

FUR3-07

Assault on Molag

A One-Round D&D LIVING GREYHAWK[®]
Furyondy Regional Adventure

Version 1.0

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A declaration of war has been announced throughout the kingdom of Furyondy against the Horned Lands' capital city, Molag. King Belvor IV has instituted a draft on all experienced adventurers in the Kingdom of Furyondy to fill the ranks of the Furyondian Military in this crusade. This is a very dangerous military mission for character of 5th level or above. Characters with infamy in the Furyondy Military should not play this scenario. Part 2 of the Operation: Molag series.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary

After several missions of scouting and spying on the defense of Molag by the Furyondian Military, King Belvor IV has given his generals permission to launch an assault on the capital city of the Horned Lands. Gathering together the Southern reserves and Eastern Military forces, along with conscripts from allied nations, mercenaries, and drafted adventurers, Furyondy forces, now 30 thousand strong, head toward the base of operations on the eastern front, Fort Belvor.

Introduction: The PCs are put through a quick basic training program and told of the plans of the first stage of operations, to set up a command center on the eastern banks of the Veng River.

Interlude 1: Box text describing the crossing of the Veng and the battle for the eastern riverbanks. A command post is established here.

Encounter 1: By the order of the PC's captain, the PCs have been sent to scout the perimeter of Molag, to eliminate scouting patrols and to report back.

Encounter 2: Sent out into the fields, this time scouting a southern route to the eastern gates of Molag, the PCs spy a large group of mercenaries heading toward Molag from the south. The small army flies the old flags and banners of the Horned Society.

Interlude 2: Assault on Molag: Box text describing the battle to get to the walls of Molag.

Encounter 3: Flight of the Half-Fiends: Hundreds of half-fiends and fiends emerge from the ground and fly out from behind the walls of Molag to begin attacking the military.

Interlude 3: Molag Breached: Box text of Furyondian Military arriving at the gates of Molag.

Encounter 4: Enemies at the Gate: After a short rest upon arriving at the eastern gates of Molag, the Furyondy Military launches a three-stage attack at all three gates of Molag.

Encounter 5: Disturbing Discovery (optional): A captured spy describes the source of the half-fiends and the "fiend factory."

Encounter 6: The Half-Fiend Factory (optional): Asked to go on a stealth mission, the PCs are tasked with entering Molag and destroying the machine creating the half-fiends.

Conclusion: With the three gates captured, the Furyondy Military begins to plan its next step to take the outer and inner city of Molag.

Introduction

Give the PCs player's handout #1: Draft notice and then read the following:

War never changes. In 582 CY Iuz launched the Greyhawk Wars, a campaign that shaped Oerth into what it is today. The Greyhawk Wars ended in 585 CY with a pact signed by all surviving nations in the city of Greyhawk. Events that followed the Greyhawk Wars led King Belvor IV of Furyondy to declare an unending war on Iuz. It has now been over five years since the Great Northern Crusade; the campaign launched by Furyondy and its allies to regain their lost lands from the tyrant Iuz. Furyondy now prepares for the next stage of its never-ending battle against Iuz.

Character must be at least 5th level or higher to participate in this scenario. Character with infamy in the Furyondy Military will be seen as spies and thrown in the dungeons of Fort Belvor for one year (note in play notes on the AR, imprisonment 1 year (52 TU)).

Arriving at Fort Belvor after heeding the draft summons of the King, you are funneled into a general courtyard, where several clerics of Heironeous, Saint Cuthbert, and Rao cast spells upon you and others.

The priests are casting *detect magic* and *detect evil* spells. Any PC that detects as evil will be restrained until the reason is known. If it is a item causing the effect, the item will be taken away from the PC and destroyed, then the PC will be released to participate in the assault on Molag. Be it a curse, the PC will be able to participate under close watch. Any PC that radiates overwhelming magic will be watched closely.

After a few minutes the line you have been funneled into moves into a large hall. Individuals are then taken into rooms by a cleric of Rao and several Furyondian Military personnel.

The cleric of Rao casts a *zone of truth* (Will DC 16) spell in the room and asks several personal questions to learn more about each PC. You may role-play this out if desired.

Several hours later, after you have been questioned thoroughly, you are lead to a large assembly hall. Here you are seated on one of the many benches in the hall. At the front of the hall, behind a podium, stands a huge Oeridian man with piercing eyes and wild unkempt black hair. He wears white plate mail with the emblems of Furyondy, the Warmasters, and the Knights of Furyondy.

After the room is filled, the man at the podium begins to speak. His voice carries throughout the hall easily, as if by magic, "I am General Saxon, I am here

to brief you on why you are here and what you will be doing during your service to your King and country."

"Several months have passed since Operation Molag has begun. It is possible that some of you may have been involved in its initial stages. The Operation has now reached its second stage, the assault on Molag. This is not going to be an easy task, and it may take months to obtain our objectives. Every soldier in the Furyondian Military is expected to do his or her best and die for king and country if needed."

"Our first objective will be to establish a base of operations on the eastern banks of the Veng River. Once our base is established, other plans will be put into motion, at which time you will be informed of your duties by your unit's commander."

With the general battle plan announced, General Saxon turns over the podium to another man who approaches from the first row of benches. This man is of Oeridian decent and is about the same size as the general but wears a suit of polished plate armor bearing the emblems of Furyondy and has slicked-back brown hair. The man speaks, "Greetings, I am Commander Wynters. You have been assigned to my division in the forthcoming battle. I will let you know now, I expect everyone to do his or her part in war. Is this understood?"

"After I gauge your skills in combat, mentally and physically, I will assign you to a specific captain to report to. From this person you will take all of your orders and will complete the task necessary to win this war. Does anyone have a problem with this? No? Good. Now line up."

The PCs are asked a series of questions about their abilities and then are drilled for 2 hours by a sergeant. PCs may lie if they choose, but if this is found out, they may be thrown in the dungeon, thought to be a spy for 3 months (13 TU). Once it is determined what the PCs can do, go over the following with the PCs based on the criteria below:

- Arcane spell casting – expected to support the troops with transportation of equipment through spells and combative spells.
 - If the PC does not fall into a category above, he will provide front line fighting in the infantry or cavalry which ever the PC is better in.
- Throughout the scenario, the PCs will take damage or will have to cast a spell during an interlude. This is to represent their interaction during the interludes. What happens or is required of the PC is noted at the end of an interlude box text.

Interlude One

In between many of the encounters are interludes, which describe the advancement of the siege on Molag. Each interlude contains box text of the events that have happened. The PCs are considered part of each interlude. At the end of the box text, a bulleted section will describe the PCs interaction in the events and the result upon the PCs as mentioned above at the end of the Introduction. PCs that fail to comply will be charged with disobedience and earn the Animosity of the Furyondian Military; if failure to comply happens twice the PC is dismissed from this operation (end of scenario for the PC).

After several hours of preparation, the time has come for the Furyondian Military to begin the first stage of the operation: crossing the Veng River and establishing a command base. In the early morning, several horns blow, marking the beginning of the assault.

Squads of archers head for the banks of the Veng River followed by the tactical squads. Infantry and cavalry troops remain on standby waiting for the Royal Navy to ferry them across the river.

Arriving at the riverbank, the archers begin the assault by launching arrows at the hobgoblins patrolling the opposite side of the Veng. The archers are relentless, giving the enemies of Furyondy no quarter. The arrows continue to fly as the Royal Navy begins ferrying troops of infantry and cavalry across the river. The tactical squads use magic to create various bridges across the 300 hundred-foot span of the river. The horns and whistles of the Molag patrols ring throughout the air as arrows strike them dead.

Within hours, several thousand Furyondy troops have landed on Horned Land soil to combat the large contingent of Molag's northern army. The battle is brutal, though it lasts mere hours. Hundreds of Furyondians are slain, but in the end the Furyondian

Military claims victory over the northern army of Molag.

Securing a section of the eastern riverbanks, the tactical team sets up camp and a command center, as squads of infantry and cavalry clean up the remaining stragglers of this initial battle.

During this interlude PCs are expected to do one of the following to aid the transport of the military troops across the Veng River or combat the armies of the Horned Land. Using your discretion, select one of the following effects for each character.

- Bards – lose a Bardic Music use bolstering the troops.
- Clerics – lose either a *bless* or *prayer* spell that is in memory; giving the blessings of his god to the troops.
- Divine spell casting (Healing) – loses two *cure light wounds* spell or one higher-level *cure* spell healing the troops during the battle.
- Divine spell casting – loses one of the following spells in memory casting it upon troops: *calm animal*, *control water*, *transmute mud to rock*, *wall of stone*, *water breathing*, *water walk*.
- Arcane spell casting – loses one of the following spells if memorized: *animate rope*, *control water*, *fabricate*, *move earth*, *reduce*, *stone shape*, *telekinesis*, *tenser's floating disk*, *transmute mud to rock*, *wall of stone*, *water breathing*.
- PCs that do not fall into a category above (or that do not have the listed spells available) aid in the taking of the eastern riverbank and each receive 3d6 points of damage from wounds incurred during the brutal battle. The majority of PCs should be able to take this damage, but in the case of a PC that fall into negative hit points, a cleric will restore the PC with a *cure moderate wounds* spell (2d8+7). No PC will die from this encounter, at worse they are saved at –9 hit points.

Encounter One

Advance Scouts

With the establishment of an eastern bank base of operations, the PCs, along with the other squads of scouts are ordered to scout and search the outer perimeter of the base for enemies.

Approaching your group is a battle-hardened woman wearing the signets of a captain accompanied by several war dogs, "I am Captain Lhana Trailblazer. I have been put in charge of this troop. First things

first: I don't like being here so we are going to do what needs to be done the first time around. I do not and will not accept failure. You'd best understand that now rather than later. We are tasked with making sure that the perimeter of this base camp is secure. You will be broken up into small scouting teams to accomplish this. I expect resistance from enemy scouting patrols; your objective is to eliminate or capture any you find and inform me of any unusual activity. Is this understood?"

Some PCs may recognize Lhana if they played Fur2-07 Redstone as the warrior woman in the tavern pouring over old maps of the Horned Lands.

Marynnek, commander of the Molag armies, is aware that Furyondy is preparing to lay siege upon Molag. In response to this, he has set up special scouting patrols to spy and report back to his generals. The scouting patrols will attempt to defeat the party only if they think that the odds are in their favor (having the element of surprise) or if they are attacked. The quasit will remain invisible for as long as possible. The PCs will happen upon the scouting patrol after about an hour of scouting. The scouting patrol will be doing their best not to be seen, so the base DC to spot the Molag scouting patrol is 33 (25 base hiding DC + 8 Howler's hide skill modifier) plus any applicable modifiers. See chapter 3 in the DMG on Spotting Difficulty. Be sure to be familiar with the encounter distance rules in this section.

APL 6 (EL 6)

- Howlers (2): hp 39 ea; see MM
- Quasit (demon): hp 13; see MM

APL 8 (EL 8)

- Howlers (4): hp 39 ea; see MM
- Quasit Rogue: hp 19; see Appendix.

APL 10 (EL 10)

- Howlers (8): hp 39 ea; see MM
- Quasit Assassin: hp 24; see Appendix.

APL 12 (EL 12)

- Howlers (8): hp 39 ea; see MM
- Quasit Assassin: hp 36; see Appendix.

Tactics: In all APLs the quasit will remain invisible, observing the PCs as the hiding howlers close the distance (moving ½ speed) to the PCs through light brush (¼ concealment). The quasit will only attack a PC if he is confident that he can slay that PC. Otherwise, it will stay invisible, observe, and then flee once half of the

howlers have been slain. At the APLs that the quasit has Assassins levels, he will attempt to slay an arcane or divine casting PC using a death attack before fleeing.

Development: If the quasit is captured and returned to base, it is interrogated and a half-fiend factory is learned about. This opens optional encounters at the end of the assault (encounter 4).

Encounter Two Unlikely Allies?

After the initial contact with the first enemy scouting group, the PCs are sent back out into the field to explore the southern side of Molag. After two hours in the fields, the PCs spot a small army approaching from the south of Molag.

After several hours trekking through the brush south of Molag, a sight catches your eye in the afternoon sun. A small army, maybe two thousand strong, is approaching Molag from the south. The banners they carry are not those of Old Wicked. As the small army approaches, you note several small teams break off and scatter in several directions. One heads your way.

PCs making a Knowledge (nobility and royalty) check DC 20 will note that the sigil on the banner is that of the Old Horned Society. The group that heads toward the PCs is a scouting party. These scouts will spot the PCs unless the PCs take measures to hide themselves; in which case make opposed hide/spot checks.

If a PC has the Enmity of the Hierarch and is recognized, the scouts will automatically attack. If one of the scouts survives this attack and escapes, the PCs will earn the Enmity of the Hierarch.

Should the PCs engage in conversation with the scouts, convincing them of their intentions on Molag (Diplomacy check DC 20) and requesting assistance, one of the scouts will leave to request an audience with his leader. In this case go to Encounter 2a.

If the PCs show hostility toward the scouts, the scouts will attack them, attempting to capture at least one of them.

APL 6 (EL 6)

- **Rothgal, Half-orc male:** hp 31; see Appendix.
- **Tiny, Halfling male:** hp 20; see Appendix.
- **Wyman, Human male:** hp 28; see Appendix.

APL 8 (EL 8)

- **Rothgal, half-orc male:** hp 54; see Appendix.
- **Tiny, Halfling male:** hp 32; see Appendix.

- **Wyman, Human male:** hp 49; see Appendix.

APL 10 (EL 10)

- **Rothgal, half-orc male:** hp 74 see Appendix.
- **Tiny, Halfling male:** hp 44; see Appendix.
- **Wyman, Human male:** hp 67; see Appendix.

APL 12 (EL 12)

- **Rothgal, half-orc male:** hp 94; see Appendix.
- **Tiny, Halfling male Rog9:** hp 56; see Appendix.
- **Wyman, Human male Rgr9:** hp 85; see Appendix.

Tactics: Should a fight break out, Rothgal and Wyman will focus on one target, preferably an arcane or divine caster, while Tiny peppers another target with arrows.

Development: Should the PCs report their findings of the Hierarch army to command, no interference will occur from this quarter during Encounter 4, as the Furyondian forces will drive the Hierarch army away from the main fight. Should this occur, read Interlude 3a after Interlude 3.

Encounter 2a

Should the PCs be permitted an audience, they will be led to meet with a diplomatic contingency from the small army. The diplomatic contingency is armed and ready for a fight. If the PCs decide to attack, or if they push the diplomats too far with verbal abuse, then they will retaliate. Note that this is meant to be a diplomatic encounter. The PCs are expected to use every diplomatic resource at their disposal in order to overcome this obstacle. As a result, combat will not be easy.

"Greetings servants of Furyondy. I am Alander Darksban. Know that some compatriots of yours informed my lord of your country's plans many months ago. They attempted to strike a bargain with him while scouting the area surrounding Molag, but were unwilling to meet his terms. But my lord is a benevolent master and he seeks the same goal as Furyondy, the destruction of Molag and the evil forces that occupy it. I am here to tell you, 'Have no fear.' He will not interfere with your quest."

Creatures: The speaker is **Alander Darksban**. He speaks the truth only when it suits him, or when it makes his lies more believable (Bluff +17). Alander is a tall human, at 6' 4", but thin and sinewy. Standing beside him, in addition to several bodyguards, is the familiar face of **Arinor** (from Operation: Molag).

Alander is one of many commanders in the Hierarch's army. The army is traveling from the south towards Molag and is about five miles away while

Alander's contingent is only two miles away. He is aware of the Furyondy army and is concerned that it might interfere with his commander's plans to retake Molag. Alander is a skilled politician and speaker. He has been given leave to inform the PCs of the existence of Hierarch's army (although not who leads it), a rough approximation of its strength and an estimate of the time it would take to reach Molag (although not its exact position). He is quite good at lying and wants to make sure that Furyondy continues its attack on Molag. He is here as a precaution against Furyondy scouts finding his army encamped nearby and deciding that Molag had set a trap for them.

Should the PCs impress on him the importance of an alliance between his army and the Furyondian Army against Molag (Diplomacy check DC 25), he will consider aiding the Furyondian army later on, once the siege is laid upon the city.

If any PC has the Enmity of the Hierarch and is recognized, all of the PCs will be attacked with the intentions of capture. However, should only one PC survive that suits the needs of Alander. Should the PCs attack or insult Alander in any way (this includes failing the Diplomacy by more than 10), they will earn the Enmity of the Hierarch and he will retaliate with force.

All APLs (EL 17)

➤ **Alander, human male:** hp 127; see Appendix.

➤ **Bodyguards, human males (6):** hp 101, 100, 99, 98, 96, 92; see Appendix.

Tactics: Should the PCs be so stupid to attack, show no mercy. Every two rounds of combat will attract 3 more bodyguards to the fight (no more than 6 will be present at a time, with 15 on stand-by).

Development: If the Diplomacy check is successful, Alander will send reinforcements to aid during Encounter 4. If the Diplomacy check fails, Alander will still send reinforcements to "aid" Encounter 4, but will not care about Furyondian casualties. Read Interlude 3b after Interlude 3.

Interlude Two

With the command center up and fully running and scouting reports coming in on a regular basis, the call to action is once again invoked. Gathering all of the commanders together, General Saxon orders the assault on Molag. The command funnels down the ladder to the troops, which will split into three divisions and march on each gate of Molag.

As the hours progress, little resistance is met as advance infantry archers and teams of tactical arcane casters keep the humanoid battlement archers and airborne fiends on the defensive and any ground resistance is crushed beneath the might of Furyondy's forces.

During this interlude PCs are expected to do one of the following listed actions. This represents their aid in defending the troops marching towards Molag gates. Using your discretion, select one of the following effects for each character.

- Bards – lose one Bardic Music use bolstering the troops.
- Clerics –lose either a *bless* or *prayer* spell that is in memory giving the blessings of his god to the troops.
- Divine spell casting (Healing) – lose two *cure minor wounds* or one *cure light wounds* spell stabilizing a NPC Furyondian soldier downed by a arrow.
- Arcane/Divine spell casting – loses one offensive spells of second level or higher in memory casting it upon some ground resistance.
- PCs that do not fall into a category above aid in the taking any resistance during the march on the gate and each receive 1d8 points of damage from a wound incurred during the battle. The majority of PCs should be able to take this damage, but in the case of a PC that fall into negative hit points, a cleric will restore the PC with a *cure moderate wounds* spell (2d8+7). No PC will die from this encounter, at worse they are saved at –9 hit points.

Encounter Three

Flight of the Half–Fiends

As the Furyondian Armies advance toward the walls of Molag and begin circling around to lay siege on all three entrances of the capital city, hundreds of half-fiends dig out of the earth and fly from the walls towards the armies of Furyondy.

As the armies of Furyondy spread out and begin encircling Molag to secure the gates, a strange sight begins to form over the city. Halfway through the march there appears a wispy black cloud which grows ever darker and comes closer by the second. The earth begins to quake slightly as a Furyondian officer with a spyglass points at the cloud yells, "Fiends! Fiends in flight! To arms, men! To arms – blast the fiends from the sky!" Not more than a second passes before the ground erupts around the officer and several fiend-like creatures materialize before him.

The ever-growing black cloud of fiends closes the distance between Molag and the armies of Furyondy.

Hundreds of half-fiends and fiends descend on the troops of Furyondy. The creatures below are what lands in the PCs' vicinity. Describe to the PCs that they must deal with this threat alone as other fiends land nearby, keeping the other troops occupied. Burrowing fiends and fiends with the ability to teleport (or phase) appear within 10 to 30 feet of the PCs at the start of the combat, while all flying fiends start triple their movement away (or 90 to 120 feet) from the PCs.

APL 6 (EL 8)

☛ **Half-fiend Ankheg (3):** hp 31 ea; see Appendix.

☛ **Half-fiend Cockatrice:** hp 32; see Appendix.

APL 8 (EL 10)

☛ **Half-fiend Girallon:** hp 67; see Appendix.

☛ **Half-fiend Phase Spider, advanced :** hp 77; see Appendix.

APL 10 (EL 12)

☛ **Half-fiend Bulette:** hp 103; see Appendix.

☛ **Half-fiend Dragonne:** hp 85; see Appendix.

☛ **Zovvut (demon):** hp 65; see Appendix.

APL 12 (EL 14)

☛ **Jarilith (demon):** hp 125; see Appendix.

☛ **Zovvut (demon)(2):** hp 65 ea; see Appendix.

Tactics: All of these fiends have been trained in military tactics and will target arcane and divine casters first, attacking them until dead before moving on to lesser opponents.

Interlude Three

The flight of the fiends inflicted hundreds of casualties. After several hours, the fighting outside the walls of Molag dies down to small skirmishes. In the end, the fiendish forces of Molag are either destroyed or routed back from whence they came. A gathering of this many fiends had not been witnessed in over five years, since the Greyhawk Wars. However, there is little time for thinking on the ramifications of this fact. The Furyondian commanders begin gathering the troops and strengthening the morale of the soldiers. Pushing the troops, the encircling of Molag is completed. The siege on the three gates of Molag is begun.

During this interlude PCs are expected to do one of the tasks listed below to aid the military troops' morale and the final march to the gates of Molag. Using your discretion, select one of the following effects for each character.

- ☛ Bards – lose one Bardic Music use bolstering the troops.
- ☛ Clerics – lose either a *bless*, *prayer*, or *remove fear* spell that is in memory giving the blessings of his god to the troops.
- ☛ Divine spell casting (Healing) – loses two *cure minor wounds* or one *cure light wounds* spell stabilizing a NPC Furyondian soldier downed by a fiend.

Development: Proceed with either Interlude 3A or 3B, depending on the results of Encounter 2 and/or 2A.

Interlude 3a

During the maneuver to encircle Molag, Hydra division (Division 3) has spotted a small army waiting on the southern outskirts of Molag. Seeing the flags of the Old Horned Society, Commander Wynters detours the troops to engage with this potential threat. After several minutes of exchanging archery fire, The Horned Society army sounds a retreat. Commander Wynters recalls the troops and returns to the task at hand, taking the gates of Molag.

During this interlude, PCs who did not expend resources in Interlude 3 above take 1d8 damage from enemy archery fire. The majority of PCs should be able to take this damage, but in the case of a PC that fall into negative hit points, a cleric will restore the PC with a *cure moderate wounds* spell (2d8+7). No PC will die from this encounter, at worst they are saved at –9 hit points.

Interlude 3b

During the maneuver to encircle Molag, Hydra division (Division 3) has spotted a small army waiting on the southern outskirts of Molag. Seeing the flags of the Old Horned Society, Commander Wynters detours a contingent of troops and a diplomatic envoy to parlay with this potential threat. After several long minutes of exchanging comments, The Horned Society's small army forms an uneasy alliance with the forces of Furyondy and joins the Furyondian troops as mercenary support. Commander Wynters calls for the troops and returns to the task at hand, taking the gates of Molag with the aid of some temporary allies.

Encounter Four

The Gates of Molag

The Furyondian Military has defeated the fiend threat and completed the encircling of Molag, laying siege to the three gates into the city. Now the military must defeat the gate guards to proceed taking the city.

With Hydra Division in place and the siege equipment put to use against the large iron double doors of the eastern gate, you have been given your first break since the battle began. However, the break, as refreshing as it was, does not last. After an hours rest, Captain Lhana looks over your troop and begins to speak, "At dawn we take the gates of Molag and lay full siege to the outer city. I expect this to be a very difficult task. I will not lie to you; there is great evil beyond those gates and there will be many casualties. Take the next few minutes to prepare, for the gates have cracked and will be breached soon."

Allow the PCs to rest and regain spells at this juncture, and then continue.

All night long small skirmishes happen around your base camp outside the gates, as well as the droning sound of battering rams smashing into the gates. You are awoken after a somewhat restful rest period just before daybreak and told to prepare as the gates are nearly breached.

The PCs have 30 minutes to memorize spells and equipment themselves, before the following:

After several hours of the battering rams smashing the great twenty-foot tall iron doors accompanied by various weakening spells, the doors are breached. The archers remain focused on the battlements, picking off any goblinoids foolish enough to stick their heads up. The orders for the infantry to advance to the gates are given. Upon arrival at the gates, a large boulder crashes to the ground, crushing several front-line infantrymen as it lands on them. From behind the remaining walls of Molag, several giant sized creatures emerge.

Depending on previous developments, forces of the Hierarch may appear in this combat. If the forces of the hierarch appear they will show up after the first round of combat. A small group of the Hierarch's army appears 120 feet from the battle, approaching from the south.

They will aid the forces of Furyondy and the three scouts from Encounter 2 will aid the PCs.

If one or more of the PCs insulted one of Hierarch's commanders or have the *Enmity of the Hierarch* from Operation Molag and they are recognized, then these troops will still aid as they were commanded, but will not worry about casualties on the Furyondian side (refer to the table below). If the PCs did not combat the Hierarch's army in Encounter 2, the PCs can claim the equipment of the 3 scouts whom are killed in this battle **only** if they state after the battle that they are looting the Hierarch's dead soldiers.

Spells cast from the Hierarch Mercenary Corp

Roll 1d10 + APL at the start of each round and add the results into the combat below.

- | | |
|-------|--|
| 7-12 | No area affecting spells this round. |
| 13-14 | <i>Fireball</i> cast at 7 th level (Reflex DC 17) |
| 15-16 | <i>Lightning Bolt</i> cast at 7 th level (Reflex DC 17) |
| 17-18 | <i>Confusion</i> cast at 7 th level (Will DC 18) |
| 19-20 | <i>Cloudkill</i> cast at 9 th level (Reflex DC 19) |
| 21-22 | <i>Circle of Doom</i> cast at 9 th level (Fort DC 20) |

The PCs will have to deal with two waves of attackers. Once the first wave has been defeated the second wave will move forward and appear 30 feet behind the gates after a round, roll a new initiative for this group. If more than 2 or more PCs are dead or dying, Lhana will come to the remaining PCs aid. Remember this is the PCs' threat; other NPCs of the Furyondian army are fighting similar creatures. Also it is just before dawn, so the sun is not out, but is cresting the horizon for the purpose of the undead in wave 2.

All APLs

☛ **Lhana Trailblazer**, human female: hp 158; see Appendix.

First Wave

APL 6 (EL 8)

☛ **Ettin**: hp 65; see MM.

☛ **Hill Giant**: hp 102; see MM; possessions: huge halberd, large chain shirt, ring of force shield. (722gp [L 14; C 0; M 708])

APL 8 (EL 10)

☛ **Hill Giant Brb 2**: hp 124; see Appendix.

☛ **Ettins (2)**: hp 65 ea; see MM.

APL 10 (EL 12)

- Hill Giant Brb 4: hp 146; see Appendix.
- Bebilith; hp 102; see MM.

APL 12 (EL 14)

- Hill Giant Brb 5: hp 157; see Appendix.
- Bebilith (2): hp 102; see MM.
- Half-Fiend Wyvern: hp 84; see Appendix.

Tactics: The hill giant will remain in the gate and ready an action to set against a charge attack on the first round (he has combat reflexes), then proceed on the following rounds to attack anyone attempting to move through the gate or toss rocks at PCs if they do not attempt to engage. All of the other creatures will move to engage the PCs.

Second Wave

APL 6 (EL 7)

- Wights (4): hp 26 ea; turn resistance +4; see MM.

APL 8 (EL 9)

- Wraiths (4): hp 32 ea; turn resistance +4; see MM.

APL 10 (EL 11)

- Mohrgs (3): hp 91 ea; turn resistance +4; see MM.

APL 12 (EL 14)

- Nightshade, Nightwing: hp 110; turn resistance +4; see MM.

Tactics: The undead will close with the PCs and attempt to turn them into undead by destroying them. They will focus on clerics of good aligned gods first.

Development: If the PCs are successful in defeating the two waves of attackers without the aid of Lhana, Lhana and her personal bodyguards manage to capture a quasit spy. After it is interrogated, a half-fiend factory is learned about just several blocks inside the gates. This opens optional encounters at the end of this encounter 4. If the optional encounter pre-requisite is not made in encounter 1 or this encounter go to Conclusion.

Encounter Five Disturbing Discovery (Optional Encounter)

If the PCs captured the quasit in Encounter 1 or succeeded in defeating the two-waves of attackers without aid from Lhana in Encounter 4, then this

optional encounter is open to them at the cost of one additional time unit.

It is getting late in the day. The sound of skirmish fighting still permeates the air. But above it all is a cry for all available Special Forces teams. It appears as though your team is requested to gather at the mobile combat station for debriefing.

Allow the PCs to ignore the orders if they want to. However remind them that disobeying orders has unwanted consequences. If the PCs meet at the designated spot, read or paraphrase the following.

Your group stands among three other Hydra Division Special Forces units. The other units look visibly beaten and tired. The scars of war shine like badges of honor on most faces while other simply look weary and ready for rest. Captain Lhana Trailblazer approaches your gathered group: "Congratulations on a job well done. I know that you've expended much of your strength and resources today. I want you to know that the extraordinary efforts of one team, in particular, have allowed us to gather some dire information. The incredible numbers of fiendish creatures that our troops fought here today were the result of a magical device within Molag. Our questioners have gathered the location of this device. We cannot allow the enemy to escape with this device. However, we cannot just send you off on a suicide mission, either. That is why we're asking for volunteers. For the good of Furyondy, and quite possibly, all of Oerth, if you feel that your team is still capable of taking on one more assignment, please step forward. But know this... This mission will not be easy. I wasn't joking when I said that this might be a suicide mission." With that, the captain waits for a response.

Make sure it is clear to the players that this is an optional encounter and they have the choice to choose whether or not they play these encounters (encounters 5 and 6), it must be a full group decision.

Regardless of the PCs response (to accept or decline the optional mission), one of the other groups will step forward to accept the mission.

If the PCs decide to accept the mission, the captain will be even more pleased and will attempt to coordinate the teams so that the likelihood of success is maximized. Either way, only the PCs will make it to the fiend factory if they are stealthy enough. Read the following:

Upon your acceptance of the mission, Captain Lhana briefs you; "First and foremost, several powerful fiends are in the area of your target destination patrolling the streets, so you need to use stealth to avoid them." Un-scrolling a detailed map of the eastern gate and neighboring building of Molag, Lhana points to a building, "This is your destination, the fiend factory. It is about 425 yards (1275 feet) to the west of the gates and slightly north. Inside this factory is some sort of apparatus or magical device creating fiends, destroy this device and find any clues as to its creation. Dismissed and good luck."

Development: If the PCs decline the offer, then the encounter is concluded. The captain will wish the remaining groups good day, and continue with the volunteers. Proceed to the Conclusion.

Encounter 5A

A patrol of fiends is patrolling the streets of Molag about 300 feet from the warehouse location. The PCs will happen upon the demons (8 total) fighting another such group of Furyondian volunteers much like themselves. Should the PCs draw attention to themselves four of the demons will attack the PCs while the other four continue fighting the other group of soldiers. If the PCs use stealth moving at half speed attempting to move silently and hide and give a wide berth to the combat, they can get by this fight without attracting the attention of the demons whom are busy (-20 (plus -1 per 10 feet from characters) to spot checks).

All APLs (EL 13)

☛ **Vrock (demon) (4):** hp 60 ea; spot +24; see MM.

Encounter Six The Half–Fiend Factory

The PCs have navigated their way to the supposed location of the Half-fiend Factory just inside the inner city of Molag.

Avoiding several alert patrols of fiends, you have arrived at what you believe to be your destination: the fiend factory. The building appears to be well constructed, using mostly stone and metal. It stands 20 feet tall, bears no windows and has only one visible entrance: 15 feet tall stout reinforced oak double doors covered in symbols and ruins.

On the roof of the building is a large, ten foot square hatch-door used to let out large half-fiends with the

capability of flight. Both set of the doors (ground and roof) are covered with the runes and symbols and are trapped with a *Symbol*/spell cast by a Balor. The doors are not locked, but are heavy and require a Strength check (DC 12) to open.

APL 6 and 8

☛ **Symbol of Pain Trap:** CR 6; magic device; proximity trigger; no reset; spell effect *symbol of pain*, 13th level caster, Fort save resists (DC 21); Search (DC 30); Disable Device (DC 30).

Proximity Trigger: When a good-aligned creature comes within 15 feet of the trap, the trap is activated as per the *symbol of pain* spell.

APL 10 and 12

☛ **Symbol of Weakness Trap:** CR 8; magic device; proximity trigger; no reset; spell effect *symbol of weakness*, 15th level sorcerer, Fort save resists (DC 21); Search (DC 32); Disable Device (DC 32).

Proximity Trigger: When a good-aligned creature comes within 15 feet of the trap, the trap is activated as per the *symbol of weakness* spell.

Allow the PCs a Spot check (DC 20 [+1 per 10 feet from the door]) to notice the *symbol*/spell in the midst of the ruins and other symbols. The symbol that triggers the spell is not covered or hidden; it is displayed with distractions around it.

Should the PCs trigger either *symbol*, Drucela will be alerted to their presence and begin casting protection spells upon herself. Keep track of how many rounds it takes the PCs to gain entrance once the symbol is triggered to determine the number of pre-cast spells. Refer to Appendix 6 for a general map of the warehouse.

APL 6 (EL 8)

☛ **Drucela**, human female: hp 52; see Appendix.

☛ **Breathdrinker:** hp 60; see Appendix.

APL 8 (EL 10)

☛ **Drucela**, human female: hp 73; see Appendix.

☛ **Breathdrinker, advanced:** hp 90; see Appendix.

APL 10 (EL 12)

☛ **Drucela**, human female: hp 99; see Appendix.

☛ **Breathdrinker, advanced:** hp 152; see Appendix.

☛ **Invisible Stalker:** hp 52; see MM.

APL 12 (EL 14)

☛ **Drucela, human female:** hp 115; see Appendix.

☛ **Breathdrinker, advanced:** hp 152; see Appendix.

☛ **Devourer:** hp 78; see MM.

Tactics: Drucela will command her bodyguards (the breatherdrinker, invisible stalker, and/or devourer) to destroy the PCs while she casts spells from a distance. At APL 10 and 12 if the Breatherdrinker dies it explodes and affect everything in its blast radius, see the Final Strike feat in Appendix 3 for more details.

After Drucela has been defeated, the PCs may look around the warehouse. The warehouse consists of a ground level as well as a basement.

The ground level has an office and an outer area with three large iron grates in the floor that look down into large cages on the basement level. One cage houses several types of monstrous humanoids; another magical beasts; and the third aberrations. An ornately carved evil stone archway stands near the back of the warehouse. The archway is covered with demon symbols and depictions of fiends merging with non-fiends and shimmers with gray haze (see below).

The office houses a desk and chest. The desk holds a log of all-successful merging of creature to half-fiend is recorded. The chest holds an unholy symbol of Iuz, an unholy cannon of Iuz, and several empty potion vials.

The basement consists of the three cages that house the creatures mentioned above.

☛ **Demonic Archway:** reinforced masonry; hp 180; hardness 8; break DC 45; detects as enchantment, transmutation, and universal magic.

Development: If the PCs destroy the archway and collect the parchment detailing the merging of creatures into half-fiends, they will receive a recommendation for promotion in the Furyondian Military or Militia.

Conclusion

The day has been tiring with scouting missions and several short battles, but in the end Furyondy has captured the three gates of Molag. Several commanders of the tactical squad leaders have gathered at the base of operations to discuss plans concerning further assault on the outer and inner city of Molag. You and several other mercenaries have been granted leave, but are required to report back when the assault into the inner city begins.

To be concluded in The Fall of Molag...

The End

Experience Point Summary

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

Encounter One

Defeat Scouts

APL6 180 xp; APL8 240 xp; APL10 300 xp;
APL12 360 xp

Encounter Two

Defeat Scouts

APL6 180 xp; APL8 240 xp; APL10 300 xp;
APL12 360 xp

Encounter Three

Defeat the Half-fiends

APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp

Encounter Four

Defeat Wave A

APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp

Defeat Wave B

APL6 210 xp; APL8 270 xp; APL10 330 xp;
APL12 390 xp

(1/2 xp if Lhana helps in above combat, apply to both if help is used)

Story Award

Capture Quasit:

APL6 30 xp; APL8 35 xp; APL10 40 xp;
APL12 45 xp

Negotiate successfully with the Hierarchs army

APL6 30 xp; APL8 35 xp; APL10 40 xp;
APL12 45 xp

Discretionary roleplaying award

APL6 30 xp; APL8 35 xp; APL10 40 xp;
APL12 45 xp

Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp;
APL12 1575 xp

Optional Encounter Experience

Encounter Six

Defeat Drucela and Bodyguards

APL6 240 xp; APL8 300 xp; APL10 360 xp;
APL12 420 xp

Story Award (with optional encounter)

Destroy Demonic Archway
APL6 70 xp; APL8 87 xp; APL10 105 xp;
APL12 122 xp

Retrieve Half-Fiend merging reports
APL6 70 xp; APL8 87 xp; APL10 105 xp;
APL12 122 xp

Discretionary roleplaying award (for optional encounters)

APL6 70 xp; APL8 88 xp; APL10 105 xp;
APL12 123 xp

Total possible experience (for optional encounters):

APL6 450 xp; APL8 562 xp; APL10 675 xp;
APL12 787 xp

Total possible experience (including optional encounters and awards)

APL6 1116 xp; APL8 1389 xp; APL10 1662 xp;
APL12 1935 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One: Advanced Scouts

APL 6: L: 0 gp; C: 0 gp; M: 0 gp
APL 8: L: 0 gp; C: 0 gp; M: 0 gp
APL 10: L: 0 gp; C: 0 gp; M: 192 gp
APL 12: L: 0 gp; C: 0 gp; M: 856 gp

Encounter Two: Unlikely Allies?

APL 6: L: 48 gp; C: 0 gp; M: 0 gp
APL 8: L: 148 gp; C: 0 gp; M: 11 gp
APL 10: L: 93 gp; C: 0 gp; M: 506 gp
APL 12: L: 66 gp; C: 0 gp; M: 711 gp

Encounter Four: Gates of Molag

APL 6: L: 14 gp; C: 0 gp; M: 708 gp
APL 8: L: 14 gp; C: 0 gp; M: 1041 gp
APL 10: L: 14 gp; C: 0 gp; M: 1291 gp
APL 12: L: 14 gp; C: 0 gp; M: 1291 gp

Total Possible Treasure

APL 6: L: 62 gp; C: 0 gp; M: 708 gp
APL 8: L: 162 gp; C: 0 gp; M: 1052 gp
APL 10: L: 107 gp; C: 0 gp; M: 1989 gp
APL 12: L: 80 gp; C: 0 gp; M: 2858 gp

Optional Encounters Treasure

Encounter Six: The Half-Fiend Factory

APL 6: L: 67 gp; C: 0 gp; M: 333 gp

APL 8: L: 25 gp; C: 0 gp; M: 543 gp
APL 10: L: 0 gp; C: 0 gp; M: 927 gp
APL 12: L: 0 gp; C: 0 gp; M: 1327 gp

Total Possible Treasure (including optional encounters)

APL 6: L: 129 gp; C: 0 gp; M: 1041 gp
APL 8: L: 187 gp; C: 0 gp; M: 1595 gp
APL 10: L: 107 gp; C: 0 gp; M: 2916 gp
APL 12: L: 80 gp; C: 0 gp; M: 4185 gp

Special

Furyondy Military Invitation: For successfully aiding in the assault on Molag, Furyondian PCs are offered an invitation to join the Furyondian Military by Commander Wynters at no initial cost. PCs must still meet all of the requirements as outlined in the *Furyondy Rules and Meta-Campaign Handbook*. This invitation must be used before your next adventure and serves as campaign documentation.

Furyondy Military / Militia Promotion: For successfully completing destroying a demonic archway and retrieving notes on it, Furyondian PCs earn a recommendation for promotion in the Furyondian Military or Militia. PCs accepting this promotion must meet all of the requirements as outlined in the *Furyondy Rules and Meta-Campaign Handbook*. This promotion overrides the outline time period required for promotions and serves as campaign documentation for the promotion.

Animosity of the Furyondian Military: Based on the PCs actions, the PC has gained the Animosity of the Furyondian Military. The PC has become infamous with the military, militia, and knighthoods in Furyondy. The PC is banned from joining the following meta-organizations within Furyondy (military, militia, green jerkins, mage council, and any knighthoods). Further actions may allow the named PC to overcome this animosity.

Enmity of the Hierarchy: Based on the character's action in this adventure, the character has gained the Enmity of the last remaining Hierarchy of the Horned Society. Anytime the character comes into contact with an agent of Hierarchy Nezmajen's army or a cleric of Nerull, there is a 25% chance that they will be recognized as a "traitor." If recognized the character will be treated with hostility. If the character already has this enmity, the recognition is increased to 35%.

Favor of the Furyondy Military

For aiding Furyondy in the military assault against Molag, the amenities office at Fort Belvor is willing to upgrade one suit of armor or a shield to a maximum bonus as followed by APL played (APL 6 +1, APL 8 +2, APL 10 +3, APL 12 +4). The player must pay the cost difference between the new armor and the old armor.

Items for the Adventure Record

Item Access

APL 6:

Ring of Force Shield (Adventure, DMG)

Periapt of Wisdom (+2) (Adventure, DMG)

APL 8:

Sleep Arrow (Adventure, DMG)

Cloak of Resistance (+2) (Adventure, DMG)

APL 10:

Slaying Arrow (elves) (Adventure, DMG)

Bag of Tricks (rust) (Adventure, DMG)

APL 12:

Assassin's Dagger (Adventure, DMG)

Bone Shortspear +2 (Adventure, DMG)

Appendix One: APLs

Encounter 1: Advance Scouts

APL 8 (EL 8)

☛ **Quasit Rog 2:** CR 5; Tiny outsider; HD 3d8+2d6; hp 27; Init +8; Spd 20 ft., fly 50 ft. (perfect); AC 19 (touch 16, flat-footed 15) [[+4 Dex, +2 size, +3 natural]]; Base Atk +4; Grp -4; Atk +9 melee (1d3-1 and poison, claw); Full Atk +9/+9 melee (1d3-1 and poison, claws) and +4 melee (1d4-1, bite); SA Poison, spell-like abilities, sneak attack +1d6; SQ Alternate form damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, evasion; AL CE; SV Fort +3, Ref +10, Will +4; Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Disguise +4, Hide +15, Listen +8, Move Silently +12, Search +6, Spellcraft +4, Spot +9; Improved Initiative, Weapon Finesse (bite, claw).

Spell-Like Abilities: At will – *detect good*, *detect magic*, *invisibility* (self only); 1/day – cause fear (as spell, except that its area is a 30-foot radius from the quasit). Caster level 6th; save DC 10 + spell level.

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions a polymorph self cast by a 12th-level sorcerer, except that this quasit may only assume the forms of a bat or wolf.

Regeneration (Ex): Quasits take normal damage from acid and from holy and blessed weapons.

APL 10 (EL 10)

☛ **Quasit Rog 3 Asn 1:** CR 7; Tiny outsider; HD 3d8+3d6+1d6; hp 36; Init +8; Spd 20 ft., fly 50 ft. (perfect); AC 19 (touch 16, flat-footed 15) [[+4 Dex, +2 size, +3 natural]]; Base Atk +5; Grp -3; Atk +7 melee (1d4+1 and poison, 19-20/x2, dagger); Full Atk +10/+10 melee (1d3-1 and poison, claws) and +5 melee (1d4-1, bite) or +7 melee (1d4+1 and poison, 19-20/x2, dagger); SA Poison, spell-like abilities, sneak attack +3d6; SQ Alternate form damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, evasion, uncanny dodge, poison use; AL CE; SV Fort +4, Ref +12, Will +5; Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Disguise +4, Hide +15, Listen +10, Move Silently +12, Search +8, Spellcraft +4, Spot +12, Tumble +9; Improved Initiative, Weapon Finesse (bite, claw, dagger).

Spell-Like Abilities: At will – *detect good*, *detect magic*, *invisibility* (self only); 1/day – cause fear (as spell, except that its area is a 30-foot radius from the quasit). Caster level 6th; save DC 10 + spell level.

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Poison: Dagger, Fortitude save (DC 17); initial damage 2d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions a polymorph self cast by a 12th-level sorcerer, except that this quasit may only assume the forms of a bat or wolf.

Regeneration (Ex): Quasits take normal damage from acid and from holy and blessed weapons.

Possessions: Dagger +1 (coated with Wyvern poison). (192gp [L 0; C 0; M 192])

APL 12 (EL 12)

☛ **Quasit Rog 5 Asn 3:** CR 11; Tiny outsider; HD 3d8+5d6+3d6; hp 54; Init +8; Spd 20 ft., fly 50 ft. (perfect); AC 19 (touch 16, flat-footed 15) [[+4 Dex, +2 size, +3 natural]]; Base Atk +8; Grp +0; Atk +13 melee (1d4+1 and poison, 17-20/x2, dagger); Full Atk +13 melee (1d3-1, 2 claws) and +7 melee (1d4-1, bite) or +11 melee (1d4+1, 17-20/x2, dagger); SA Poison, spell-like abilities, sneak attack +5d6; SQ Alternate form damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, evasion, uncanny dodge, poison use; AL CE; SV Fort +5, Ref +14, Will +6; Str 9, Dex 18, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Disguise +5, Hide +15, Listen +13, Move Silently +15, Search +14, Spellcraft +6, Spot +14, Tumble +15; Improved Critical (dagger), Improved Initiative, Weapon Finesse (bite, claw, dagger).

Spell-Like Abilities: At will – *detect good*, *detect magic*, *invisibility* (self only); 1/day – cause fear (as spell, except that its area is a 30-foot radius from the quasit). Caster level 6th; save DC 10 + spell level.

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Poison: Dagger, Fortitude save (DC 17); initial damage 2d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions a polymorph self cast by a 12th-level sorcerer,

except that this quasit may only assume the forms of a bat or wolf.

Regeneration (Ex): Quasits take normal damage from acid and from holy and blessed weapons.

Possessions: Assassin's Dagger coated with Wyvern's Poison. (856gp [L 0; C 0; M 856])

Encounter 2: Unlikely Allies?

APL 6 (EL 6)

🐉 **Rothgal, half-orc male Ftr3:** CR 3; medium humanoid; HD 3d10+9; hp 31; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Base Atk +3; Grp +8; Atk +9 melee (1d12+7, x3, greataxe); Full Atk +9 melee (1d12+7, x3, greataxe); SQ darkvision 60ft.; AL NE; SV Fort +6, Ref +1, Will +0; Str 20, Dex 10, Con 16, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +8, Jump +8, Swim +1; Cleave, Power Attack, Power Lunge, Weapon Focus (greataxe).

Possessions: Masterwork breastplate, greataxe. (31gp [L 31; C 0; M 0])

🐉 **Tiny, Halfling male Rog3:** CR 3; small humanoid; HD 3d6+6; hp 20; Init +5; Spd 20 ft.; AC 18 (touch 15, flat-footed 18); Base Atk +2; Grp -3; Atk +2 melee (1d6-1, 19-20, x2, short sword) or +8 ranged (1d6, x3, composite shortbow); Full Atk +2 melee (1d6-1, 19-20, x2, short sword) or +8 ranged (1d6, x3, composite shortbow); SA Sneak attack +2d6; SQ Trapfinding, evasion, uncanny dodge, trap sense +1; AL N; SV Fort +4, Ref +9, Will +2; Str 8, Dex 20, Con 14, Int 12, Wis 8, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +6, Hide +13, Listen +6, Move Silently +11, Search +6, Sense Motive +5, Spot +4, Tumble +9; Point Blank Shot, Precise Shot.

Possessions: Leather armor, short sword, composite shortbow, 20 arrows. (8gp [L 8; C 0; M 0])

🐉 **Wyman, Human male Rgr3:** CR 3; medium humanoid; HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d8+2, 19-20, x2, longsword) or +5 ranged (1d8, x3, longbow); Full Atk +4 melee (1d8+2, 19-20, x2, longsword) and +4 melee (1d6+2, 19-20, x2, short sword) or +5 ranged (1d8, x3, longbow); SA Favored enemy (gnomes); AL CN; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 15, Int 12, Wis 14, Cha 10.

Skills and Feats: Hide +8, Listen +8, Move Silently +7, Search +7, Spot +7, Survival +8; Blind Fight, Tracking, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (shortsword).

Possessions: Chain shirt, longsword, short sword, longbow, 20 arrows. (Xgp [L X; C 0; M 0])

APL 8 (EL 8)

🐉 **Rothgal, half-orc male Ftr5:** CR 5; medium humanoid; HD 5d10+15; hp 49; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Base Atk +5; Grp +10; Atk +12 melee (1d12+9, x3, greataxe); Full Atk +12 melee (1d12+9, x3, masterwork greataxe); SQ darkvision 60ft.; AL NE; SV Fort +7, Ref +1, Will +0; Str 20, Dex 10, Con 17, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +9, Jump +9, Swim +1; Cleave, Power Attack, Power Lunge, Weapon Focus (greataxe) Weapon Specialization (greataxe).

Possessions: Masterwork breastplate, masterwork greataxe. (56gp [L 56; C 0; M 0])

🐉 **Tiny, Halfling male Rog5:** CR 5; small humanoid; HD 5d6+10; hp 32; Init +5; Spd 20 ft.; AC 18 (touch 15, flat-footed 18) Base Atk +3; Grp -2; Atk +4 melee (1d6-1, 19-20, x2, short sword) or +9 ranged (1d6, x3, composite shortbow); Full Atk +4 melee (1d6-1, 19-20, x2, short sword) or +9 ranged (1d6, x3, composite shortbow); SA Sneak attack +3d6; SQ Trapfinding, evasion, uncanny dodge, trap sense +1; AL N; SV Fort +4, Ref +10, Will +1; Str 8, Dex 20, Con 14, Int 13, Wis 8, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +8, Hide +15, Listen +8, Move Silently +13, Search +7, Sense Motive +7, Spot +6, Tumble +11; Point Blank Shot, Precise Shot.

Possessions: Leather armor, masterwork short sword, composite shortbow, 20 arrows, 1 sleep arrow. (55gp [L 33; C 0; M 11])

🐉 **Wyman, Human male Rgr5:** CR 5; medium humanoid; HD 5d10+15; hp 49; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) Base Atk +5; Grp +7; Atk +7 melee (1d8+2, 19-20, x2, longsword) or +7 ranged (1d8, x3, longbow); Full Atk +7 melee (1d8+2, 19-20, x2, longsword) and +7 melee (1d6+2, 19-20, x2, short sword) or +7 ranged (1d8, x3, longbow); SA Favored enemies (gnomes and dwarves); AL CN; SV Fort +6, Ref +3, Will +3; Str 14, Dex 14, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Hide +10, Listen +10, Move Silently +9, Search +9, Spot +9, Survival +10; Ambidexterity, Blind Fight, Tracking, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (shortsword).

Possessions: Leather armor, masterwork longsword, masterwork short sword, longbow, 20 arrows. (59gp [L 59; C 0; M 0])

Spells Prepared (1; base DC = 12 + spell level):
1st—[*Entangle*].

APL 10 (EL 10)

☛ **Rothgal, half-orc male Ftr7:** CR 7; medium humanoid; HD 7d10+21+6; hp 73; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +7; Grp +12; Atk +14 melee (1d12+9, x3, greataxe); Full Atk +14/+9 melee (1d12+9, x3, greataxe); SQ darkvision 60ft.; AL NE; SV Fort +8, Ref +2, Will +1; Str 20, Dex 10, Con 17, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +10, Jump +10, Swim +1; Cleave, Dwarves Toughness, Great Cleave, Power Attack, Power Lunge, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Breastplate +1, masterwork greataxe. (139gp [L 27; C 0; M 112])

☛ **Tiny, Halfling male Rog7:** CR 7; small humanoid; HD 7d6+14; hp 44; Init +5; Spd 20 ft.; AC 18 (touch 15, flat-footed 18); Base Atk +5; Grp +0; Atk +6 melee (1d6-1, 19-20, x2, short sword) or +10 ranged (1d6, x3, composite shortbow); Full Atk +6 melee (1d6-1, 19-20x2, short sword) or +10 ranged (1d6, x3, composite shortbow); SA Sneak attack +4d6; SQ Trapfinding, evasion, uncanny dodge, trap sense +2; AL N; SV Fort +5, Ref +11, Will +2; Str 8, Dex 20, Con 14, Int 13, Wis 8, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +10, Hide +17, Listen +10, Move Silently +15, Search +7, Sense Motive +11, Spot +8, Tumble +13; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: Leather armor, masterwork short sword, composite shortbow, 20 arrows, 1 sleep arrows, slaying arrow (elves). (245gp [L 33; C 0; M 201])

☛ **Wyman, Human male Rgr7:** CR 7; medium humanoid; HD 7d10+21; hp 67; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +7; Grp +9; Atk +9 melee (1d8+2, 19-20, x2, longsword) or +9 ranged (1d8, x3, longbow); Full Atk +9/+4 melee (1d8+3/19-20x2 or 17-20 {gnomes} longsword) and +9/-1 melee (1d6+2/19-20/x2 or 17-20 {gnomes} short sword) or +9/+4 ranged (1d8, x3, longbow); SA Favored enemies (gnomes and dwarves); AL CN; SV Fort +7, Ref +4, Will +4; Str 14, Dex 14, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Hide +12, Listen +12, Move Silently +11, Search +11, Spot +11, Survival +12; Ambidexterity, Blind Fight, Favored Critical (gnomes), Tracking, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (shortsword).

Possessions: Leather armor, longsword +1, masterwork short sword, longbow, 20 arrows. (225gp [L 33; C 0; M 193])

Spells Prepared (2; base DC = 12 + spell level):
1st—[*Entangle*, *Speak with Animals*].

Animal companion: Dire Badger, see MM.

APL 12 (EL 12)

☛ **Rothgal, half-orc male Ftr9:** CR 9; medium humanoid; HD 9d10+36+6; hp 100; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +9; Grp +14; Atk +16 melee (1d12+10, 19-20/x3, greataxe +1); Full Atk +16/+11 melee (1d12+10, 19-20/x3, greataxe +1); SQ darkvision 60ft.; AL NE; SV Fort +8, Ref +3, Will +2; Str 20, Dex 10, Con 18, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +11, Jump +11, Swim +1; Blind-Fight, Cleave, Dwarves Toughness, Great Cleave, Improved Critical (greataxe), Power Attack, Power Lunge, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Breastplate +1, greataxe +1. (306gp [L 0; C 0; M 306])

☛ **Tiny, Halfling male Rog9:** CR 9; small humanoid; HD 9d6+22; hp 56; Init +5; Spd 20 ft.; AC 18 (touch 15, flat-footed 18); Base Atk +6; Grp +1; Atk +7 melee (1d6-1, 19-20, x2, short sword) or +12 ranged (1d6, x3, composite shortbow); Full Atk +7/+2 melee (1d6-1, 19-20, x2, short sword) or +12/+7 ranged (1d6, x3, composite shortbow); SA Sneak attack +5d6; SQ Trapfinding, evasion, improved uncanny dodge, trap sense +3; AL N; SV Fort +6, Ref +12, Will +3; Str 8, Dex 20, Con 14, Int 14, Wis 8, Cha 12.

Skills and Feats: Bluff +13, Diplomacy +13, Hide +20, Listen +13, Move Silently +18, Search +14, Sense Motive +13, Spot +12, Tumble +16; Point Blank Shot, Precise Shot, Quicker than the Eye, Rapid Shot.

Possessions: Leather armor, masterwork short sword, composite shortbow, 20 arrows, 2 sleep arrows, slaying arrow (elves). (245gp [L 33; C 0; M 212])

☛ **Wyman, Human male Rgr9:** CR 9; medium humanoid; HD 9d10+27; hp 85; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +11; Grp +13; Atk +11 melee (1d8+2, 19-20, x2, longsword) or +11 ranged (1d8, x3, longbow); Full Atk +11/+6 melee (1d8+3/17-20/x2 longsword) and +11/+1 melee (1d6+2/19-20/x2 or 17-20 {gnomes} short sword) or +11/+6 ranged (1d8, x3, longbow); SA Favored enemy (gnomes and dwarves); SQ Evasion; AL CN; SV Fort +8, Ref +5, Will +5; Str 15, Dex 14, Con 16, Int 12, Wis 14, Cha 10.

Skills and Feats: Hide +14, Listen +14, Move Silently +13, Search +13, Spot +13, Survival +14; Ambidexterity, Blind Fight, Favored Critical (gnomes), Improved Critical (longsword), Tracking, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (shortsword).

Possessions: Leather armor, longsword +1, masterwork short sword, longbow, 20 arrows. (225gp [L 33; C 0; M 193])

Spells Prepared (2/1; base DC = 12 + spell level): 1st—[*Entangle*, *Speak with Animals*] 2nd—[*Cure Light Wounds*].

Animal companion: Dire Badger, see MM.

All APLs (EL 17)

➤ **Alander, human male Ftr5/Rog9:** CR 14; Medium-size human (6ft. tall); HD 5d10+9d6+42; hp 127; Init +9; Spd 30ft; AC 20 (touch 15, flat-footed 20; Base Atk +11; Grp +15; Atk +20 melee (1d6+6 {or 1d6+10 sneak attack}, 17-20/x2, *Short Sword of Subtlety*); Full Atks +20/+15/+10 melee (1d6+6 {or 1d6+10 sneak attack}, 17-20/x2, *Short Sword of Subtlety*); SA sneak attack +5d6; SQ Trapfinding, evasion, improved uncanny dodge, trap sense +3; AL LN; Fort +10, Ref +12 Will +5; Str 18, Dex 20, Con 16, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +14, Climb +16, Disable Device +17, Hide +17, Intimidate +6, Jump +16, Listen +13, Move Silently +17, Sleight of Hand +17, Spot +13, Search +15, Swim +11, Tumble +17; Blind-Fight, Combat Reflexes, Dodge, Expert Tactician, Improved Critical (Short Sword), Improved Initiative, Mobility, Spring Attack, Weapon Focus (Short Sword), Weapon Specialization (Short Sword).

Possessions: *Sword of Subtlety* (+4 to attack roll/damage when sneak attacking), *Leather Armor of Medium Fortification* +3, *Potion of Haste*.

➤ **Bodyguards, human male Ftr 5 Rog 5 (6):** CR 10; Medium-size human (6ft. tall); HD 5d10 + 5d6 +30; hp 82; Init +8; Spd 30ft; AC 15 (touch 12, flatfooted 15)[+2 dex, +3 armor]; Base Atk +8; Grp +12; Atk +15 melee (1d8+6, 19-20/x2, *longsword* +2); Full Atks +15/+10 melee (1d8+6, 19-20/x2, *longsword* +2), SA Sneak attack +3d6; SQ Trapfinding, evasion, uncanny dodge, trap sense +1; SR nil; AL LN; Fort +8, Ref +7 Will +2; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +15, Disable Device +12, Hide +10, Intimidate +11, Listen +11, Spot +11, Search +8, Tumble +14; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: *Longsword* +2, *Leather Armor of Light Fortification* +1, *Potion of Haste*

Encounter 3: Flight of the Fiends

APL 6 (EL 8)

➤ **Half-fiend Ankheg (3):** CR 4; Large outsider (native); HD 3d10+12; hp 31, 31, 31; Init +2; Spd 30 ft., burrow 20 ft., fly 30 ft. (average); AC 21 (touch 11, flat-

footed 19); Base Atk +3; Grp +14; Atk +8 melee (2d6+9, bite); Full Atk +8 melee (2d6+9, bite) and +4 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA Improved Grab, spit acid, *darkness* 3/day, *desecrate*, SQ Tremorsense 60 ft., immunity to poison, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, spell resistance 13; AL NE; SV Fort +7, Ref +5, Will +2; Str 25, Dex 14, Con 19, Int 5, Wis 13, Cha 8.

Skills and Feats: Climb +13, Listen +9, Spot +9; Alertness, Toughness.

Improved Grab (Ex): To use this ability, the ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spit Acid (Ex): Stream of acid 5 feet high, 5 feet wide, and 30 feet long, once every 6 hours; damage 4d4, Reflex half DC 14. One such attack depletes the ankheg's acid supply for 6 hours.

➤ **Half-fiend Cockatrice:** CR 7; Small outsider (native); HD 5d10+5; hp 32; Init +5; Spd 20 ft., fly 60 ft. (average); AC 17 (touch 16, flat-footed 12); Base Atk +5; Grp +1; Atk +11 melee (1d4, bite); Full Atk +11 melee (1d4, bite) and +3 melee (1d3, 2 claws); SA Petrification, *darkness* 3/day, *desecrate*, SQ Petrification immunity, immunity to poison, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, spell resistance 15; AL NE; SV Fort +5, Ref +9, Will +2; Str 10, Dex 21, Con 13, Int 6, Wis 13, Cha 11.

Skills and Feats: Escape Artist +9, Hide +8, Listen +11, Move Silently +8, Spot +11, Tumble +9; Alertness, Dodge, Weapon Finesse.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed a Fortitude save DC 12 or instantly be turned to stone. Cockatrices are immune to the petrifying abilities of other cockatrices, but other petrifying attacks affect them normally.

APL 8 (EL 10)

➤ **Half-fiend Girallon:** CR 8; Large outsider (native); HD 7d10+21; hp 67; Init +5; Spd 40 ft., climb 40 ft., fly 40 ft. (average); AC 19 (touch 14, flat-footed 14); Base Atk +7; Grp +19; Atk +14 melee (1d6+8, claw); Full Atk +14 melee (1d6+8, 4 claws) and +7 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+16, *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day; SQ Scent, immunity to poison, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, spell resistance 17; AL CE; SV Fort +8, Ref +10, Will +3; Str 26, Dex 21, Con 16, Int 6, Wis 12, Cha 9.

Skills and Feats: Climb +25, Jump +13, Move Silently +15, Spot +11, Tumble +11; Iron Will, Toughness (2).

Rend (Ex): A girallion that hits with two claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+16 points of damage.

☛ **Half-fiend Phase Spider, advanced:** CR 8; Large outsider (native); HD 8d10+32; hp 77; Init +9; Spd 40 ft., climb 20 ft., fly 40 ft. (average); AC 18 (touch 14, flat-footed 13); Base Atk +6; Grp +14; Atk +9 melee (1d8+5 and poison, bite); Full Atk +9 melee (1d8+5 and poison, bite) and +4 melee (1d6, 2 claws); Space/Reach 10 ft./5 ft.; SA Poison, *darkness* 3/day, *desecrate*, *unholy blight*, SQ ethereal jaunt, low-light vision, immunity to poison, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, spell resistance 16; AL NE; SV Fort +8, Ref +11, Will +2; Str 21, Dex 21, Con 18, Int 11, Wis 13, Cha 12.

Skills and Feats: Balance +11, Climb +21, Hide +14, Jump +14, Move Silently +15, Spot +12; Ability Focus (poison), Improved Initiative.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Bite, Fortitude save DC 17; initial and secondary damage 1d8 Constitution.

APL 10 (EL 12)

☛ **Half-fiend Bulette:** CR 9; Huge outsider (native); HD 9d10+54; hp 103; Init +4; Spd 40 ft., burrow 10 ft., fly 40 ft. (average); AC 25 (touch 12, flat-footed 21); Base Atk +9; Grp +27; Atk +18 melee (2d8+10, bite); Full Atk +18 melee (2d8+10, bite) and +12 melee (2d6+5, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap, *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, SQ Scent, tremorsense 60ft., low-light vision, immunity to poison, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, spell resistance 19; AL NE; SV Fort +12, Ref +10, Will +6; Str 31, Dex 19, Con 22, Int 6, Wis 13, Cha 8.

Skills and Feats: Balance +9, Climb +15, Intimidate +4, Jump +22, Listen +13; Alertness, Iron Will, Track, Weapon Focus (bite).

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite. The attack bonus is +16.

☛ **Half-fiend Dragonne:** CR 9; Large outsider (native); HD 9d10+36; hp 85; Init +8; Spd 40 ft., fly 30 ft. (average); AC 21 (touch 13, flat-footed 17); Base Atk +9; Grp +19; Atk +14 melee (2d6+6, bite); Full Atk +14 melee (2d6+6, bite) and +8 melee (2d4+3, 2 claws); Space/Reach 10 ft./5 ft.; SA Pounce, roar, *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, SQ Scent, low-light vision, immunity to poison, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, spell resistance 19; AL NE; SV Fort +10, Ref +10, Will +6; Str 23, Dex 19, Con 19, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Intimidate +8, Knowledge (arcane) +2, Listen +15, Move Silently +10, Sense Motive +6, Spot +15, Tumble +10; Blind Fight, Combat Reflexes, Improved Initiative, Track.

Pounce (Ex): If a dragonne charges, it can make a full attack action in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed a Will save DC 15 or become fatigued. Those within 30 feet who fail their saves become exhausted.

☛ **Zovvut (demon, per MM II):** CR 9; Medium outsider (chaotic, evil); HD 10d8+20; hp 65; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20 (touch 11, flat-footed 19); Base Atk +10; Grp +13; Atk +13 melee (1d12+3, claw); Full Atk +13 melee (1d12+3, 2 claws); SA Draining gaze, spell-like abilities; SQ Create spawn, damage reduction 10/good, spell resistance 20, outsider traits; AL CE; SV Fort +9, Ref +8, Will +10; Str 17, Dex 13, Con 15, Int 14, Wis 16, Cha 14.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +12, Hide +14, Intimidate +11, Listen +18, Move Silently +14, Search +15, Sense Motive +16, Spellcraft +15, Spot +18; Alertness, Dodge, Mobility, Spring Attack.

Draining Gaze (Su): Any living creature within 30 feet of a zovvut that meets its glowing red eyes must succeed at a Will saving throw DC 17 or gain one negative level. For each negative level bestowed, the zovvut heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed before 24 hours have passed, the afflicted opponent must succeed a Fortitude save DC 17 to remove. Failure mean the opponent's level is reduced by one.

Spell-Like Abilities: At will – *clairaudience/clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *doom*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only). Caster level 12th; save DC 12 + spell level.

Create Spawn (Su): Any humanoid slain by the zovvut's gaze attack become a wight in 1d4 rounds. This creature is under the command of the zovvut that killed it, and remains enslaved until either it or the zovvut dies. Spawn do not possess any of the abilities they had in life.

Outsider Traits: A demon has darkvision (60 foot range). It cannot be raised or resurrected.

Physical Description: A zovvut is a muscular, pale-skinned, hairless creature of humanoid shape. Its arms end in sharp, barbed claws that are well designed for rending flesh. Foul, feathered wings stretch upward from the zovvut's shoulders. A third eye is set into the center of its forehead.

APL 12 (EL 14)

☛ **Jarilith (demon):** CR 13; Large outsider (chaotic, evil); HD 10d8+80; hp 125; Init +9; Spd 60 ft.; AC 32 (touch 18, flat-footed 23); Base Atk +10; Grp +26; Atk +22 melee (2d6+12, 18-20/x3, claw); Full Atk +22 melee (2d6+12, 18-20/x3, 2 claws) and +19 (2d8+6, 18-20/x3, bite); Space/Reach 10 ft./5 ft.; SA Frightful presence, improved grab, pounce, rake 2d6+6 18-20/x3, spell-like abilities; SQ Augmented critical, damage reduction 15/good, spell resistance 25, outsider traits, *summon tanar'ri*, tanar'ri traits; AL CE; SV Fort +15, Ref +16, Will +8; Str 35, Dex 29, Con 27, Int 8, Wis 12, Cha 14.

Skills and Feats: Balance +19, Climb +19, Concentration +21, Hide +22, Jump +31, Listen +14, Move Silently +26, Search +5, Spot +14; Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (claw).

Frightful Presence (Ex): With a jarilith charges or attacks, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save DC 17 or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that jarilith's frightful presence for 24 hours.

Improved Grab (Ex): If a jarilith hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can attempt to rake in the same round. Thereafter, the jarilith has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the jarilith is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage and allows another rake attempt.

Pounce (Ex): If a jarilith charges, it can make a full attack (including a rake attempt) even though it has moved.

Rake (Ex): On any round that a jarilith has a hold on an opponent (see Improved Grab, above), it can make two rake attack (+21 melee) with its hind legs for 2d6+6 points of damage each. The jarilith can also attempt to rake when it pounces on an opponent.

Spell-Like Abilities: At will – *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect thoughts*, *doom*. Caster level 12th; save DC 12 + spell level.

Augmented Critical (Ex): A jarilith threatens a critical hit on a natural attack roll of 18-20. On a successful critical hit with a bite, claw, or rake attack, it deals triple damage.

Scent (Ex): A jarilith can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Summon Tanar'ri (Sp): Once per day, a jarilith can attempt to summon another jarilith with a 35% chance of success.

Outsider Traits: A demon has darkvision (60 foot range). It cannot be raised or resurrected.

Tanar'ri Traits: Tanar'ri can communicate telepathically with any creature within 100 feet that has a language. A tanar'ri is immune to electricity and poison, and it has acid, cold, fire resistance 20.

Physical Description: A jarilith resembles a slightly larger than average male lion, complete with a glorious mane. Long teeth extend from its jaws, and its claws are longer still. The creature's blood-red coat and slight reek of brimstone reveals its origin.

☛ **Zovvut (demon, per MM II):** CR 9; Medium outsider (chaotic, evil); HD 10d8+20; hp 65; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20 (touch 11, flat-footed 19); Base Atk +10; Grp +13; Atk +13 melee (1d12+3, claw); Full Atk +13 melee (1d12+3, 2 claws); SA Draining gaze, spell-like abilities; SQ Create spawn, damage reduction 10/good, spell resistance 20, outsider traits; AL CE; SV Fort +9, Ref +8, Will +10; Str 17, Dex 13, Con 15, Int 14, Wis 16, Cha 14.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +12, Hide +14, Intimidate +11, Listen +18, Move Silently +14, Search +15, Sense Motive +16, Spellcraft +15, Spot +18; Alertness, Dodge, Mobility, Spring Attack.

Draining Gaze (Su): Any living creature within 30 feet of a zovvut that meets its glowing red eyes must succeed at a Will saving throw DC 17 or gain one negative level. For each negative level bestowed, the zovvut heals 5 points of damage. If the amount of healing is more than the damage the creature has

taken, it gains any excess as temporary hit points. If the negative level has not been removed before 24 hours have passed, the afflicted opponent must succeed a Fortitude save DC 17 to remove. Failure mean the opponent's level is reduced by one.

Spell-Like Abilities: At will – *clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, suggestion, teleport without error* (self plus 50 pounds of objects only). Caster level 12th; save DC 12 + spell level.

Create Spawn (Su): Any humanoid slain by the zovvut's gaze attack become a wight in 1d4 rounds. This creature is under the command of the zovvut that killed it, and remains enslaved until either it or the zovvut dies. Spawn do not possess any of the abilities they had in life.

Outsider Traits: A demon has darkvision (60 foot range). It cannot be raised or resurrected.

Physical Description: A zovvut is a muscular, pale-skinned, hairless creature of humanoid shape. Its arms end in sharp, barbed claws that are well designed for rending flesh. Foul, feathered wings stretch upward from the zovvut's shoulders. A third eye is set into the center of its forehead.

Encounter 4: Enemies at the Gate

APL 8 (EL 10)

➤ **Hill Giant Bbn 2:** CR 9; Large Giant; HD 12d8+2d12+56; hp 124; Init -1; Spd 50 ft.; AC 21 (touch 8, flat-footed 20); Base Atk +11; Grp +22; Atk +18 melee (2d8+10, huge halberd) or +10 ranged (2d6+7, rock); Full Atk +18/+13 melee (2d8+10, huge halberd) or +10/+5 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rage, Rock throwing; SQ Fast Movement, Rock catching, Uncanny Dodge; AL CE; SV Fort +15, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +9, Intimidate +8, Jump +11, Spot +4; Cleave, Combat Reflexes, Power Attack, Weapon Focus (halberd).

Rock Throwing (Ex): Adult Giants are accomplished rock-throwers and receive +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (small object) up to 5 range increments (120 feet).

Rock Catching (Ex): A giant of at least large can catch a Small, Medium, or Large size rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock (If the projectile has a magical bonus to attack, the

DC increase by that amount). The giant must be ready and aware of the attack.

Possessions: Huge Halberd, large chain shirt, cloak of resistance +2, ring of force shield.
(1055gp [L 14; C 0; M 1041])

APL 10 (EL 12)

➤ **Hill Giant Bbn 4:** CR 11; Large Giant; HD 12d8+4d12+64; hp 146; Init -1; Spd 50 ft.; AC 21 (touch 8, flat-footed 20); Base Atk +13; Grp +24; Atk +20 melee (2d8+10, huge halberd) or +12 ranged (2d6+7, rock); Full Atk +20/+15/+10 melee (2d8+11, 19-20/x3 huge halberd) or +12/+7/+2 ranged (2d6+8, rock); Space/Reach 5 ft. by 5 ft./10 ft.; SA Rage (2/day), Rock throwing; SQ Fast Movement, Rock catching, Uncanny Dodge, Trap Sense +1; AL CE; SV Fort +16, Ref +5, Will +6; Str 26, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +9, Intimidate +10, Jump +13, Spot +4; Cleave, Combat Reflexes, Improved Critical (halberd), Power Attack, Weapon Focus (halberd).

Rock Throwing (Ex): Adult Giants are accomplished rock-throwers and receive +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (small object) up to 5 range increments (120 feet).

Rock Catching (Ex): A giant of at least large can catch a Small, Medium, or Large size rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock (If the projectile has a magical bonus to attack, the DC increase by that amount). The giant must be ready and aware of the attack.

Possessions: Huge Halberd, large chain shirt, bag of tricks (rust), cloak of resistance +2, ring of force shield.

(1305gp [L 14; C 0; M 1291])

APL 12 (EL 14)

➤ **Hill Giant Bbn 5** CR 12; Large Giant; HD 12d8+5d12+68; hp 157; Init -1; Spd 50 ft.; AC 21 (touch 8, flat-footed 20); Base Atk +14; Grp +25; Atk +21 melee (2d8+10, huge halberd) or +13 ranged (2d6+7, rock); Full Atk +21/+16/+11 melee (2d8+12, 19-20/x3 huge halberd) or +13/+8/+3 ranged (2d6+8, rock); Space/Reach 10 ft./10 ft.; SA Rage (2/day), Rock throwing; SQ Fast Movement, Rock catching, Improved Uncanny Dodge, Trap Sense +1; AL CE; SV Fort +15, Ref +4, Will +5; Str 26, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills and Feats: Climb +9, Intimidate +10, Jump +15, Spot +6; Cleave, Combat Reflexes, Improved Critical (halberd), Power Attack, Weapon Focus (halberd).

Rock Throwing (Ex): Adult Giants are accomplished rock-throwers and receive +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (small object) up to 5 range increments (120 feet).

Rock Catching (Ex): A giant of at least large can catch a Small, Medium, or Large size rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock (If the projectile has a magical bonus to attack, the DC increase by that amount). The giant must be ready and aware of the attack.

Possessions: Huge Halberd, large chain shirt, bag of tricks (rust), cloak of resistance +2, ring of force shield. (1305gp [L 14; C 0; M 1291])

☛ **Half-Fiend Wyvern Ftr2:** CR 10; Huge Outsider; HD 7d12+2d10+27; hp 84; Init +3; Spd 20ft., fly 60ft. (average); AC 20 (touch 11, flat-footed 17); Base Atk +11; Grp +19; Atk +13 melee (1d6+6 and poison, sting) or +13 melee (2d8+3, bite) or +14 melee (2d8+6/19-20, talon); Full Atks +13 melee (1d6+6 and poison, tail), +6 melee (2d8+3, bite) and +6 melee (1d8+3, 2 wings) or +14 melee (2d8+6/19-20, 2 talons); Space/Reach 10ft./5ft.; SA: Poison, improved grab, snatch, contagion, darkness (3/day), desecrate, poison (3/day), unholy blight; SQ Scent, immunity to poison, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, fire 10, damage reduction 5/magic, spell resistance 17; AL NE; Fort +11, Ref +8 Will +6.

Str 23, Dex 16, Con 17, Int 10, Wis 12, Cha 11.

Skills and Feats: Bluff +6, Intimidate +9, Intuit Direction +2, Listen +13, Move Silently +13, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Improved Critical (talon), Multiattack, Weapon Focus (talon).

Improved Grab (Ex): To use this ability, the wyvern must hit with talon 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 stings.

Poison (Ex): Injury, Fortitude save DC 17; initial and secondary damage 2d6 Constitution.

Encounter 6: The Half-Fiend Factory

APL 6 (EL 9)

☛ **Drucela**, human female Clr7 (Iuz): CR 7; medium humanoid; HD 7d8+14; hp 52; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 15); Base Atk +5; Grp +6; Atk +8 melee (1d8+1, x3, shortspear); Full Atk +8 melee (1d8+1, x3, shortspear); AL CE; SV Fort +7, Ref +2, Will +10; Str 12, Dex 10, Con 14, Int 10, Wis 19 (21), Cha 10.

Skills and Feats: Concentration +16, Diplomacy +3, Heal +10, Knowledge (arcana) +2, Knowledge (religion) +6, Spellcraft +4; Combat Casting, Extend Spell, Spell Focus (evocation), Weapon Focus (shortspear).

Possessions: masterwork breastplate, masterwork large steel shield, masterwork bone shortspear, *Periapt of Wisdom* +2. (401gp [L 68; C 0; M 333])

Spells Prepared (6/6+1/4+1/3+1/2+1) base DC = 15 + spell level; **evocation** spells base DC = 17 + spell level: 0 — *Detect magic, cure minor wounds, light, read magic, resistance* (2); 1st — *Protection from good**, *bane, bless, divine favor, cure light wounds, magic weapon, shield of faith*; 2nd — *Shatter**, *bulls strength, death knell, hold person, major resistance*; 3rd — *Magic circle against good**, *blindness/deafness, dispel magic, cure serious wounds*; 4th — *Unholy blight**, *cure critical wounds, poison*.

*Domain spell. *Domains:* Chaos (cast chaos spells at +1 level); Evil (cast evil spells at +1 level).

☛ **Breathdrinker:** CR 7; medium elemental (air, evil); HD 8d8+24; hp 60; Init +6; Spd fly 80 ft. (perfect); AC 16 (touch 12, flat-footed 14); Base Atk +6; Grp +6; Atk +6 melee (2d4 wind scythe); Full Atk +6 melee (2d4 wind scythe); SA Fear gaze, steal breath; SQ Air mastery, damage reduction 10/magic, elemental traits, invisibility; AL CE; SV Fort +5, Ref +8, Will +3; Str 11, Dex 15, Con 16, Int 14, Wis 13, Cha 14.

Skills and Feats: Hide +12, Move Silently +10, Search +12, Spot +9, Survival+9; Flyby Attack, Improved Initiative, Track.

Fear Gaze (Su): Anyone within 30 feet of a breathdrinker who meets the creature's glowing red eyes must succeed at a Will saving throw (DC 16) or be paralyzed with fear for 1d4 rounds.

Steal Breath (Su): As a full-round action, a breathdrinker can attempt to suck the air from the lungs of any helpless creature within reach. The target must make a Fortitude saving throw (DC 17) or take 1d6 points of Constitution damage. The target dies when his or her Constitution score reaches 0. The breathdrinker heals 5 points of damage for each point of Constitution the target loses, gaining any excess as temporary hit points. So long as the target remains helpless, the breathdrinker continues to use this attack against that creature every round until it dies.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls made against a breatherdrinker.

Elemental Traits (Ex): The breatherdrinker is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected. The creature also has darkvision 60 ft.

Invisibility (Su): A breatherdrinker can make itself invisible at will as a free action. This ability functions like an invisibility spell (8th level caster), except that it lasts until the breatherdrinker ends the effect, either by choice or by attacking.

APL 8 (EL 11)

➤ **Drucela, human female Clr10 (Iuz):** CR 10; medium humanoid; HD 10d8+20; hp 73; Init +1; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +7; Grp +8; Atk +10 melee (1d8+1, x3, shortspear); Full Atk +10/+5 melee (1d8+1, x3, shortspear); AL CE; SV Fort +9, Ref +3, Will +13; Str 12, Dex 10, Con 14, Int 10, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +18, Diplomacy +4, Heal +11, Knowledge (arcana) +2, Knowledge (religion) +8, Spellcraft +6; Combat Casting, Extend Spell, Spell Focus (evocation), Spell Focus (necromantic), Weapon Focus (shortspear).

Possessions: Breastplate +1, large steel shield +1, masterwork bone shortspear, periapt of Wisdom (+2). (568gp [L 25; C 0; M 543])

Spells Prepared (6/6+1/6+1/4+1/4+1/3+1) base DC = 16 + spell level; evocation and necromantic spells base DC = 18 + spell level: 0 — *Detect magic, cure minor wound, light, read magic, resistance* (2); 1st — *Protection from good**, *bane, bless, divine favor, cure light wounds, magic weapon, shield of faith*; 2nd — *Shatter**, *black lungs, bulls strength, death knell, hold person* (2), *major resistance*; 3rd — *Magic circle against good**, *blindness/deafness, dispel magic, cure serious wounds, protection from elements*; 4th — *Unholy blight**, *cure critical wounds, divine power, spell immunity, poison*; 5th — *Dispel Law**, *Flame Strike, Slay Living, Spell Resistance*.

*Domain spell. *Domains:* Chaos (cast chaos spells at +1 level); Evil (cast evil spells at +1 level).

Breatherdrinker, advanced: CR 8; large elemental (air, evil); HD 12d8+60; hp 106; Init +5; Spd fly 80 ft. (perfect); AC 16 (touch 10, flat-footed 15); Base Atk +9; Grp +17; Atk +13 melee (2d6+4/19-20 wind scythe); Full Atk +13/+8 melee (2d6+4/19-20 wind scythe); SA Fear gaze, steal breath; SQ Air mastery, damage reduction 10/magic, elemental traits, invisibility; AL

CE; SV Fort +7, Ref +10, Will +5; Str 19, Dex 13, Con 20, Int 14, Wis 13, Cha 14.

Skills and Feats: Hide +13, Move Silently +9, Search +13, Spot +9, Survival+10; Flyby Attack, Improved Critical (wind scythe), Improved Initiative, Track.

Fear Gaze (Su): Anyone within 30 feet of a breatherdrinker who meets the creature's glowing red eyes must succeed at a Will saving throw (DC 16) or be paralyzed with fear for 1d4 rounds.

Steal Breath (Su): As a full-round action, a breatherdrinker can attempt to suck the air from the lungs of any helpless creature within reach. The target must make a Fortitude saving throw (DC 17) or take 1d6 points of Constitution damage. The target dies when his or her Constitution score reaches 0. The breatherdrinker heals 5 points of damage for each point of Constitution the target loses, gaining any excess as temporary hit points. So long as the target remains helpless, the breatherdrinker continues to use this attack against that creature every round until it dies.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls made against a breatherdrinker.

Elemental Traits (Ex): The breatherdrinker is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected. The creature also has darkvision 60 ft.

Invisibility (Su): A breatherdrinker can make itself invisible at will as a free action. This ability functions like an invisibility spell (8th level caster), except that it lasts until the breatherdrinker ends the effect, either by choice or by attacking.

APL 10 (EL 13)

➤ **Drucela, human female Clr12 (Iuz):** CR 12; medium humanoid; HD 12d8+24; hp 87; Init +1; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +9; Grp +10; Atk +17 melee (1d8+7, x3, shortspear); Full Atk +17/+12 melee (1d8+7, x3, *bone shortspear* +4); AL CE; SV Fort +10, Ref +4, Will +14; Str 12, Dex 10, Con 15, Int 10, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +20, Diplomacy +4, Heal +13, Knowledge (arcana) +2, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Extend Spell, Greater Spell Focus (evocation); Spell Focus (evocation), Spell Focus (necromantic), Weapon Focus (shortspear).

Possessions: Breastplate +1, large steel shield +1, bone shortspear +1 (with precast *Greater Magic Weapon* {+4}), *Periapt of Wisdom* +2. (927gp [L 0; C 0; M 927])

Spells Prepared (6/7+1/6+1/5+1/4+1/4+1/ 3+1) base DC = 16 + spell level; necromantic spells base DC = 18 + spell level; evocation spells base DC = 20 + spell level: 0 — *Detect magic, cure minor wounds, light, read magic, resistance* (2); 1st — *Protection from good**, *bane, bless, cure light wounds* (2), *divine favor, magic weapon, shield of faith*; 2nd — *Shatter**, *black lungs, bulls strength, death knell, hold person* (2), *major resistance*; 3rd — *Magic circle against good**, *blindness/deafness, dispel magic, cure serious wounds, searing light, protection from elements*; 4th — *Unholy blight**, *cure critical wounds, divine power, spell immunity, poison*; 5th — *Dispel Law**, *Circle of Doom, Flame Strike, ~~Greater Magic Weapon (extended)~~, Slay Living*; 6th — *Animate Objects**, *Blade Barrier, Harm, Spell Resistance (extended)*.

*Domain spell. *Domains*: Chaos (cast chaos spells at +1 level); Evil (cast evil spells at +1 level).

☛ **Breathdrinker, advanced**: CR 9; large elemental (air, evil); HD 16d8+80; hp 156; Init +5; Spd fly 80 ft. (perfect); AC 15 (touch 10, flat-footed 14); Base Atk +12; Grp +20; Atk +16 melee (2d6+4/19-20 wind scythe); Full Atk +16/+11/+6 melee (2d6+4/19-20 wind scythe); SA Fear gaze, steal breath; SQ Air mastery, damage reduction 10/magic, elemental traits, invisibility; AL CE; SV Fort +10, Ref +11, Will +6; Str 19, Dex 13, Con 20, Int 14, Wis 13, Cha 14.

Skills and Feats: Hide +13, Move Silently +12, Search +14, Spot +11, Survival+12; Final Strike, Flyby Attack, Improved Critical (wind scythe), Improved Initiative, Track.

Fear Gaze (Su): Anyone within 30 feet of a breathdrinker who meets the creature's glowing red eyes must succeed at a Will saving throw (DC 16) or be paralyzed with fear for 1d4 rounds.

Steal Breath (Su): As a full-round action, a breathdrinker can attempt to suck the air from the lungs of any helpless creature within reach. The target must make a Fortitude saving throw (DC 17) or take 1d6 points of Constitution damage. The target dies when his or her Constitution score reaches 0. The breathdrinker heals 5 points of damage for each point of Constitution the target loses, gaining any excess as temporary hit points. So long as the target remains helpless, the breathdrinker continues to use this attack against that creature every round until it dies.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls made against a breathdrinker.

Elemental Traits (Ex): The breathdrinker is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be

raised or resurrected. The creature also has darkvision 60 ft.

Invisibility (Su): A breathdrinker can make itself invisible at will as a free action. This ability functions like an invisibility spell (8th level caster), except that it lasts until the breathdrinker ends the effect, either by choice or by attacking.

APL 12 (EL 15)

☛ **Drucela, human female Clr14 (Iuz)**: CR 14; medium humanoid; HD 14d8+28; hp 115; Init +1; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +10; Grp +11; Atk +18 melee (1d8+7, x3, shortspear); Full Atk +18/+13 melee (1d8+7, x3, *bone shortspear* +4); AL CE; SV Fort +11, Ref +4, Will +15; Str 12, Dex 10, Con 15, Int 10, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +22, Diplomacy +5, Heal +13, Knowledge (arcana) +2, Knowledge (religion) +9, Spellcraft +10; Combat Casting, Extend Spell, Greater Spell Focus (evocation); Spell Focus (evocation), Spell Focus (necromantic), Weapon Focus (shortspear).

Possessions: *Breastplate* +1, *large steel shield* +1, *bone shortspear* +2 (with precast *Greater Magic Weapon* +4), *Periapt of Wisdom* +2. (1327gp [L 0; C 0; M 1327])

Spells Prepared (6/7+1/6+1/5+1/4+1/4+1/ 3+1) base DC = 16 + spell level; necromantic spells base DC = 18 + spell level; evocation spells base DC = 20 + spell level: 0 — *Detect magic, cure minor wounds, light, read magic, resistance* (2); 1st — *Protection from good**, *bane, bless, cure light wounds* (2), *divine favor, magic weapon, shield of faith*; 2nd — *Shatter**, *black lungs* (2), *bulls strength, death knell, hold person* (2), *major resistance*; 3rd — *Magic circle against good**, *blindness/deafness, dispel magic, cure serious wounds, searing light, protection from elements*; 4th — *Unholy blight**, *cure critical wounds, death ward, divine power, spell immunity, poison*; 5th — *Dispel Law**, *Circle of Doom, Flame Strike, ~~Greater Magic Weapon (extended)~~, Slay Living*; 6th — *Animate Objects**, *Blade Barrier, Harm, Heal, Spell Resistance (extended)*; 7th — *Word of Chaos**, *Blasphemy, Holy Star*.

*Domain spell. *Domains*: Chaos (cast chaos spells at +1 level); Evil (cast evil spells at +1 level).

☛ **Breathdrinker, advanced**: CR 9; large elemental (air, evil); HD 16d8+80; hp 156; Init +5; Spd fly 80 ft. (perfect); AC 15 (touch 10, flat-footed 14); Base Atk +12; Grp +20; Atk +16 melee (2d6+4/19-20 wind scythe); Full Atk +16/+11/+6 melee (2d6+4/19-20 wind scythe); SA Fear gaze, steal breath; SQ Air mastery, damage reduction 10/magic, elemental traits,

invisibility; AL CE; SV Fort +10, Ref +11, Will +6; Str 19, Dex 13, Con 20, Int 14, Wis 13, Cha 14.

Skills and Feats: Hide +13, Move Silently +12, Search +14, Spot +11, Survival+12; Final Strike, Flyby Attack, Improved Critical (wind scythe), Improved Initiative, Track.

Fear Gaze (Su): Anyone within 30 feet of a breathdrinker who meets the creature's glowing red eyes must succeed at a Will saving throw (DC 16) or be paralyzed with fear for 1d4 rounds.

Steal Breath (Su): As a full-round action, a breathdrinker can attempt to suck the air from the lungs of any helpless creature within reach. The target must make a Fortitude saving throw (DC 17) or take 1d6 points of Constitution damage. The target dies when his or her Constitution score reaches 0. The breathdrinker heals 5 points of damage for each point of Constitution the target loses, gaining any excess as temporary hit points. So long as the target remains helpless, the breathdrinker continues to use this attack against that creature every round until it dies.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls made against a breathdrinker.

Elemental Traits (Ex): The breathdrinker is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected. The creature also has darkvision 60 ft.

Invisibility (Su): A breathdrinker can make itself invisible at will as a free action. This ability functions like an invisibility spell (8th level caster), except that it lasts until the breathdrinker ends the effect, either by choice or by attacking.

Appendix Two: NPCs

☛ **Lhana Trailblazer, human female Ftr 5/Rog 9:** CR 14; Medium-size human (6ft. tall); HD 5d10+9d6+42; hp 127; Init +9; Spd 30ft; AC 20 (touch 15, flat-footed 20; Base Atk +11; Grp +15; Atk +20 melee (1d6+6 {or 1d6+10 sneak attack}, 17-20/x2, *Short Sword of Subtlety*); Full Atks +20/+15/+10 melee (1d6+6 {or 1d6+10 sneak attack}, 17-20/x2, *Short Sword of Subtlety*); SA sneak attack +5d6; SQ Trapfinding, evasion, improved uncanny dodge, trap sense +3; AL LN; Fort +10, Ref +12 Will +5; Str 18, Dex 20, Con 16, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +14, Climb +16, Disable Device +17, Hide +17, Intimidate +6, Jump +16, Listen +13, Move Silently +17, Sleight of Hand +17, Spot +13, Search +15, Swim +11, Tumble +17; Blind-Fight, Combat Reflexes, Dodge, Expert Tactician, Improved Critical (Short Sword), Improved Initiative, Mobility, Spring Attack, Weapon Focus (Short Sword), Weapon Specialization (Short Sword).

Possessions: *Sword of Subtlety* (+4 to attack roll/damage when sneak attacking), *Leather Armor of Medium Fortification* +3, *Potion of Haste*.

Appendix 3: New Feats

Final Strike [Monstrous]

Your death throes are destructive.

Prerequisites: Acid, air, cold, earth, fire, or water subtype.

Benefit: When you are killed (that is, when your hit points drop to -10 or lower), your body explodes in a final strike – a blast of elemental destruction. Everything within 60 feet is subject to the effect. Your final strike deals 1d6 points of damage per Hit Die, up to a maximum of 20d6. Each creature in the area may make a successful Reflex save (DC 10 +1/2 your Hit Dice + your Con modifier) to halve the damage dealt. The blast also has a secondary effect, which can be reduced or negated by a second successful save of the same type indicated (same DC as the primary).

Subtype	Primary Damage	Secondary Damage
Air	Blast of Wind (bludgeoning damage)	Destructive harmonics (1d6 sonic damage per Hit Dice; Reflex half)

Reference: Savage Species, p. 34.

Dwarves Toughness [General]

You are tougher than you were before.

Prerequisites: Base Fort save bonus +5.

Benefit: You gain +6 hit points.

Special: You can take this feat multiple times.

Reference: Masters of the Wild, p. 22.

Expert Tactician [General]

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attack for any reason. You take your extra attack when its your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Reference: Song and Silence, p. 39.

Favored Critical [General]

You know how to hit your enemies where it hurts.

Prerequisites: Base attack bonus +5, at least one favored enemy.

Benefit: Select one of your favored enemies that is subject to critical hits. Whenever you attack this type of creature, the threat range of whatever weapon you are using is doubled. For example, a longsword usually threatens a critical hit on a die roll of 19 or 20 (two numbers). In the hands of a character with Favored Critical using it against the selected favored enemy, its threat range becomes 17 to 20 (four numbers). If it is also a keen longsword, its threat range becomes 15 through 20 (six numbers).

Special: You can take this feat multiple times. Each time you do so, it applies to a new favored enemy. The effects of this feat do not stack with those of Improved Critical.

Reference: Masters of the Wild, p. 23.

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisites: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Reference: Tome and Blood, p. 40.

Power Lunge [General]

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charge.

Reference: Sword and Fist, p.8.

Quicker Than the Eye [General]

Your hands can move so quickly that observers don't see what you have done.

Prerequisites: Dexterity 19+.

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot check of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC.

Reference: Song and Silence, p. 40.

Appendix 4: New Spells

Black Lungs (taken from Ghostwalk)

Necromancy

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: Living creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause the target to succumb to an infection and corruption of the lungs. An affected creature's speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it takes a –2 penalty on attack rolls. *Remove disease* may end the effects of this spell early.

Holy Star (taken from Savage Species)

Abjuration

Level: Clr 7

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Protective star of energy

Duration: 1 round/level

You create a glowing mote of energy that stays near your shoulder, providing light equal to a candle. It has three functions to activate as a free action on your turn.

Spell Turning: The *holy star* can turn 1d4+3 spell levels as the *spell turning* spell. Any spell levels turned are gone for the remainder of the spell (the *holy star* does not recover these spent levels every time you choose this function). If all of the spell levels are expended, this function no longer works, but the other functions still do.

Cover: The *holy star* gives you a +10 cover bonus to Armor Class without affecting your actions.

Fire Bolt: The *holy star* lashes out with a beam of energy as a ranged touch attack against a creature up to 90 feet away, dealing fire damage equal to 1d4+1 point per two caster levels (maximum +10).

Major Resistance (taken from Savage Species)

Abjuration

Level: Brd 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2

Components: V, S, M /DF

Casting Time: 1 action

Range: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with a strong magical energy that protects her from harm, granting a +3 resistance bonus on saves.

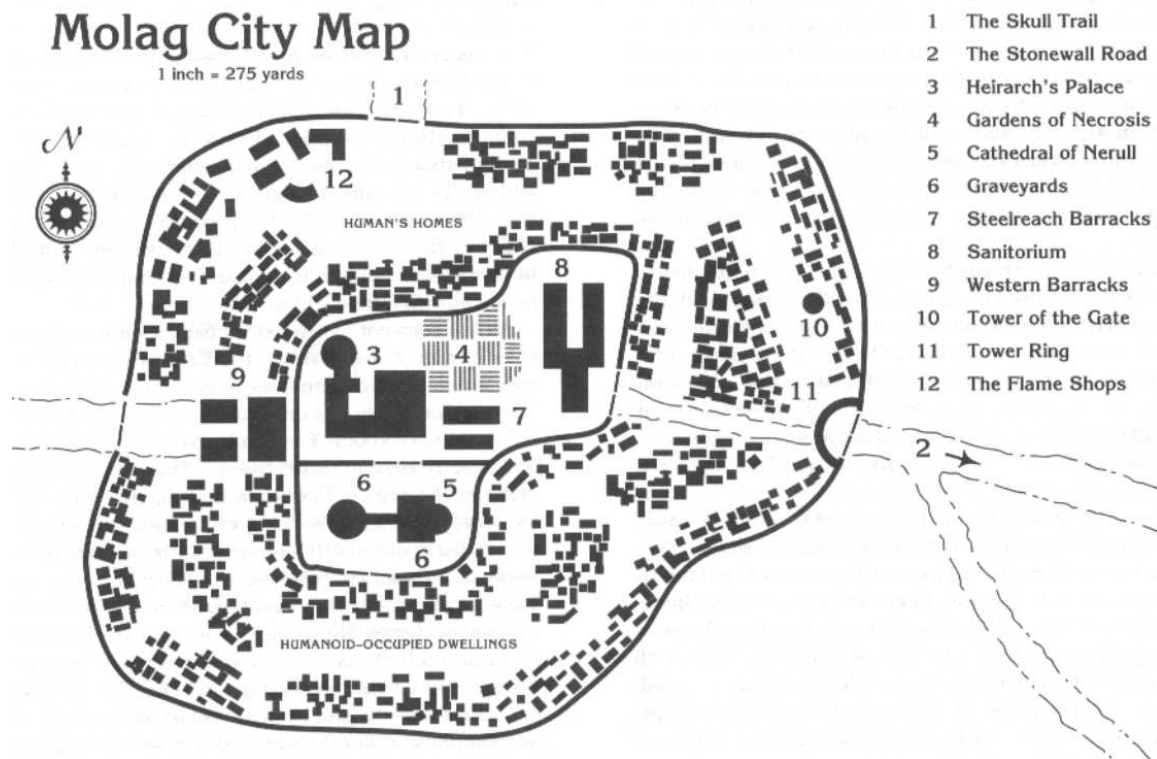
Arcane Material Component: A miniature cloak of fine cloth.

Appendix 5: Timeline of Progression

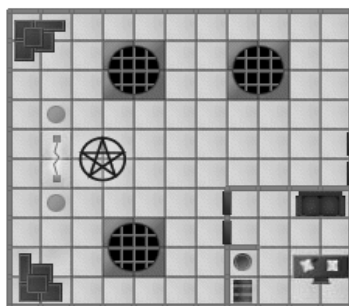
Timeline

- 5 AM – Furyondian Troops are rallied and begin the March to the Veng River.
- 7 AM – Furyondian archers reach the western bank of the Veng River and proceed to provide cover fire for the tacticians to create bridges and the Royal Navy to transport troops.
- 10 AM – The Northern Armies of The Horned Lands are engaged on the eastern bank of the Veng River.
- 12 PM – The Northern Armies of The Horned Lands defeated.
- 1 PM – Command Base established on eastern banks of the Veng River.
- 2 PM – Scouts sent out to check the perimeter of the base camp and to report on the perimeter of Molag
- 4 PM – Scouts report a new army coming on to the battlefield from the south.
- 5 PM – The Furyondian Troops split into three Divisions and begin to encircle Molag heading toward the three Gates of Molag to lay Siege.
- 6 PM – Flight of the Half-Fiends.
- 9 PM – Western Gate Breached; The Horned Society's Army appears south of Molag.
- 10 PM – Northern Gate Breached.
- 11 PM – Eastern Gates Breached.
- 12 PM – All Gates Controlled by Furyondian Troops; Conclusion or Optional encounter.

Appendix 6: Maps



Ground Level of the Half Fiend Factory



Draft Notice from King Belvor IV

By order of King Belvor IV, all experienced adventurers that reside or adventure within the Kingdom of Furyondy are hereby ordered to go to the nearest Military Recruitment station to sign up for service in the forthcoming war against allies of Iuz. Failure to enlist or report to duty after enlistment will result in banishment from the Kingdom of Furyondy.