +2; Spd 30 ft. (6 squares); AC 18 (+2 Dex, +4 armor *studded leather of acid resistance* +1, +2 deflection *ring of protection* +2), touch 14, flatfooted 16; Base Atk +8; Grp +9; Full Atk +11/+6 melee (1d8+2 [crit 19-20/x2], *bone longsword* +1) or +7 ranged (1d4+1, *bolas* +1); SQ Brave, acid resistance 10; AL NG; SV Fort +12, Ref +9, Will +8 (*vest of resistance* +2); Str 12, Dex 14, Con 14; Int 12, Wis 12, Cha 13.

Skills and Feats: Appraise +6, Climb +8, Decipher Script +10, Diplomacy +4, Disable Device +5, Gather Information +9, Handle Animal +4, Jump +6, Knowledge (Geography) +8, Knowledge (History) +6, Knowledge (Local-Core) +6, Knowledge (Nature) +6, Listen +8, Profession (Cartographer) +10, Ride +7, Search +7, Sense Motive +6, Spot +8, Survival +3, Swim +10, Use Rope +6; Alertness, Diligent, Endurance, Diehard, Investigator, Point Blank Shot, Weapon Focus(longsword).

Possessions: *Studded leather of acid resistance* +1, *ring of protection* +2, *bone longsword* +1, *bone bolas* +1, *vest of resistance* +2.

Explorer Lore: Similar to bardic knowledge ability, Hender has a chance to know almost anything. Check modifier is +6.

Explorer Check: By making a Knowledge (geography) check (DC 15) once per month or whenever traveling to a new culture, Hender gains a +4 circumstance bonus on Diplomacy and Sense Motive skill checks.

Brave: Hender gains a +4 morale bonus on Will saves against fear effects.

Search Bonus: Hender gains a +2 competence bonus on Search and Survival checks made to find a path, including checks for secret doors and/or following tracks.

Mulac: male human Rgr10; CR 10; Medium Humanoid; HD 10d8+10; hp 63; Init +3; Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 armor *leather of silent moves* +2), touch 13, flatfooted 14; Base Atk +10; Grp +11; Full Atk +15/+10 ranged (1+1 plus poison, *blowgun of seeking* +1) or +11/+6 melee (1d4+1 [crit 19-20/x2], bone dagger); SA Poison; favored enemy, spells; SQ

Wild empathy, woodland stride, evasion, swift tracker; AL NG; SV Fort +8, Ref +10, Will +4; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Climb +10, Handle Animal +6, Heal +6, Hide +10, Jump +7, Knowledge (geography) +8, Knowledge (local-Core) +6, Knowledge (nature) +10, Listen +12, Move Silently +15, Search +10, Spot +12, Survival +14, Swim +6, Tumble +8, Use Rope +7; Endurance (B), Exotic Weapon Proficiency (blowgun), Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Resist Poison, Track (B), Weapon Focus (blowgun).

Spells Prepared (Ranger) (2/1; base DC = 11 + spell level): 1st–*detect snares and pits, longstrider*; 2nd–*barkskin*.

Possessions: *Leather armor of silent moves* +2, *blowgun of seeking* +1, poison darts (50).

Animal Companion (Ex): Mulac has a jaguar as an animal companion Use the standard leopard statistics as found in the *Monster Manual* page 274 except the animal is fully trained and has the bonus trick track.

Wild Empathy (Ex): Mulac can make a check (+13) to improve the attitude of an animal. He must be within 30 feet of the animal and this takes 1 minute to perform.

Woodland Stride (Ex): Mulac moves through dense jungle at full speed without suffering any damage or impairment. Magically overgrown areas still impede Mulac.

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

Favored Enemy (Monstrous Humanoids): Against monstrous humanoids, Mulac gains a +6 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls. Against Animals or Magical Beasts, Mulac gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival Checks, as well as weapon damage rolls.

Swift Tracker (Ex): Mulac can move at normal speed while following tracks without taking the normal -5 penalty. Mulac takes only a -10 penalty when moving at up to twice normal speed.

Poison: The darts for Mulac's blowgun are coated with a naturally occurring poison made from the concentrated secretions of a particular frog. Injury, Fortitude DC 20, initial damage 1d6 Dex, secondary damage 2d6 Dex.