

MARAUDER ATTACK (EL 8, PAGE 14)

HOBGOBLIN REGULARS, FIRST WAVE (6) CR 1

Hobgoblin warrior 2

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Goblin

AC 18, touch 11, flat-footed 17

hp 13 (2 HD)

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

Speed 20 ft. (4 squares)

Melee mwk longsword +4 (1d8+1/19-20)

Ranged composite longbow +3 (1d8+1/x3)

Base Atk +2; **Grp** +3

Combat Gear *potions of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness

Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently -2, Spot +3

Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

ZARR, DOOM HAND CLERIC CR 3

Hobgoblin cleric 3

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4

Languages Common, Goblin

AC 18, touch 10, flat-footed 18

hp 29 (3 HD)

Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk heavy mace +5 (1d8+1)

Base Atk +2; **Grp** +3

Atk Options smite 1/day (+4 attack, +3 damage)

Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict* spells)

Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)

Cleric Spells Prepared (CL 3rd)

2nd—*cure moderate wounds*, *hold person* (DC 14), *invisibility*^P

1st—*bless*, *command* (DC 13), *cure light wounds*, *inflict light wounds*^P (DC 13)

0—*cure minor wounds* (2), *detect magic*, *resistance*

D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12

Feats Toughness, Weapon Focus (heavy mace)

Skills Concentration +8, Move Silently -2, Spellcraft +3, Spot +4

Possessions +1 *banded mail*, light steel shield, combat gear

Hook Harangues the PCs with threats of doom, pain, despair, and death.

UTH-LAR, HOBGOBLIN BLADEBEARER CR 4

Hobgoblin fighter 4

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Goblin

AC 17, touch 13, flat-footed 14

hp 37 (4 HD)

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

Speed 30 ft. (6 squares)

Melee +1 *short sword* +9 (1d6+6/19-20) or

Melee +1 *short sword* +7 (1d6+6/19-20) and +1 *short sword* +7 (1d6+4/19-20) with Two-Weapon Fighting

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

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

Feats Toughness, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Focus (short sword), Weapon Specialization (short sword)^B

Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot +1, Tumble +6

Possessions 2 +1 *short swords*, masterwork studded leather armor

Hook Elite champion who clashes blades together and calls out individual opponents. "You! You dare fight me?"

HOBGOBLIN REGULARS, SECOND WAVE (6) CR 1

Hobgoblin warrior 2

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Goblin

AC 18, touch 11, flat-footed 17

hp 13 (2 HD)

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

Speed 20 ft. (4 squares)

Melee mwk longsword +4 (1d8+1/19-20)

Ranged composite longbow +3 (1d8+1/x3)

Base Atk +2; **Grp** +3

Combat Gear *potions of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness

Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently -2, Spot +3

Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

JORR'S CABIN (EL 6, PAGE 21)

JORR NATHERSON

Male human ranger 3/rogue 2
CG Medium humanoid
Init +7; **Senses** Listen +9, Spot +9
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 34 (5 HD)
Fort +5, **Ref** +9, **Will** +2; evasion

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4/19–20)
Ranged +1 *longbow* +8 (1d8+1/x3)

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

Atk Options favored enemy goblinoids +2, Rapid Shot, sneak attack +1d6

Combat Gear *potion of cure moderate wounds*, *potion of neutralize poison*

Abilities Str 10, Dex 16, Con 14, Int 13, Wis 12, Cha 8

SQ trapfinding, wild empathy +4 (+0 magical beasts)
Feats Endurance^B, Improved Initiative, Rapid Shot^B, Self-Sufficient, Stealthy, Track^B

Skills Handle Animal +5, Heal +3, Hide +13, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +7, Listen +9, Move Silently +13, Profession (trapper) +7, Spot +9, Survival +9 (+11 in natural surroundings and to avoid natural hazards)

Possessions combat gear plus masterwork dagger, +1 *longbow* with 20 arrows, masterwork studded leather armor, *amulet of natural armor* +1

Hook "What do you call a goblin with 20 arrows in his back? Not dead enough!"

WORG STABLES (EL 6, PAGE 27)

GOBLIN WORG RIDERS (2)

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg
Melee masterwork scimitar +5 (1d4/18–20)
Ranged mwk composite shortbow +9 (1d4/x3)

Base Atk +3; **Grp** –1

Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6

Feats Mounted Archery^B, Mounted Combat, Point-Blank Shot^B, Weapon Focus (shortbow)

Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3

Possessions combat gear plus +1 *studded leather armor*, buckler, masterwork scimitar, masterwork composite shortbow

CR 5 HOBGOBLIN VETERANS (4)

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/x3)

Base Atk +4; **Grp** +6

Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness, Weapon Focus (longsword)

Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4

Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

WYRMLORD KOTH'S QUARTERS (EL 7, PAGE 29)

WYRMLORD KOTH

Male bugbear sorcerer 6
LE Medium humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft., scent; Listen +3, Spot +3
Languages Common, Draconic, Goblin, Infernal

AC 15, touch 12, flat-footed 13
hp 59 (9 HD)
Fort +6, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)
Melee mwk morningstar +9 (1d8+3)
Base Atk +5; **Grp** +8

Combat Gear *wand of magic missile* (5th, 15 charges), *potion of fly*, 2 *potions of cure moderate wounds*

Sorcerer Spells Known (CL 6th)

3rd (3/day)—*lightning bolt* (DC 15)

2nd (6/day)—*blindness/deafness* (DC 14), *detect thoughts* (DC 14)

1st (7/day)—*charm person* (DC 13), *mage armor*, *ray of enfeeblement* (+7 ranged touch), *shield*

0 (6/day)—*acid splash* (+7 ranged touch), *flare* (DC 12), *ghost sound* (DC 12), *mage hand*, *message*, *open/close*, *read magic*

Abilities Str 16, Dex 15, Con 16, Int 8, Wis 10, Cha 15

SQ familiar (none at present)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Persuasive

Skills Bluff +9, Diplomacy +4, Intimidate +6, Knowledge (arcana) +0, Listen +3, Move Silently +6, Spellcraft +0, Spot +3

Possessions combat gear plus masterwork morningstar, *bag of holding* (type I) containing a scroll of *mount*, 2 *elixirs of truth*, 743 gp, and 2,980 sp.

OLD WARKLEGNAW (EL 7, PAGE 31)

OLD WARKLEGNAW

CR 7

Venerable male forest giant*

*See *Monster Manual II* page 110

CN Huge giant

Init +2; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Common, Giant

AC 17, touch 6, flat-footed 17

hp 97 (13 HD) Ron Lemen, William O'Connor

Fort +11, **Ref** +2, **Will** +3

Speed 40 ft. (8 squares)

Melee greatclub +15 melee (2d8+7, wielded two-handed)

Ranged rock +7 ranged (2d8+5) or
rock +5/+5 ranged (2d8+5) with Rapid Shot

Base Atk +9; **Grp** +22

Atk Options Rapid Shot

Abilities Str 27 (currently 21), Dex 6, Con 16, Int 17, Wis 9,
Cha 15

Feats Far Shot, Improved Initiative, Point Blank Shot, Precise
Shot, Rapid Shot

Skills Diplomacy +20, Hide +10, Listen +15, Sense Motive +15,
Spot +15

Possessions club, 5 throwing boulders, ratty owlbear pelt
loincloth

Hook "Warkleglaw hopes you taste like owlbear!"

SKULL GORGE BRIDGE (EL 10, PAGE 32)

OZYRRANDION

CR 5

Male young green dragon

LE Medium dragon (air)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen
senses; Listen +17, Spot +17

Languages Common, Draconic, Infernal

AC 23, touch 10, flat-footed 23

hp 104 (11 HD)

Immune acid, paralysis, *sleep*

Fort +10, **Ref** +7, **Will** +8

Speed 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.

Melee bite +14 (1d8+3) and
2 claws each +9 (1d6+1) and
2 wings each +9 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +14

Special Actions breath weapon

Combat Gear *potion of bull's strength*, *potion of cure serious
wounds*, *potion of invisibility*

Abilities Str 17, Dex 10, Con 17, Int 12, Wis 13, Cha 12

SQ water breathing

Feats Alertness, Flyby Attack, Hover, Improved Initiative

Skills Bluff +15, Diplomacy +3, Intimidate +17, Knowledge
(geography) +15, Knowledge (religion) +15, Listen +17,
Move Silently +14, Spot +17

Possessions combat gear plus *amulet of health* +2, *bracers
of armor* +3, 6 pearls (embedded in scales) worth 100
gp each

Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds, 6d6
acid, Reflex DC 18 half.

HOBGOBLIN SERGEANT

CR 3

Hobgoblin fighter 3

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18

hp 30 (3 HD)

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

Speed 20 ft. (4 squares)

Melee mwk bastard sword +7 (1d10+2/19–20)

Ranged mwk composite longbow +6 (1d8+1/x3)

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

Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8

Feats Alertness, Exotic Weapon Proficiency (bastard sword)^B,
Iron Will, Weapon Focus (bastard sword)^B

Skills Handle Animal +4, Intimidate +4, Listen +4, Move
Silently +1, Spot +4

Possessions combat gear plus +1 *breastplate*, heavy steel
shield, masterwork bastard sword, masterwork composite
longbow (+1 Str bonus) with 20 arrows

Hook Tough as nails with a mean streak a mile wide; "At
them, you dogs! Slay until your hands drip with blood!"

HOBGOBLIN VETERANS (8)

CR 3

Hobgoblin warrior 4

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4

Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or

hp 26 (4 HD)

Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)

Melee mwk longsword +8 (1d8+2/19–20)

Ranged mwk composite longbow +6 (1d8+2/x3)

Base Atk +4; **Grp** +6

Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness, Weapon Focus (longsword)

Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4

Possessions combat gear plus banded mail, heavy steel
shield, masterwork longsword, masterwork composite
longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We
are the Red Hand! We do not know defeat!"

GOBLIN RAID, FIRST WAVE (EL 7, PAGE 37)

GOBLIN WORG RIDERS (3)

CR 3

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg
Melee masterwork scimitar +5 (1d4/18–20)
Ranged mwk composite shortbow +9 (1d4/x3)

Base Atk +3; **Grp** –1
Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6
Feats Mounted Archery^B, Mounted Combat, Point-Blank Shot^B, Weapon Focus (shortbow)
Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3

Possessions combat gear plus +1 *studded leather armor*, buckler, masterwork scimitar, masterwork composite shortbow

GOBLIN RAID, SECOND WAVE (EL 7, PAGE 37)

KULKOR ZHUL WAR ADEPT

CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/x3)
Base Atk +3; **Grp** +3

Combat Gear 2 *potions of cure moderate wounds*, scroll of fly, scroll of haste, 2 scrolls of invisibility, scroll of summon monster IV

Sorcerer Spells Known (CL 7th):

3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image*, *summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half), * *mage armor* †, *magic missile*, *ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand*, *ray of frost* (+6 ranged touch), *read magic*

*See *Complete Arcane* page 116

†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue)*, Draconic Power*, Draconic Skin*

*See *Complete Arcane* pages 77–78

Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7

Possessions combat gear plus *ring of protection* +1, *cloak of resistance* +1, masterwork spear

HOBGOBLIN REGULARS (5)

CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/x3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3

Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

RUMORS OF WAR (PAGE 38)

TEYANI SURU, LION OF BRINDOL

CR 4

Female human fighter 4
LN Medium humanoid
Init +1; **Senses** Listen –1, Spot –1
Languages Common

AC 18, touch 11, flat-footed 17
hp 34 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee +1 longsword +9 (1d8+6/19–20)
Ranged mwk composite longbow +6 (1d8+3/x3)
Base Atk +4; **Grp** +7

Combat Gear *potion of cure serious wounds*, *potion of bull's strength*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12
Feats Mounted Combat^B, Ride-By Attack^B, Skill Focus (Ride), Spirited Charge^B, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +8, Intimidate +8, Ride +13
Possessions combat gear plus masterwork breastplate, masterwork heavy steel shield, +1 longsword, masterwork composite longbow (+3 Str bonus) with 20 arrows, leather pouch containing 35 gp

ALLY AT DRELLIN'S FERRY (PAGES 38–41)

CAPTAIN SORANNA ANITAH

Female human fighter 5
CG Medium humanoid
Init +3; **Senses** Listen -1, Spot -1
Languages Common

AC 21, touch 13, flat-footed 18; **Dodge**
hp 32 (5 HD)
Fort +5, **Ref** +4, **Will** +0

Speed 20 ft. (4 squares)

Melee mwk longsword +7 (1d8+1/19–20)

Ranged +1 *composite longbow* +10 (1d8+4/x3)

Base Atk +5; **Grp** +6

Combat Gear 2 *potions of cure moderate wounds*, *potion of fly*

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 8, Cha 14

Feats Dodge, Persuasive, Point Blank Shot^B, Precise Shot^B,
Weapon Focus (longbow), Weapon Specialization
(longbow)^B

Skills Bluff +4, Intimidate +12, Knowledge (local) +4, Ride +11

Possessions combat gear plus masterwork longsword, +1
composite longbow (+1 Str bonus) with 20 arrows, +1
breastplate, masterwork heavy steel shield, 45 gp

MASSACRE AT DRELLIN'S FERRY, FIRST WAVE (EL 9, PAGE 39)

HOBGOBLIN BLADEBEARERS (3)

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)

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

Speed 30 ft. (6 squares)

Melee +1 *short sword* +9 (1d6+6/19–20) or

Melee +1 *short sword* +7 (1d6+6/19–20) and
+1 *short sword* +7 (1d6+4/19–20) with Two-Weapon
Fighting

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

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

Feats Toughness, Two-Weapon Defense^B, Two-Weapon
Fighting^B, Weapon Focus (short sword), Weapon
Specialization (short sword)^B

Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot
+1, Tumble +6

Possessions 2 +1 *short swords*, masterwork studded leather
armor

CR 5 KULKOR ZHUL WAR ADEPTS (2)

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot -1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16

hp 28 (6 HD)

Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and
electricity effects)

Speed 30 ft. (6 squares)

Melee mwk spear +4 (1d8/x3)

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

Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*,
scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon*
monster IV

Sorcerer Spells Known (CL 7th):

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*mirror image*, *summon swarm*

1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8
electricity; DC 15 half), *mage armor*†, *magic missile*, *ray*
of enfeeblement (+6 ranged touch)

0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead* (+6
ranged touch), *ghost sound* (DC 13), *mage hand*, *ray of*
frost (+6 ranged touch), *read magic*

†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16

SQ familiar (none at present)

Feats Draconic Heritage (blue), Draconic Power, Draconic
Skin

Skills Bluff +7, Concentration +11, Knowledge (arcana) +6,
Listen +4, Move Silently +7, Spellcraft +7

Possessions combat gear plus *ring of protection* +1, *cloak of*
resistance +1, masterwork spear

MASSACRE AT DRELLIN'S FERRY, THIRD WAVE (EL 13, PAGE 39)

ABITHRIAX

CR 10

Male juvenile red dragon
CE Large dragon (fire)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +21, Spot +21

Languages Common, Draconic, Infernal

AC 32, touch 9, flat-footed 32

hp 184 (16 HD)

Immune fire, paralysis, sleep

Resist cold 10

Fort +11, **Ref** +8, **Will** +8

Weakness vulnerable to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)

Melee bite +24 (2d6+9) and
2 claws each +22 (1d8+4) and
2 wings each +22 (1d6+4) and
tail slap +22 (1d8+13)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +29

Atk Options Awesome Blow, Improved Bull Rush, Power Attack

Special Actions breath weapon

Sorcerer Spells Known (CL 3rd)

1st (6/day)—*grease* (DC 13), *mage armor*†, *shield*†

0 (6/day)—*detect magic*, *mage hand*, *message*, *read magic*,
resistance

† Already cast

Spell-Like Abilities (CL 4th)

4/day—*locate object*

Abilities Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14

Feats Awesome Blow, Flyby Attack, Improved Bull Rush,
Multiattack, Power Attack, Wingover

Skills Appraise +21, Bluff +21, Diplomacy +4, Intimidate +23,
Knowledge (geography) +21, Knowledge (religion) +21,
Listen +21, Search +21, Spot +21

Possessions *amulet of health* +2, *minor ring of cold resistance*

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, 8d10
fire, Reflex DC 23 half

Hook Arrogant with power; loves to destroy and watch 'em scatter.

DOOM FIST MONKS (3)

CR 4

Hobgoblin monk 4

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Goblin

AC 15, touch 14, flat-footed 13; Dodge

hp 29 (4 HD)

Fort +6, **Ref** +6, **Will** +6 (+8 against enchantments); evasion

Speed 40 ft. (8 squares)

Melee unarmed strike +6 (1d8+3) or
unarmed strike +4/+4 (1d8+3) with flurry of blows or
masterwork dragonchain* +7 (1d6+4/19–20)

*New weapon described on page 126

Ranged mwk light crossbow +6 (1d8)

Base Atk +3; **Grp** +10

Atk Options grapple and constrict with dragonchain (1d8+4),
ki strike (magic), Stunning Fist 4/day (Fort DC 14)

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of shield of faith* +3

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8

SQ slow fall (20 ft.)

Feats Dodge, Exotic Weapon Proficiency (dragonchain),
Improved Grapple^B, Improved Unarmed Strike^B,
Stunning Fist^B

Skills Balance +8, Hide +6, Jump +14, Listen +5, Move Silently
+10, Spot +5, Tumble +9

Possessions combat gear plus *bracers of armor* +1,
masterwork light crossbow, masterwork dragonchain

Hook Religious zealots who despise weakness and regard
wounds received in combat as marks of holy devotion. "In
pain I learn strength!"

KULKOR ZHUL WAR ADEPTS (2)

CR 6

Hobgoblin sorcerer 6

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1

Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16

hp 28 (6 HD)

Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and
electricity effects)

Speed 30 ft. (6 squares)

Melee mwk spear +4 (1d8/×3)

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

Combat Gear 2 *potions of cure moderate wounds*, scroll of fly,
scroll of haste, 2 scrolls of invisibility, scroll of summon
monster IV

Sorcerer Spells Known (CL 7th):

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*mirror image*, *summon swarm*

1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8
electricity; DC 15 half),* *mage armor*†, *magic missile*,
ray of enfeeblement (+6 ranged touch)

0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead* (+6
ranged touch), *ghost sound* (DC 13), *mage hand*, *ray of
frost* (+6 ranged touch), *read magic*

*See *Complete Arcane* page 116

† Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16

SQ familiar (none at present)

Feats Draconic Heritage (blue)*, Draconic Power*, Draconic
Skin*

*See *Complete Arcane* pages 77–78

Skills Bluff +7, Concentration +11, Knowledge (arcana) +6,
Listen +4, Move Silently +7, Spellcraft +7

Possessions combat gear plus *ring of protection* +1, *cloak of
resistance* +1, masterwork spear

Hook Sneering elitist; "What can softbellies like you do
against the might of the People of the Dragon?"

MASSACRE AT DRELLIN'S FERRY, ASSAULT BARGE (EL 12, PAGE 39)

BLOOD GHOST BERSERKERS (3)

CR 4

Bugbear barbarian 2

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4

Languages Common, Goblin

AC 16, touch 10, flat-footed 14; uncanny dodge

hp 56 (5 HD)

Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)

Melee mwk greataxe +13 (1d12+10/x3) or

Ranged throwing axe +6 (1d6+7)

Base Atk +4; **Grp** +11

Atk Options Power Attack (mwk greataxe +9, 1d12+18/x3),
rage 1/day (8 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 13, Cha 8

Feats Power Attack, Weapon Focus (greataxe)

Skills Climb +10, Listen +4, Spot +4, Survival +4

Possessions combat gear plus masterwork greataxe, throwing
axe, masterwork studded leather armor

Hook Dyes his hide a mottled gray-white color to signify that
he walks in the world of the dead.

When not raging, a Blood Ghost berserker has the following
changed statistics.

AC 18, touch 12, flat-footed 16

hp 46 (5 HD)

Fort +7, **Will** +2

Melee mwk greataxe +11 (1d12+7/x3) or

Ranged throwing axe +6 ranged (1d6+5)

Grp +9

Abilities Str 20, Con 16

Skills Climb +8, Move Silently +6

KULKOR ZHUL WAR ADEPT

CR 6

Hobgoblin sorcerer 6

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot -1

Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16

hp 28 (6 HD)

Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and
electricity effects)

Speed 30 ft. (6 squares)

Melee mwk spear +4 (1d8/x3)

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

Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*,
scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon
monster IV*

Sorcerer Spells Known (CL 7th):

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*mirror image*, *summon swarm*

1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8
electricity; DC 15 half), *mage armor*†, *magic missile*, *ray
of enfeeblement* (+6 ranged touch)

0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead* (+6
ranged touch), *ghost sound* (DC 13), *mage hand*, *ray of
frost* (+6 ranged touch), *read magic*

†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16

SQ familiar (none at present)

Feats Draconic Heritage (blue), Draconic Power, Draconic
Skin

Skills Bluff +7, Concentration +11, Knowledge (arcana) +6,
Listen +4, Move Silently +7, Spellcraft +7

Possessions combat gear plus *ring of protection* +1, *cloak of
resistance* +1, masterwork spear

DOOM HAND CLERICS (2)

CR 3

Hobgoblin cleric 3

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4

Languages Common, Goblin

AC 18, touch 10, flat-footed 18

hp 29 (3 HD)

Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk heavy mace +5 (1d8+1)

Base Atk +2; **Grp** +3

Atk Options smite 1/day (+4 attack, +3 damage)

Special Actions command undead 4/day (+1, 2d6+4, 3rd),
spontaneous casting (*inflict* spells)

Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual
weapon*, scroll of *summon monster III* (DC 6 CL check)

Cleric Spells Prepared (CL 3rd)

2nd—*cure moderate wounds*, *hold person* (DC 14),
invisibility^D

1st—*bles*, *command* (DC 13), *cure light wounds*, *inflict
light wounds*^D (DC 13)

0—*cure minor wounds* (2), *detect magic*, *resistance*

D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12

Feats Toughness, Weapon Focus (heavy mace)

Skills Concentration +8, Move Silently -2, Spellcraft +3,
Spot +4

Possessions +1 *banded mail*, light steel shield, combat gear

HOBGOBLIN BLADEBEARERS (3)

CR 4

Hobgoblin fighter 4

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Goblin

AC 17, touch 13, flat-footed 14

hp 37 (4 HD)

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

Speed 30 ft. (6 squares)

Melee +1 *short sword* +9 (1d6+6/19-20) or

Melee +1 *short sword* +7 (1d6+6/19-20) and

+1 *short sword* +7 (1d6+4/19-20) with Two-Weapon
Fighting

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

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

Feats Toughness, Two-Weapon Defense^B, Two-Weapon
Fighting^B, Weapon Focus (short sword), Weapon
Specialization (short sword)^B

Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot
+1, Tumble +6

Possessions 2 +1 *short swords*, masterwork studded leather
armor

(encounter continues on page 8)

RED HAND
OF DOOM

MASSACRE AT DRELLIN'S FERRY, ASSAULT BARGE (EL 12, PAGE 39)

HOBGOBLIN VETERANS (8)

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/x3)
Base Atk +4; **Grp** +6
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4
Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

HOBGOBLIN REGULARS (12)

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/x3)
Base Atk +2; **Grp** +3
Combat Gear *potions of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

CR 3

EASY SKIRMISH (EL 6, PAGE 43)

HOBGOBLIN BLADEBEARER

CR 4

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee +1 *short sword* +9 (1d6+6/19–20) or
Melee +1 *short sword* +7 (1d6+6/19–20) and
+1 *short sword* +7 (1d6+4/19–20) with Two-Weapon
Fighting
Base Atk +4; **Grp** +7

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Feats Toughness, Two-Weapon Defense^B, Two-Weapon
Fighting^B, Weapon Focus (short sword), Weapon
Specialization (short sword)^B
Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot
+1, Tumble +6
Possessions 2 +1 *short swords*, masterwork studded leather
armor

Hook Elite champion who clashes blades together and calls out individual opponents. "You! You dare fight me?"

DIRTY ROTTEN LOOTERS (EL 7, PAGE 43)

CRIMSON TIGER THUGS (4)

CR 4

Human rogue 4
NE Medium humanoid
Init +6; **Senses** Listen –1, Spot –1
Languages Common

AC 18, touch 12, flat-footed 16; uncanny dodge, +1 against
traps
hp 21 (4 HD)
Fort +4, **Ref** +6 (+7 against traps), **Will** +0; evasion

Speed 30 ft. (6 squares)
Melee mwk short sword +7 (1d6+3/19–20)
Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +3; **Grp** +6
Atk Options sneak attack +2d6
Combat Gear 2 *potions of cure moderate wounds*

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12
SQ trapfinding
Feats Combat Reflexes, Great Fortitude, Improved Initiative
Skills Bluff +8, Climb +10, Diplomacy +3, Escape Artist +9,
Hide +9, Intimidate +10, Move Silently +9, Open Lock +9,
Search +7, Sleight of Hand +11
Possessions combat gear plus +1 *studded leather*, +1 *buckler*,
masterwork short sword, masterwork light crossbow with
20 bolts, 50 gp

Hook Bullies on the outside but cowards at heart.

THE NOT-SO-SICK SPY (EL 8, PAGE 44)

MIHA SERANI

CR 8

Female aranea sorcerer 4

NE Medium magical beast (shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

Languages Common, Dwarven, Elven, Gnome, Halfling, Sylvan

AC 15, touch 14, flat-footed 12

hp 40 (7 HD)

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

Speed 30 ft. (6 squares) in human or hybrid form or 50 ft. (10 squares), climb 25 ft. in spider form

Melee dagger +4 (1d4–1/19–20) in human form or dagger +4 (1d4–1/19–20) and bite –1 (1d6–1 plus poison) in hybrid form or bite +4 (1d6–1 plus poison) in spider form

Ranged dagger +8 (1d4–1/19–20) in human or hybrid form or web +8 in spider or hybrid form

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

Special Actions poison, web (6/day, range 50 ft., entangles target, DC 13 Escape Artist or DC 17 Strength check to escape)

Combat Gear *potion of blur*, 3 *potions of cure light wounds*

Sorcerer Spells Known (CL 7th):

3rd (5/day)—*secret page*, *suggestion* (DC 19)

2nd (7/day)—*invisibility*, *Tasha's hideous laughter* (DC 18), *whispering wind*

1st (8/day)—*charm person* (DC 17), *disguise self* (DC 16), *mage armor*, *mount*, *sleep* (DC 17)

0 (6/day)—*acid splash* (+8 ranged touch), *arcane mark*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *message*, *read magic*

Abilities Str 8, Dex 17, Con 14, Int 18, Wis 14, Cha 20

SQ change shape, summon familiar (Tiny fiendish viper named Iopiat; see DMG 201)

Feats Improved Familiar, Persuasive, Spell Focus (enchantment)

Skills Bluff +18, Climb +13, Concentration +12, Diplomacy +7, Disguise +5 (+7 acting), Escape Artist +9, Intimidate +9, Jump +7 (+15 in spider form), Knowledge (arcana) +9, Listen +10, Spellcraft +11, Spot +10

Possessions combat gear plus dagger, *Heward's handy haversack*, *ring of protection* +1, scroll of *sending*, *potion of glibness*, 35 gp

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Hook Can act any part; loves danger and manipulation.

BARGHEST REAVERS (EL 8, PAGE 46)

HOBGOBLIN REGULARS (6)

CR 1

Hobgoblin warrior 2

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Goblin

AC 18, touch 11, flat-footed 17

hp 13 (2 HD)

Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)

Melee mwk longsword +4 (1d8+1/19–20)

Ranged composite longbow +3 (1d8+1/x3)

Base Atk +2; **Grp** +3

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness

Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3

Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

MARKED FOR DEATH (EL 10, PAGE 46)

BLACKSPAWN RAIDERS (4)

CR 4

CE Medium monstrous humanoid (dragonblood)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Common, Draconic

AC 15, touch 12, flat-footed 13
hp 60 (8 HD); **DR** 5/magic or good
Immune acid, paralysis, *sleep*
Fort +5, **Ref** +8, **Will** +6

Speed 40 ft. (8 squares)
Melee mwk falchion +11/+6 (2d4+3/18–20)
Ranged javelin +10/+5 (1d6+2)

Base Atk +8; **Grp** +10

Atk Options Power Attack

Special Actions breath weapon

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds*, 2 *potions of invisibility*, *potion of protection from good*

Abilities Str 14, Dex 15, Con 16, Int 10, Wis 11, Cha 8

Feats Improved Initiative, Power Attack, Track

Skills Listen +6, Spot +6, Survival +10

Possessions combat gear plus masterwork falchion, 2 javelins, *potion of jump*, *potion of pass without trace*, silk rope (50 ft.), 5 tiger eye turquoise worth 10 gp each, 50 gp

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 4d4 acid, Reflex DC 17 half

Hook Wily agent of destruction; delights in slaughter.

HOBGOBLIN REGULARS (5)

CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)

Base Atk +2; **Grp** +3

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness

Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3

Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

CAPTURED! (EL 7, PAGE 47)

LUPE, GOBLIN WORG RIDER

CR 3

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16

hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg

Melee masterwork scimitar +5 (1d4/18–20)

Ranged mwk composite shortbow +9 (1d4/×3)

Base Atk +3; **Grp** –1

Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6

Feats Mounted Archery^B, Mounted Combat, Point-Blank Shot^B, Weapon Focus (shortbow)

Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3

Possessions combat gear plus +1 *studded leather armor*, buckle, masterwork scimitar, masterwork composite shortbow

HOBGOBLIN SERGEANTS (2)

CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18

hp 30 (3 HD)
Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)

Melee mwk bastard sword +7 (1d10+2/19–20)

Ranged mwk composite longbow +6 (1d8+1/×3)

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

Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8

Feats Alertness, Exotic Weapon Proficiency (bastard sword)^B, Iron Will, Weapon Focus (bastard sword)^B

Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4

Possessions combat gear plus +1 *breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

HOBGOBLIN REGULARS (4)

CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17

hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)

Melee mwk longsword +4 (1d8+1/19–20)

Ranged composite longbow +3 (1d8+1/×3)

Base Atk +2; **Grp** +3

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness

Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3

Possessions combat gear, chainmail, heavy steel shield, mwk longsword, composite longbow (+1 Str bonus), 20 arrows

INTO THE HORDE (EL 15, PAGE 48)

WYRMLORD HRAVEK KHARN

CR 10

Male hobgoblin favored soul 6/talon of Tiamat 4

LE Medium humanoid (goblinoid)

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

Languages Common, Draconic, Goblin, Infernal

AC 24, touch 10, flat-footed 24

hp 68 (10 HD)

Resist electricity 10, fire 5

Fort +13, **Ref** +7, **Will** +8

Speed 20 ft. (4 squares)

Melee +1 *wounding heavy pick* +12/+7 (1d6+4 plus 1 Con/x4) or

Melee +1 *greatsword* +11/+6 (2d6+4/19–20)

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

Base Atk +7; **Grp** +10

Special Actions breath weapons

Combat Gear 2 *potions of cure serious wounds*, *potion of fly*, *potion of haste*

Favored Soul Spells Known (CL 8th)

- 4th (3/day)—*air walk*, *divine power*, *freedom of movement*
3rd (6/day)—*cure serious wounds*, *dispel magic*, *searing light* (+6 ranged touch), *wind wall*
2nd (7/day)—*aid*, *bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell* (DC 12)
1st (7/day)—*cure light wounds*, *divine favor*, *entropic shield*, *magic weapon*, *obscuring mist*, *shield of faith*
0 (6/day)—*cure minor wounds*, *detect magic*, *guidance*, *inflict minor wounds* (DC 10), *mending*, *purify food and drink*, *read magic*, *resistance*

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 16

Feats Diehard, Dragonthral, Endurance, Improved Initiative, Weapon Focus (heavy pick)^B

Skills Bluff +13, Diplomacy +5, Intimidate +19, Knowledge (arcana) +8

Possessions combat gear plus +2 *red dragoncraft full plate**, +2 *heavy steel shield*, +1 *wounding heavy pick*, masterwork light crossbow with 10 bolts, *gauntlets of ogre power*, *cloak of resistance* +2, *ring of protection* +1

*See page 126 for dragoncraft items

Breath Weapons (Su) Wyrmlord Hravek Kharn can use two different breath weapons, each 1/day; at least 1d4 rounds must pass between these uses. His first breath weapon is a 30-foot cone that deals 3d6 points of cold damage. His second is a 60-foot line that deals 8d4 points of acid damage. A DC 16 Reflex save halves the damage from either breath weapon; this save DC is Constitution-based.

KASH-TARI, DOOM HAND WARPRIEST

CR 8

Hobgoblin cleric 7/warpriest* 1

*See *Complete Divine* page 74

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Listen +3x, Spot +3x

Languages Common, Goblin

AC 21, touch 10, flat-footed 21

hp 67 (8 HD)

Fort +10, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)

Melee +1 *heavy mace* +10/+5 (1d8+3)

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

Atk Options smite 1/day (+4 attack, +7 damage)

Special Actions command undead 4/day (+1, 2d6+9, 8th), spontaneous casting (*inflict* spells)

Combat Gear scroll of *flame strike* (DC 10 CL check), scroll of *recitation*, scroll of *summon monster IV*, wand of *cure light wounds*

Cleric Spells Prepared (CL 7th)

4th—*air walk*, *dominate person*^D (DC 18)

3rd—*bestow curse* (DC 16), *cure serious wounds*, *dispel magic*, *suggestion*^D (DC 17)

2nd—*cure moderate wounds* (2), *hold person* (DC 16), *invisibility*^D, *spiritual weapon*

1st—*bless*, *command*^D (DC 15), *cure light wounds*, *divine favor*, *obscuring mist*, *shield of faith*

0—*cure minor wounds* (2), *detect magic* (2), *resistance*, *virtue*

D: Domain spell. Domains: Destruction, Domination, Trickery

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

SQ rally

Feats Combat Casting, Spell Focus (enchantment)^B, Toughness, Weapon Focus (heavy mace)

Skills Concentration +8 (+12 casting defensively), Diplomacy +10, Move Silently –1, Sense Motive +7, Spellcraft +2

Possessions +1 *full plate armor*, +1 *light steel shield*, +1 *heavy mace*, combat gear

Rally (Ex) A warpriest who is currently not under a fear effect can use this ability as a standard action. Allies within 60 feet who are under any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus.

RUVEN, KULKOR ZHUL WAR ADEPT

CR 6

Hobgoblin sorcerer 6

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1

Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16

hp 28 (6 HD)

Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)

Melee mwk spear +4 (1d8/x3)

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

Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*

Sorcerer Spells Known (CL 7th):

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*mirror image*, *summon swarm*

1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half), *mage armor*[†], *magic missile*, *ray of enfeeblement* (+6 ranged touch)

0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand*, *ray of frost* (+6 ranged touch), *read magic*

[†]Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16

SQ familiar (none at present)

Feats Draconic Heritage (blue), Draconic Power, Draconic Skin

Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7

Possessions combat gear plus *ring of protection* +1, *cloak of resistance* +1, masterwork spear (encounter continues on page 12)

RED HAND
OF DOOM

INTO THE HORDE (EL 15, PAGE 48)

ABITHRIAX

CR 10

Male juvenile red dragon

CE Large dragon (fire)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +21, Spot +21

Languages Common, Draconic, Infernal

AC 32, touch 9, flat-footed 32

hp 184 (16 HD)

Immune fire, paralysis, *sleep*

Resist cold 10

Fort +11, **Ref** +8, **Will** +8

Weakness vulnerable to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)

Melee bite +24 (2d6+9) and

2 claws each +22 (1d8+4) and

2 wings each +22 (1d6+4) and

tail slap +22 (1d8+13)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +29

Atk Options Awesome Blow, Improved Bull Rush, Power Attack

Special Actions breath weapon

Sorcerer Spells Known (CL 3rd)

1st (6/day)—*grease* (DC 13), *mage armor*†, *shield*†

0 (6/day)—*detect magic*, *mage hand*, *message*, *read magic*, *resistance*

† Already cast

Spell-Like Abilities (CL 4th)

4/day—*locate object*

Abilities Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14

Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Wingover

Skills Appraise +21, Bluff +21, Diplomacy +4, Intimidate +23, Knowledge (geography) +21, Knowledge (religion) +21, Listen +21, Search +21, Spot +21

Possessions *amulet of health* +2, *minor ring of cold resistance*

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, 8d10 fire, Reflex DC 23 half

Hook Arrogant with power; loves to destroy and watch 'em scatter.

BLOOD GHOST BERSERKERS (24)

CR 4

Bugbear barbarian 2

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4

Languages Common, Goblin

AC 16, touch 10, flat-footed 14; uncanny dodge

hp 56 (5 HD)

Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)

Melee mwk greataxe +13 (1d12+10/×3) or

Ranged throwing axe +6 (1d6+7)

Base Atk +4; **Grp** +11

Atk Options Power Attack (mwk greataxe +9, 1d12+18/×3), rage 1/day (8 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 13, Cha 8

Feats Power Attack, Weapon Focus (greataxe)

Skills Climb +10, Listen +4, Spot +4, Survival +4

Possessions combat gear plus masterwork greataxe, throwing axe, masterwork studded leather armor

Hook Dyes his hide a mottled gray-white color to signify that he walks in the world of the dead.

When not raging, a Blood Ghost berserker has the following changed statistics.

AC 18, touch 12, flat-footed 16

hp 46 (5 HD)

Fort +7, **Will** +2

Melee mwk greataxe +11 (1d12+7/×3) or

Ranged throwing axe +6 ranged (1d6+5)

Grp +9

Abilities Str 20, Con 16

Skills Climb +8, Move Silently +6

ROAD BLOCKADE (EL 7, PAGE 50)

HOBGOBLIN SERGEANTS (2)

CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18

hp 30 (3 HD)

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

Speed 20 ft. (4 squares)

Melee mwk bastard sword +7 (1d10+2/19–20)

Ranged mwk composite longbow +6 (1d8+1/x3)

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

Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8

Feats Alertness, Exotic Weapon Proficiency (bastard sword)^B, Iron Will, Weapon Focus (bastard sword)^B

Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4

Possessions combat gear plus +1 *breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

Hook Tough as nails with a mean streak a mile wide; "At them, you dogs! Slay until your hands drip with blood!"

HOBGOBLIN REGULARS (6)

CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17

hp 13 (2 HD)

Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)

Melee mwk longsword +4 (1d8+1/19–20)

Ranged composite longbow +3 (1d8+1/x3)

Base Atk +2; **Grp** +3

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness

Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3

Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

SPAWN OF TIAMAT (EL 7, PAGE 51)

GREENSPAWN RAZORFIEND

CR 7

LE Large magical beast (dragonblood)
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15

Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility

hp 85 (10 HD); **DR** 5/magic

Immune acid, paralysis

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

Speed 50 ft. (10 squares), swim 50 ft.

Melee 2 wingblades each +15 (2d6+6/18–20/x3) and bite +10 (1d8+3)

Base Atk +10; **Grp** +20

Atk Options Spring Attack

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12

SQ water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, damage 5d6 acid, Reflex DC 18 half

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater.

KILLIAR'S HUNTERS (EL 9, PAGE 52)

KILLIAR ARROWSWIFT

Male wild elf ranger 4
CG Medium humanoid
Init +4; **Senses** low-light vision; Listen +10, Spot +10
Languages Common, Elven

AC 18, touch 14, flat-footed 14
hp 29 (4 HD)
Immune sleep
Fort +6, **Ref** +8, **Will** +2 (+4 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk handaxe +5 (1d6/×3)
Ranged +1 *longbow* +9 (1d8/×3)
Base Atk +4; **Grp** +4
Atk Options favored enemy dragons +2, Rapid Shot
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*

Ranger Spells Prepared (CL 2nd):
1st—*animal messenger*

Abilities Str 10, Dex 18, Con 14, Int 8, Wis 13, Cha 10
SQ able to notice secret or concealed doors, animal companion (none at present), wild empathy +5 (+1 magical beasts)
Feats Endurance^B, Mounted Archery, Mounted Combat, Rapid Shot^B, Track^B
Skills Handle Animal +6, Listen +10, Ride +13, Search +9, Spot +10, Survival +8 (+10 following tracks)
Possessions combat gear plus masterwork studded leather, +1 *longbow* with 20 arrows, masterwork handaxe, light wooden shield, leather pouch containing 21 gp and 13 sp

TIRI KITOR HUNTERS (4)

Wild elf ranger 2
CG Medium humanoid
Init +3; **Senses** low-light vision; Listen +5, Spot +7
Languages Common, Elven

AC 15, touch 13, flat-footed 12
hp 16 (2 HD)
Immune sleep
Fort +5, **Ref** +6, **Will** +1 (+3 against enchantments)

Speed 30 ft. (6 squares)
Melee handaxe +3 (1d6+1/×3)
Ranged mwk composite longbow +6 (1d8+1/×3) or mwk composite longbow +4/+4 (1d8+1/×3) with Rapid Shot

Base Atk +2; **Grp** +3
Atk Options favored enemy reptilians +2
Combat Gear 2 *potions of cure light wounds*

Abilities Str 12, Dex 17, Con 14, Int 8, Wis 13, Cha 8
SQ able to notice secret or concealed doors, wild empathy +0 (−4 magical beasts)
Feats Point Blank Shot, Rapid Shot^B, Track^B
Skills Handle Animal +5, Listen +5, Ride +7, Search +5, Spot +7, Survival +6
Possessions combat gear plus leather armor, masterwork composite longbow (+2 Str bonus) with 20 arrows, handaxe, leather pouch containing 5 gp

TIRI KITOR ALLIES (PAGES 54–56)

CR 4 SELLYRIA STARSINGER

Female wild elf druid 7
NG Medium humanoid
Init −3; **Senses** low-light vision; Listen +6, Spot +6
Languages Common, Druidic, Elven, Sylvan

AC 9, touch 8, flat-footed 9
hp 21 (7 HD)
Immune sleep
Resist +4 against fey spell-like abilities
Fort +3, **Ref** −1, **Will** +9 (+11 against enchantments)

Speed 30 ft. (6 squares); woodland stride
Melee mwk scimitar +3 (1d6−3/18−20)
Ranged mwk longbow +3 (1d8−3/×3)
Base Atk +5; **Grp** +2
Special Actions wild shape 3/day (7 hours)
Combat Gear *potion of cure moderate wounds*, *potion of lesser restoration*, scroll of *quench*, scroll of *remove disease*

Druid Spells Prepared (CL 7th):
4th (2/day)—*control water*, *cure serious wounds*
3rd (3/day)—*call lightning* (DC 17), *cure moderate wounds*, *remove disease*
2nd (4/day)—*bear's endurance*, *cat's grace*, *flaming sphere* (DC 16), *lesser restoration*
1st (5/day)—*cure light wounds*, *entangle* (DC 15), *goodberry*, *produce flame* (+2 melee touch, +2 ranged touch), *speak with animals*
0 (6/day)—*cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*, *virtue*

Abilities Str 4, Dex 4, Con 7, Int 13, Wis 19, Cha 17
SQ able to notice secret or concealed doors, animal companion (giant crocodile), link with companion, share spells, trackless step, wild empathy +10 (+6 magical beasts)
Feats Brew Potion, Combat Casting, Natural Spell
Skills Concentration +8 (+12 casting defensively), Diplomacy +13, Knowledge (nature) +15, Ride +7, Search +3, Survival +16 (+18 in natural surroundings)
Possessions combat gear plus masterwork scimitar, masterwork longbow with 20 arrows, *ring of protection* +1, *amulet of natural armor* +1, leather pouch containing 94 gp and 5 pp

CR 1

TIRI KITOR ALLIES (PAGES 54–56)

TRELLARA NIGHTSHADOW

CR 4

Female wild elf bard 4

NG Medium humanoid

Init +2; **Senses** low-light vision; Listen +10, Spot +10

Languages Common, Elven, Sylvan

AC 17, touch 12, flat-footed 15; Dodge

hp 16 (4 HD)

Immune sleep

Fort +1, **Ref** +6, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)

Melee mwk longsword +3 (1d8–1/19–20)

Ranged mwk longbow +6 (1d8/x3)

Base Atk +3; **Grp** +2

Special Actions bardic music 4/day (countersong, *fascinate*, inspire competence, inspire courage +1)

Combat Gear 2 *potions of cure moderate wounds*, *wand of lesser confusion* (47 charges)

Bard Spells Known (CL 4th)

2nd (1/day)—*blur*, *sound burst* (DC 15)

1st (3/day)—*cure light wounds*, *identify*, *sleep* (DC 14)

0 (3/day)—*dancing lights*, *detect magic*, *lullaby* (DC 13), *mage hand*, *prestidigitation*, *read magic*

Abilities Str 8, Dex 15, Con 10, Int 12, Wis 12, Cha 16

SQ able to notice secret or concealed doors, bardic knowledge +7

Feats Combat Casting, Dodge

Skills Concentration +7 (+11 casting defensively), Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nature) +8, Listen +10, Perform (sing) +10, Spot +10

Possessions combat gear plus +1 *chain shirt*, masterwork longsword, masterwork longbow with 20 arrows, leather pouch containing 17 gp and three 100 gp pearls

Hook Normally vivacious and daring; temporarily distraught over her brother's death.

BELL TOWER (EL 7, PAGE 59) FIRST WAVE

HOBGOBLIN VETERANS (3)

CR 3

Hobgoblin warrior 4

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4

Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or

hp 26 (4 HD)

Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)

Melee mwk longsword +8 (1d8+2/19–20)

Ranged mwk composite longbow +6 (1d8+2/x3)

Base Atk +4; **Grp** +6

Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness, Weapon Focus (longsword)

Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4

Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

BELL TOWER (EL 7, PAGE 59) SECOND WAVE

HOBGOBLIN VETERANS (3)

CR 3

Hobgoblin warrior 4

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4

Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or

hp 26 (4 HD)

Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)

Melee mwk longsword +8 (1d8+2/19–20)

Ranged mwk composite longbow +6 (1d8+2/x3)

Base Atk +4; **Grp** +6

Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness, Weapon Focus (longsword)

Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4

Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

RED HAND
OF DOOM

BELL TOWER (EL 7, PAGE 59) THIRD WAVE

KORKULAN, HOBGOBLIN BLADEBEARER

Hobgoblin fighter 4

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Goblin

AC 17, touch 13, flat-footed 14

hp 37 (4 HD)

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

Speed 30 ft. (6 squares)

Melee +1 *short sword* +9 (1d6+6/19–20) or

Melee +1 *short sword* +7 (1d6+6/19–20) and
+1 *short sword* +7 (1d6+4/19–20) with Two-Weapon
Fighting

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

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

Feats Toughness, Two-Weapon Defense^B, Two-Weapon
Fighting^B, Weapon Focus (short sword), Weapon
Specialization (short sword)^B

Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot
+1, Tumble +6

Possessions 2 +1 *short swords*, masterwork studded leather
armor

Hook Elite champion who clashes blades together and calls
out individual opponents. "You! You dare fight me?"

RAZORFIEND HATCHERY (EL 7, PAGE 61)

GREENSPAWN RAZORFIEND

CR 7

LE Large magical beast (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15,
Spot +15

Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility

hp 85 (10 HD); **DR** 5/magic

Immune acid, paralysis

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

Speed 50 ft. (10 squares), swim 50 ft.

Melee 2 wingblades each +15 (2d6+6/18–20/x3) and
bite +10 (1d8+3)

Base Atk +10; **Grp** +20

Atk Options Spring Attack

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12

SQ water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds,
damage 5d6 acid, Reflex DC 18 half

Water Breathing (Ex) A greenspawn razorfiend can breathe
underwater indefinitely and can freely use its breath
weapon and other abilities while underwater.

INTERROGATION ROOM (EL 8, PAGE 62)

CR 4 NURKLENAK, KULKOR ZHUL MINDBENDER CR 8

Hobgoblin bard 6/mindbender 2*

*See *Complete Arcane* page 54

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +1

Languages Common, Draconic, Goblin, Infernal; telepathy 100 ft.

AC 16, touch 12, flat-footed 14

hp 36 (8 HD)

Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4–1/19–20)

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

Special Actions bardic music 6/day (countersong, *fascinate*
2 targets, inspire competence, inspire courage +1,
suggestion), *push the weak mind* 1/day

Combat Gear *potion of blur*, *potion of invisibility*, scroll of
dominate person, *wand of cause fear* (25 charges), *wand of*
disguise self (25 charges)

Bard Spells Known (CL 7th):

3rd (1/day)—*charm monster* (DC 18), *glibness*

2nd (3/day)—*detect thoughts* (DC 15), *enthrall* (DC 17),
hold person (DC 17), *suggestion* (DC 17)

1st (4/day)—*charm person* (DC 16), *cure light wounds*,
hypnotism (DC 16), *silent image* (DC 14)

0 (3/day)—*daze* (DC 15), *detect magic*, *ghost sound* (DC
13), *mage hand*, *message*, *prestidigitation*

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 13, Cha 17

SQ bardic knowledge +8

Feats Greater Spell Focus (enchantment), Persuasive, Spell
Focus (enchantment)

Skills Bluff +15, Concentration +10, Diplomacy +17, Disguise
+3 (+5 acting), Gather Information +9, Intimidate +14,
Listen +10, Move Silently +10, Perform (oratory) +12,
Sense Motive +10

Possessions combat gear plus +1 *studded leather armor*,
masterwork dagger, *Heward's handy haversack*, 2 *elixirs*
of truth, 2 *elixirs of love*, torture implements, 3 doses of
striped toadstool poison, 40 gp

Push the Weak Mind (Sp) This mindbender can use *suggestion*
on any living creature of Large or smaller size once per
day. The range is 100 feet and the duration is 7 hours. The
mindbender can communicate the suggested course of
action telepathically if he chooses. A successful DC 16 Will
save negates the effect.

Hook Crafty, manipulative schemer; "Your thoughts are mine
to plunder, your will mine to bend or break."

SAARVITH'S HQ (EL 7, PAGE 62)

WYRMLORD SAARVITH

CR 7

Male goblin ranger 7
LE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Draconic, Goblin, Infernal

AC 21, touch 15, flat-footed 17

hp 49 (7 HD)

Fort +8, **Ref** +10, **Will** +4

Speed 30 ft. (6 squares)

Melee mwk greatsword +8/+3 (1d10–1/19–20) or

Ranged +1 *longbow* +11/+11/+6 (1d6+1/19–20) with Rapid Shot or

Ranged +1 *longbow* +13/+8 (1d6+1/19–20)

Base Atk +7; **Grp** +2

Atk Options favored enemy elves +4, favored enemy humans +2, Manyshot, Point Blank Shot, Rapid Shot

Combat Gear *potion of cure moderate wounds*, *potion of mirror image*

Ranger Spells Prepared (CL 3rd):

1st (2/day)—*longstrider*, *resist energy*

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

SQ animal companion, wild empathy +7, woodland stride

Feats Endurance^B, Manyshot^B, Mounted Archer, Mounted Combat, Point Blank Shot, Rapid Shot^B, Track^B

Skills Craft (taxidermy) +9, Hide +8, Listen +11, Ride +18, Spot +11, Survival +11

Possessions combat gear plus +2 *mithral chain shirt*, masterwork greatsword, +1 *longbow* with 20 arrows, 10 +1 *elf bane arrows*, *cloak of resistance* +1, leather pouch containing 37 gp, 11 pp, and the key to his chest

EAGLE ANIMAL COMPANION

CR —

N Small animal

Init +3; **Senses** low-light vision; Listen +7, Spot +15

AC 17, touch 15, flat-footed 13

hp 20 (3 HD)

Fort +4, **Ref** +6, **Will** +3; evasion

Speed 10 ft. (2 squares), fly 80 ft. (average)

Melee 2 talons +7 (1d6) and bite +2 (1d4)

Base Atk +2; **Grp** –2

Abilities Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6

Feats Improved Natural Attack (talons), Weapon Finesse

Skills Listen +7, Spot +15

REGIARIX'S LAIR (EL 7, PAGE 64)

REGIARIX

CR 7

Male juvenile black dragon
CE Medium dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +16, Spot +16
Languages Common, Draconic, Infernal

AC 23, touch 11, flat-footed 23

hp 110 (13 HD)

Immune acid, paralysis, *sleep*

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

Speed 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.

Melee bite +17 (2d6+4/19–20) and

2 claws each +15 (1d6+2) and

2 wings each +15 (1d4+2)

Base Atk +13; **Grp** +16

Special Actions breath weapon

Spell-Like Abilities (CL 4th):

3/day—*darkness* (40-ft. radius)

Abilities Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10

SQ water breathing

Feats Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack

Skills Hide +16, Listen +16, Move Silently +16, Search +12, Spot +16, Swim +27

Possessions *amulet of mighty fists* +1, *ring of protection* +1

Breath Weapon (Su) 60-ft. line, once every 1d4 rounds, 8d4 acid, Reflex DC 18 half

VARANTHIAN'S LAIR (EL 8, PAGE 70)

VARANTHIAN

Female half-fiend behir
LE Huge outsider (native)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +16, Spot +16

Languages Common, Draconic, Infernal

AC 23, touch 11, flat-footed 20

hp 103 (9 HD); **DR** 5/magic

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 19

Fort +12, **Ref** +9, **Will** +5

Speed 40 ft. (8 squares), climb 15 ft., fly 40 ft. (average)

Melee bite +17 (2d6+10) and
2 claws each +12 (1d8+5)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +27

Atk Options constrict, improved grab, rake (6 claws +15
melee, 1d8+5 damage), smite good (1/day, +9 damage
against good foe)

Special Actions breath weapon, swallow whole

Spell-Like Abilities (CL 9th)

3/day—*darkness*, *poison* (+17 melee touch, DC 16)

1/day—*contagion* (DC 15), *desecrate*, *unholy blight* (DC 16)

Abilities Str 30, Dex 17, Con 23, Int 11, Wis 14, Cha 14

Feats Alertness, Cleave, Power Attack, Track

Skills Balance +5, Climb +30, Hide +7, Jump +16, Listen +16,
Perform (sing) +8, Search +6, Spot +16, Survival +14 (+16
following tracks), Tumble +9

Breath Weapon (Su) 20-ft. line, once every 10 rounds, 7d6
electricity, Reflex DC 20 half.

Constrict (Ex) Varanthian deals 2d8+10 points of damage with
a successful grapple check. She can make six rake attacks
against a grappled foe as well.

Improved Grab (Ex) To use this ability, Varanthian must hit a
creature with her bite attack. If she wins the grapple check,
she can attempt to constrict the opponent or swallow the
opponent on the following round.

Swallow Whole (Ex) Varanthian can try to swallow a grabbed
Medium or smaller creature by making a successful
grapple check. If she swallows an opponent, she can use
Cleave to bite and grab another opponent. A swallowed
creature takes 2d8+10 damage plus 8 acid damage each
round and can cut its way out by using a light slashing
or piercing weapon to deal 25 points of damage to the
gizzard (AC 15). Varanthian's gizzard can hold 2 Medium
or 8 Small opponents.

CR 10

THE LION'S PATH (EL 8, PAGE 71)

GHOST DIRE LION

CR 7

N Large undead (incorporeal, augmented animal)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen
+15, Spot +16

AC 16, touch 12, flat-footed 13 (ethereal) or
16, touch 16, flat-footed 13 (manifested)

hp 52 (8 HD)

Miss Chance 50% incorporeal

Immune undead immunities (MM 317)

Resist turn resistance +4

Fort +6, **Ref** +9, **Will** +4

Speed fly 30 ft. (perfect) (6 squares)

Melee +8 incorporeal touch (1d4 Strength drain)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** —

Special Actions corrupting gaze, draining touch

Abilities Str —, Dex 17, Con —, Int 2, Wis 10, Cha 19

SQ incorporeal traits, manifestation, rejuvenation

Feats Alertness, Improved Initiative, Iron Will

Skills Hide +11 (+19 in tall grass or heavy undergrowth),
Listen +15, Search +4, Spot +16

Corrupting Gaze (Su) A ghost dire lion can blast living beings
with a glance, at a range of up to 30 feet. Creatures that
meet the ghost's gaze must make a DC 18 Fortitude
save or take 2d10 points of damage and 1d4 points of
Charisma damage.

Draining Touch (Su) A ghost dire lion's touch attack drains 1d4
points of Strength from its target. On each such successful
attack, the ghost heals 5 points of damage to itself.

Rejuvenation (Su) A destroyed ghost dire lion returns to its
old haunt with a successful level check (1d20+8) against
DC 16. The only definitive way to destroy a ghost dire lion
is by destroying the Heart of the Lion in area 15 of the
Ghostlord's lair.

THE LION'S PATH (EL 8, PAGE 71)

GHOST BRUTE LIONS (2)

CR 5

N Large undead (incorporeal, augmented animal)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

AC 15, touch 12, flat-footed 12 (ethereal) or 14, touch 14, flat-footed 11 (manifested)
hp 32 (5 HD)

Miss Chance 50% incorporeal

Immune undead immunities (MM 317)

Resist turn resistance +2

Fort +4, **Ref** +7, **Will** +2

Speed fly 30 ft. (perfect) (6 squares); Run

Melee corrupting touch +5 melee touch (1d4)

Base Atk +3; **Grp** —

Space 10 ft.; **Reach** 5 ft.

Special Actions bloodcurdling roar

Abilities Str —, Dex 17, Con —, Int 2, Wis 12, Cha 14

SQ incorporeal traits, manifestation, rejuvenation, undead traits

Feats Alertness, Run

Skills Balance +7, Hide +11 (+19 in tall grass or heavy undergrowth), Listen +13, Search +4, Spot +13

Bloodcurdling Roar (Su) The mournful howling of a ghost brute chills the living to the core. The creature can howl as a standard action. All living creatures within a 30-foot radius must make a successful Will save or become frightened for 2d4 rounds; those more than 30 feet away but within 300 feet must make a Will save or become shaken for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost brute's howl for 24 hours.

Corrupting Touch (Su) A ghost brute that hits a living target with its corrupting touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Rejuvenation (Su) A destroyed ghost brute lion returns to its old haunt with a successful level check (1d20+5) against DC 16. The only definitive way to destroy a ghost brute lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

GUARDROOM (EL 7, PAGE 72)

DOOM FIST MONKS (3)

CR 4

Hobgoblin monk 4

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Goblin

AC 15, touch 14, flat-footed 13; Dodge

hp 29 (4 HD)

Fort +6, **Ref** +6, **Will** +6 (+8 against enchantments); evasion

Speed 40 ft. (8 squares)

Melee unarmed strike +6 (1d8+3) or unarmed strike +4/+4 (1d8+3) with flurry of blows or masterwork dragonchain* +7 (1d6+4/19–20)

*New weapon described on page 126

Ranged mwk light crossbow +6 (1d8)

Base Atk +3; **Grp** +10

Atk Options grapple and constrict with dragonchain (1d8+4), ki strike (magic), Stunning Fist 4/day (Fort DC 14)

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of shield of faith* +3

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8

SQ slow fall (20 ft.)

Feats Dodge, Exotic Weapon Proficiency (dragonchain), Improved Grapple^B, Improved Unarmed Strike^B, Stunning Fist^B

Skills Balance +8, Hide +6, Jump +14, Listen +5, Move Silently +10, Spot +5, Tumble +9

Possessions combat gear plus *bracers of armor* +1, masterwork light crossbow, masterwork dragonchain

Hook Religious zealots who despise weakness and regard wounds received in combat as marks of holy devotion. "In pain I learn strength!"

OOZE PIT (EL 7, PAGE 73)

GRAY OOZE

CR 7

N Large ooze

Init –5; **Senses** blindsight 60 ft.; Listen –5, Spot –5

Languages none

AC 4, touch 4, flat-footed 4

hp 121 (9 HD)

Immune cold, fire, ooze immunities (MM 313)

Fort +11, **Ref** –2, **Will** –2

Speed 10 ft. (2 squares)

Melee slam +10 (1d8+7 plus 1d6 acid)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +15

Atk Options constrict, improved grab

Special Actions acid

Abilities Str 20, Dex 1, Con 27, Int —, Wis 1, Cha 1

SQ ooze traits, transparent

Constrict (Ex) This gray ooze deals 1d8+7 points of damage plus 1d6 points of acid damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a gray ooze must hit a creature with its slam attack. If it wins the grapple check, it can attempt to constrict the opponent on the following round.

Acid (Ex) See page 122

Transparent (Ex) See page 122

GUEST QUARTERS (EL 11, PAGE 73)

WYRMLORD ULWAI STORMCALLER

CR 9

Female hobgoblin bard 5/stormsinger 4
NE Medium humanoid (goblinoid)
Init +5; **Senses** darkvision 60 ft.; Listen -1, Spot -1
Languages Auran, Common, Draconic, Goblin, Infernal

AC 22, touch 15, flat-footed 17

hp 52 (9 HD)

Resist electricity 5

Fort +4, **Ref** +13, **Will** +7

Speed 30 ft. (6 squares)

Melee mwk whip +11 (1d3 nonlethal)

Ranged mwk shortbow +11 with +1 *shock arrow* (1d6+1 plus 1d6 electricity/x3)

Reach 15 ft. (whip)

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

Special Actions bardic music 9/day (countersong, *fascinate*, *gust of wind*, inspire competence, inspire courage +1, thunderstrike)

Combat Gear *staff of stormclouds** (26 charges)

*New magic item; see page 125

Bard Spells Known (CL 9th, CL 10th in storms)

3rd (3/day)—*glibness*, *haste*, *phantom steed*

2nd (4/day)—*cure moderate wounds*, *invisibility*, *sound burst* (DC 15), *whispering wind*

1st (4/day)—*feather fall*, *summon monster I*, *unseen servant*, *ventriloquism*

0 (3/day)—*dancing lights*, *flare* (DC 13), *mage hand*, *message*, *prestidigitation*, *read magic*

Abilities Str 10, Dex 20, Con 14, Int 13, Wis 8, Cha 17

SQ bardic knowledge +6

Feats Extend Spell, Magical Aptitude, Storm Magic*, Weapon Finesse (whip)

**Storm Magic*: Gain +1 to CL in storms (*Frostburn* 50)

Skills Concentration +10, Diplomacy +11, Knowledge (arcana) +9, Knowledge (geography) +7, Knowledge (nature) +9, Move Silently +8, Perform (sing) +15, Spellcraft +13, Survival +7 (+9 in aboveground natural environments), Use Magic Device +13

Possessions combat gear plus *gloves of Dexterity* +4, +2 *mithral breastplate*, masterwork whip, masterwork shortbow with 20 +1 *shock arrows*, mithral jewelry (necklace, earrings, bracelets, rings, and anklets) worth a total of 1,000 gp.

Gust of Wind (Sp) Ulwai can create a gust of wind (caster level 10th, or 12th if she is in a storm) by expending one use of bardic music.

Thunderstrike (Su) Ulwai can use bardic music to unleash a deadly thunderbolt on any one creature within 60 feet. She must make a +10 ranged touch attack to hit her target. If she hits, she makes a Perform (sing) check, and the result indicates how much electricity damage the thunderbolt deals (d20+15, or d20+17 if she is in a storm). A DC 17 Reflex save halves this damage. If the creature fails the save, it must make a DC 17 Fortitude save or be deafened for a number of rounds equal to the damage dealt.

Hook Adapts quickly to changing circumstances; clever, confident, and seductive.

DOOM FIST MONKS (3)

CR 4

Hobgoblin monk 4

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Goblin

AC 15, touch 14, flat-footed 13; Dodge

hp 29 (4 HD)

Fort +6, **Ref** +6, **Will** +6 (+8 against enchantments); evasion

Speed 40 ft. (8 squares)

Melee unarmed strike +6 (1d8+3) or

unarmed strike +4/+4 (1d8+3) with flurry of blows or masterwork dragonchain* +7 (1d6+4/19–20)

*New weapon described on page 126

Ranged mwk light crossbow +6 (1d8)

Base Atk +3; **Grp** +10

Atk Options grapple and constrict with dragonchain (1d8+4), *ki strike* (magic), Stunning Fist 4/day (Fort DC 14)

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of shield of faith* +3

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8

SQ slow fall (20 ft.)

Feats Dodge, Exotic Weapon Proficiency (dragonchain), Improved Grapple^B, Improved Unarmed Strike^B, Stunning Fist^B

Skills Balance +8, Hide +6, Jump +14, Listen +5, Move Silently +10, Spot +5, Tumble +9

Possessions combat gear plus *bracers of armor* +1, masterwork light crossbow, masterwork dragonchain

Hook Religious zealots who despise weakness and regard wounds received in combat as marks of holy devotion. "In pain I learn strength!"

DOOM HAND CLERICS (2)

CR 3

Hobgoblin cleric 3

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4

Languages Common, Goblin

AC 18, touch 10, flat-footed 18

hp 29 (3 HD)

Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk heavy mace +5 (1d8+1)

Base Atk +2; **Grp** +3

Atk Options smite 1/day (+4 attack, +3 damage)

Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict spells*)

Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)

Cleric Spells Prepared (CL 3rd)

2nd—*cure moderate wounds*, *hold person* (DC 14), *invisibility*^D

1st—*bless*, *command* (DC 13), *cure light wounds*, *inflict light wounds*^D (DC 13)

0—*cure minor wounds* (2), *detect magic*, *resistance*

D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12

Feats Toughness, Weapon Focus (heavy mace)

Skills Concentration +8, Move Silently -2, Spellcraft +3, Spot +4

Possessions +1 *banded mail*, light steel shield, combat gear

Hook Harangues the PCs with threats of doom, pain, despair, and death.

THE POOL OF REBIRTH (EL 9, PAGE 76)

LESSER BONEDRINKERS (6)

CE Small undead

Init +2; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7

Languages Common, Goblin

AC 14, touch 13, flat-footed 12

hp 58 (7 HD)

Immune undead immunities (MM 317)

Resist cold 5, fire 5, sonic 5

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

Speed 30 ft. (6 squares)

Melee 2 tentacles each +6 (1d8+3) and
2 claws each +1 (1d6+1)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Base Atk +3; **Grp** +6

Atk Options improved grab, Power Attack

Special Actions bonedrink, pounce

Abilities Str 16, Dex 14, Con —, Int 10, Wis 8, Cha 12

SQ unholy toughness

Feats Combat Reflexes, Improved Natural Attack (claws),
Power Attack

Skills Hide +10, Listen +7, Move Silently +14, Spot +7

Improved Grab (Ex) To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, below). Bonedrinkers have a +4 racial bonus on grapple checks.

Bonedrink (Su) Once a lesser bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, it must pin its foe, at which point it fastens onto the creature with its fangs and secretes a painful toxin that deals 1d4 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d4 points of Constitution damage. Creatures reduced to 0 Constitution die; their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures without bones or Constitution scores are immune to this ability.

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

Unholy Toughness (Ex) A lesser bonedrinker gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

CR 4 THE GHOSTLORD

Male human lich druid 6/blighter 5

NE Medium undead (augmented humanoid)

Init +1; **Senses** darkvision 60 ft.; Listen +27, Spot +27

Aura fear (DC 18, 60-ft. radius)

Languages Common, Druidic, Halfling, Sylvan

AC 21, touch 12, flat-footed 20; Dodge, Mobility

hp 77 (11 HD); **DR** 15/bludgeoning and magic

Immune cold, electricity, polymorph, undead immunities (MM 317)

Resist turn resistance +4

Fort +9, **Ref** +4, **Will** +14

Speed 20 ft. (4 squares)

Melee touch +6 (1d8+5 negative energy plus paralysis, DC 18 Will save halves damage, DC 18 Fortitude save resists permanent paralysis)

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

Special Actions blightfire, contagious touch, undead wild shape (Large) 2/day (5 hours)

Combat Gear wand of produce flame (25 charges)

Blighter Spells Prepared (CL 11th)

5th (1/day)—*create undead**

4th (2/day)—*flame strike* (DC 19), *rusting grasp* (+6 melee touch)

3rd (3/day)—*dispel magic*, *poison* (+6 melee touch, DC 18), *stinking cloud* (DC 18)

2nd (4/day)—*flaming sphere* (DC 17), *heat metal*, *resist energy*, *warp wood*

1st (5/day)—*bane* (DC 16), *burning hands* (DC 16), *doom* (DC 16), *ray of enfeeblement* (2) (+8 ranged touch)

0 (6/day)—*detect magic*, *ghost sound* (DC 15), *read magic*, *touch of fatigue* (3) (+6 melee touch, DC 15)

*Already cast

Abilities Str 9, Dex 12, Con —, Int 15, Wis 20, Cha 17

SQ deforestation, *speak with dead animal*, undead traits

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Mobility, Natural Spell

Skills Concentration +17, Handle Animal +17, Hide +7, Knowledge (nature) +18, Listen +27, Move Silently +7, Search +10, Sense Motive +13, Spellcraft +16, Spot +27, Survival +19 (+21 in natural surroundings)

Possessions combat gear plus +1 *wild hide armor*, *ring of protection* +1, *ring of animal friendship*

Blightfire (Su) As a standard action, the Ghostlord can unleash a scorching blast of fire, dealing 5d6 points of fire damage to all creatures within 10 feet of the Ghostlord (Reflex DC 20 half).

Contagious Touch (Su) See page 121

Deforestation (Sp) See page 121

Speak with Dead Animal (Sp) See page 121

Undead Wild Shape (Su) This ability works as the druid's wild shape ability, except that the form assumed is skeletal. The animal form's natural armor bonus is +1 (Small) or +2 (Medium or Large). It gains a +2 bonus to Dexterity and has no Constitution score, has immunity to cold, and gains damage reduction 5/bludgeoning. The Ghostlord can use this ability twice a day and can assume a Small, Medium, or Large form. He sometimes takes the form of a skeletal dire lion. Since he's a much more effective combatant in his true form, he typically uses this ability to increase his mobility, often by assuming the form of an undead eagle.

SHRINE OF BLIGHT (EL 7, PAGE 78)

GHOST DIRE LION

CR 7

N Large undead (incorporeal, augmented animal)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +16

AC 16, touch 12, flat-footed 13 (ethereal) or 16, touch 16, flat-footed 13 (manifested)

hp 52 (8 HD)

Miss Chance 50% incorporeal

Immune undead immunities (MM 317)

Resist turn resistance +4

Fort +6, **Ref** +9, **Will** +4

Speed fly 30 ft. (perfect) (6 squares)

Melee +8 incorporeal touch (1d4 Strength drain)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** —

Special Actions corrupting gaze, draining touch

Abilities Str —, Dex 17, Con —, Int 2, Wis 10, Cha 19

SQ incorporeal traits, manifestation, rejuvenation

Feats Alertness, Improved Initiative, Iron Will

Skills Hide +11 (+19 in tall grass or heavy undergrowth), Listen +15, Search +4, Spot +16

Corrupting Gaze (Su) A ghost dire lion can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must make a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su) A ghost dire lion's touch attack drains 1d4 points of Strength from its target. On each such successful attack, the ghost heals 5 points of damage to itself.

Rejuvenation (Su) A destroyed ghost dire lion returns to its old haunt with a successful level check (1d20+8) against DC 16. The only definitive way to destroy a ghost dire lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

ABITHRIAX'S RAMPAGE (EL 10, PAGE 90)

ABITHRIAX

CR 10

Male juvenile red dragon

CE Large dragon (fire)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +21, Spot +21

Languages Common, Draconic, Infernal

AC 32, touch 9, flat-footed 32

hp 184 (16 HD)

Immune fire, paralysis, *sleep*

Resist cold 10

Fort +11, **Ref** +8, **Will** +8

Weakness vulnerable to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)

Melee bite +24 (2d6+9) and

2 claws each +22 (1d8+4) and

2 wings each +22 (1d6+4) and

tail slap +22 (1d8+13)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +29

Atk Options Awesome Blow, Improved Bull Rush, Power Attack

Special Actions breath weapon

Sorcerer Spells Known (CL 3rd)

1st (6/day)—*grease* (DC 13), *mage armor*†, *shield*†

0 (6/day)—*detect magic*, *mage hand*, *message*, *read magic*, *resistance*

† Already cast

Spell-Like Abilities (CL 4th)

4/day—*locate object*

Abilities Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14

Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Wingover

Skills Appraise +21, Bluff +21, Diplomacy +4, Intimidate +23, Knowledge (geography) +21, Knowledge (religion) +21, Listen +21, Search +21, Spot +21

Possessions *amulet of health* +2, *minor ring of cold resistance*

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, 8d10 fire, Reflex DC 23 half

Hook Arrogant with power; loves to destroy and watch 'em scatter.

ALLIES IN BRINDOL (PAGES 91–92)

LARS ULVERTH, LION GUARD CAPTAIN CR 7

Male human fighter 7
LG Medium human
Init +3; **Senses** Listen +0, Spot +0
Languages Common, Dwarf

AC 21, touch 9, flat-footed 21

hp 57 (7 HD)

Fort +7 **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)

Melee +1 *bastard sword* +11/+6 (1d10+5/19–20)

Ranged mwk composite longbow +7/+2 (1d8+2/×3)

Base Atk +7; **Grp** +9

Atk Options Power Attack

Combat Gear 3 *potions of cure light wounds*, *potion of cure serious wounds*, *potion of fly*

Abilities Str 15, Dex 8, Con 14, Int 12, Wis 10, Cha 14

Feats Exotic Weapon Proficiency (*bastard sword*)^B, Improved Initiative, Leadership, Negotiator, Persuasive, Power Attack^B, Weapon Focus (*bastard sword*)^B, Weapon Specialization (*bastard sword*)^B

Skills Bluff +4, Diplomacy +4, Handle Animal +12, Intimidate +14, Ride +11, Sense Motive +2

Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, +1 *bastard sword*, masterwork composite longbow (+2 Str bonus) with 20 arrows, 65 gp

TREDORA GOLDENBROW CR 8

Female aasimar cleric 8 (Pelor)

LG Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Celestial, Common, Elven

AC 19, touch 10, flat-footed 19

hp 47 (8 HD)

Resist acid 5, cold 5, electricity 5

Fort +7, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)

Melee mwk heavy mace +6/+1 (1d8–1)

Base Atk +6; **Grp** +5

Special Actions spontaneous casting (*cure spells*), turn undead 6/day (+5, 2d6+11, 8th)

Combat Gear 2 *potions of lesser restoration*, *wand of cure moderate wounds* (42 charges)

Cleric Spells Prepared (CL 8th):

4th—*cure critical wounds*^D, *dismissal*, *sending* (2)

3rd—*cure serious wounds*^D, *dispel magic*, *prayer*, *remove disease*, *searing light* (+6 ranged touch)

2nd—*heat metal*^D (DC 16), *make whole*, *resist energy*, *status*, *zone of truth*

1st—*bless*, *command* (DC 15), *cure light wounds*^D, *divine favor*, *entropic shield*, *sanctuary* (DC 15)

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

D: Domain spell; Domains: Healing, Sun

Spell-Like Abilities (CL 8th)

1/day—*daylight*

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 19, Cha 16

Feats Brew Potion, Craft Wand, Negotiator

Skills Diplomacy +16, Heal +15, Knowledge (religion) +12, Sense Motive +6

Possessions combat gear plus +1 *breastplate*, +1 *heavy steel shield*, masterwork heavy mace, *periapt of Wisdom* +2, silver holy symbol

IMMERSTAL THE RED

CR 9

Male human wizard 9

CG Medium humanoid

Init +2; **Senses** Listen +3, Spot +6

Languages Common, Draconic, Elven, Sphinx

AC 12, touch 12, flat-footed 10

hp 33 (9 HD)

Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)

Melee +5 mwk dagger (1d4/19–20)

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

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

Combat Gear *wand of magic missiles* (9th, 34 charges), *wand of false life* (16 charges), *potion of cat's grace*, *potion of displacement*, *potion of fly*, *potion of invisibility*, *scroll of teleport*

Wizard Spells Prepared (CL 9th; 1d20+11 to overcome SR):

5th—*Rary's telepathic bond*

4th—*dimension door*, *fear* (DC 17)

3rd—*dispel magic*, *fireball* (2) (DC 16), *haste*

2nd—*flaming sphere* (DC 15), *invisibility*, *mirror image*, *resist energy*, *web* (DC 15)

1st—*charm person* (DC 14), *expeditious retreat*, *mage armor*, *mount*, *shield*

0—*detect magic*, *light*, *message* (2)

Abilities Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8

SQ familiar (none at present; his gynosphinx is the jealous type)

Feats Brew Potion^B, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Scribe Scroll^B, Spell Penetration

Skills Concentration +13 (+17 casting defensively), Craft (alchemy) +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +8, Listen +3, Search +3 (+8 searching for secret doors, traps, or concealed objects), Spellcraft +17, Spot +6

Possessions combat gear plus masterwork dagger, masterwork light crossbow with 10 bolts, *cloak of resistance* +2, *pearl of power* (1st level), *goggles of minute seeing*, 3 scrolls of *Rary's telepathic bond*, leather pouch containing 73 gp and 3 pearls worth 100 gp each

Spellbook See page 125

LION OF BRINDOL

CR 4

Human fighter 4

LN Medium human

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

Languages Common

AC 18, touch 11, flat-footed 17

hp 34 (4 HD)

Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)

Melee +1 *longsword* +9 (1d8+6/19–20)

Ranged mwk composite longbow +6 (1d8+3/×3)

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

Combat Gear *potion of cure serious wounds*, *potion of bull's strength*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12

Feats Mounted Combat^B, Ride-By Attack^B, Skill Focus (Ride), Spirited Charge^B, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +8, Intimidate +8, Ride +13

Possessions combat gear plus masterwork breastplate, masterwork heavy steel shield, +1 *longsword*, masterwork composite longbow (+3 Str bonus) with 20 arrows, leather pouch containing 35 gp

ALLIES IN BRINDOL (PAGES 91–92)

HUMAN TOWN GUARD (10)

CR 1/2

Human warrior 1
N Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 16, touch 10, flat-footed 16
hp 8 (1 HD)
Fort +3, **Ref** +0, **Will** –1

Speed 20 ft. (4 squares)
Melee longsword +2 (1d8+1/19–20)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Alertness, Toughness
Skills Intimidate +3, Listen +3, Ride +3, Spot +3
Possessions scale mail, heavy wooden shield, longsword, light crossbow with 20 bolts

HUMAN MILITIA

CR 1/3

Human commoner 1
N Medium humanoid
Init +0; **Senses** Listen –1, Spot –1
Languages Common

AC 12, touch 10, flat-footed 12
hp 7 (1 HD)
Fort +1, **Ref** +0, **Will** –1

Speed 30 ft. (6 squares)
Melee spear +1 (1d8+1/×3)
Base Atk +0; **Grp** +1

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Skill Focus (Profession), Toughness
Skills Craft (varies) +4, Knowledge (local) +4, Profession (varies) +6
Possessions leather armor, spear

TIRI KITOR HUNTERS (6)

CR 1

Wild elf ranger 2
CG Medium humanoid
Init +3; **Senses** low-light vision; Listen +5, Spot +7
Languages Common, Elven

AC 15, touch 13, flat-footed 12
hp 16 (2 HD)
Immune sleep
Fort +5, **Ref** +6, **Will** +1 (+3 against enchantments)

Speed 30 ft. (6 squares)
Melee handaxe +3 (1d6+1/×3)
Ranged mwk composite longbow +6 (1d8+1/×3) or mwk composite longbow +4/+4 (1d8+1/×3) with Rapid Shot

Base Atk +2; **Grp** +3
Atk Options favored enemy reptilians +2
Combat Gear 2 *potions of cure light wounds*

Abilities Str 12, Dex 17, Con 14, Int 8, Wis 13, Cha 8
SQ able to notice secret or concealed doors, wild empathy +0 (–4 magical beasts)

Feats Point Blank Shot, Rapid Shot^B, Track^B
Skills Handle Animal +5, Listen +5, Ride +7, Search +5, Spot +7, Survival +6

Possessions combat gear plus leather armor, masterwork composite longbow (+2 Str bonus) with 20 arrows, handaxe, leather pouch containing 5 gp

STREETS OF BLOOD FIRST WAVE (EL 9, PAGE 92)

HOBGOBLIN SERGEANTS (2)

CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18
hp 30 (3 HD)
Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee mwk bastard sword +7 (1d10+2/19–20)
Ranged mwk composite longbow +6 (1d8+1/×3)
Base Atk +3; **Grp** +5
Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8
Feats Alertness, Exotic Weapon Proficiency (bastard sword)^B, Iron Will, Weapon Focus (bastard sword)^B

Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4

Possessions combat gear plus +1 *breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

Hook Tough as nails with a mean streak a mile wide; “At them, you dogs! Slay until your hands drip with blood!”

HOBGOBLIN REGULARS (6)

CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness

Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3

Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

STREETS OF BLOOD SECOND WAVE (EL 10, PAGE 92)

BLOOD GHOST BERSERKERS (8)

Bugbear barbarian 2

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4

Languages Common, Goblin

AC 16, touch 10, flat-footed 14; uncanny dodge

hp 56 (5 HD)

Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)

Melee mwk greataxe +13 (1d12+10/x3) or

Ranged throwing axe +6 (1d6+7)

Base Atk +4; **Grp** +11

Atk Options Power Attack (mwk greataxe +9, 1d12+18/x3),
rage 1/day (8 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 13, Cha 8

Feats Power Attack, Weapon Focus (greataxe)

Skills Climb +10, Listen +4, Spot +4, Survival +4

Possessions combat gear plus masterwork greataxe, throwing
axe, masterwork studded leather armor

Hook Dyes his hide a mottled gray-white color to signify that
he walks in the world of the dead.

When not raging, a Blood Ghost berserker has the following
changed statistics.

AC 18, touch 12, flat-footed 16

hp 46 (5 HD)

Fort +7, **Will** +2

Melee mwk greataxe +11 (1d12+7/x3) or

Ranged throwing axe +6 ranged (1d6+5)

Grp +9

Abilities Str 20, Con 16

Skills Climb +8, Move Silently +6

CR 4 GOBLIN WORG RIDERS (5)

Goblin fighter 3

LE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3

Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16

hp 27 (3 HD)

Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg

Melee masterwork scimitar +5 (1d4/18–20)

Ranged mwk composite shortbow +9 (1d4/x3)

Base Atk +3; **Grp** –1

Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6

Feats Mounted Archery^B, Mounted Combat, Point-Blank
Shot^B, Weapon Focus (shortbow)

Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13,
Spot +3

Possessions combat gear plus +1 *studded leather armor*,
buckler, masterwork scimitar, masterwork composite
shortbow

BLUESPAWN THUNDERLIZARDS (5)

LE Large magical beast (dragonblood)

Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +5,
Spot +8

Languages none

AC 23, touch 8, flat-footed 23

hp 69 (6 HD); **DR** 5/magic

Immune electricity

Fort +11, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)

Melee gore +13 (2d6+12)

Space 10 ft.; **Reach** 5 ft.

Base Attack +6; **Grp** +18

Atk Options deadly charge, Improved Bull Rush, Improved
Overrun, Power Attack

Special Actions electricity arc, electricity link

Abilities Str 27, Dex 9, Con 22, Int 2, Wis 14, Cha 8

Feats Improved Bull Rush, Improved Overrun, Power Attack

Skills Listen +5, Spot +8

Deadly Charge (Ex) A bluespawn thunderlizard typically
begins a battle by charging at an opponent. In addition to
the normal benefits and hazards of a charge, a bluespawn
thunderlizard gains an extra 2d6 points of damage on its
charge attack.

Electricity Arc (Su) As a standard action, a bluespawn
thunderlizard can create a 100-foot-long line of
electricity. Creatures in the line take 6d6 points of
electricity damage (Reflex DC 19 half). The save DC is
Constitution-based.

Electricity Link (Su) When bluespawn thunderlizards gather,
electrical energy surges between them. The powerful
energies that roil within their bodies reach out and connect
to each other. As a swift action, a bluespawn thunderlizard
can cause a line of electricity to fire from itself to another
bluespawn thunderlizard within 100 feet. Creatures in the
line take 3d6 points of electricity damage (Reflex DC 19
half). The save DC is Constitution-based.

STREETS OF BLOOD FOURTH WAVE (EL 12, PAGE 92)

GREENSPAWN RAZORFIENDS (3)

LE Large magical beast (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15

Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility

hp 85 (10 HD); **DR** 5/magic

Immune acid, paralysis

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

Speed 50 ft. (10 squares), swim 50 ft.

Melee 2 wingblades each +15 (2d6+6/18–20/x3) and bite +10 (1d8+3)

Base Atk +10; **Grp** +20

Atk Options Spring Attack

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12

SQ water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, damage 5d6 acid, Reflex DC 18 half

Water Breathing (Ex) See page 119

KULKOR ZHUL MINDBENDERS (2)

Hobgoblin bard 6/mindbender 2

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +1

Languages Common, Draconic, Goblin, Infernal; telepathy 100 ft.

AC 16, touch 12, flat-footed 14

hp 36 (8 HD)

Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4–1/19–20)

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

Special Actions bardic music 6/day (countersong, *fascinate* 2 targets, inspire competence, inspire courage +1, *suggestion*), *push the weak mind* 1/day

Combat Gear *potion of blur*, *potion of invisibility*, scroll of *dominate person*, *wand of cause fear* (25 charges), *wand of disguise self* (25 charges)

Bard Spells Known (CL 7th):

3rd (1/day)—*charm monster* (DC 18), *glibness*

2nd (3/day)—*detect thoughts* (DC 15), *enthrall* (DC 17), *hold person* (DC 17), *suggestion* (DC 17)

1st (4/day)—*charm person* (DC 16), *cure light wounds*, *hypnotism* (DC 16), *silent image* (DC 14)

0 (3/day)—*daze* (DC 15), *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation*

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 13, Cha 17

Feats Greater Spell Focus (enchantment), Persuasive, Spell Focus (enchantment)

Skills Bluff +15, Concentration +10, Diplomacy +17, Disguise +3 (+5 acting), Gather Information +9, Intimidate +14, Listen +10, Move Silently +10, Perform (oratory) +12, Sense Motive +10

Possessions combat gear plus +1 *studded leather armor*, masterwork dagger, *Heward's handy haversack*, 2 *elixirs of truth*, 2 *elixirs of love*, torture implements, 3 doses of striped toadstool poison, 40 gp

Push the Weak Mind (Sp) See page 120

CR 7 GHOST BRUTE LIONS (4)

N Large undead (incorporeal, augmented animal)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

AC 15, touch 12, flat-footed 12 (ethereal) or 14, touch 14, flat-footed 11 (manifested)

hp 32 (5 HD)

Miss Chance 50% incorporeal

Immune undead immunities (MM 317)

Resist turn resistance +2

Fort +4, **Ref** +7, **Will** +2

Speed fly 30 ft. (perfect) (6 squares); Run

Melee corrupting touch +5 melee touch (1d4)

Base Atk +3; **Grp** —

Space 10 ft.; **Reach** 5 ft.

Special Actions bloodcurdling roar

Abilities Str —, Dex 17, Con —, Int 2, Wis 12, Cha 14

SQ incorporeal traits, manifestation, rejuvenation, undead traits

Feats Alertness, Run

Skills Balance +7, Hide +11 (+19 in tall grass or heavy undergrowth), Listen +13, Search +4, Spot +13

Bloodcurdling Roar (Su) The mournful howling of a ghost brute chills the living to the core. The creature can howl as a standard action. All living creatures within a 30-foot radius must make a successful DC 14 Will save or become frightened for 2d4 rounds; those more than 30 feet away but within 300 feet must make a Will save or become shaken for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost brute's howl for 24 hours.

Corrupting Touch (Su) A ghost brute that hits a living target with its corrupting touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Rejuvenation (Su) A destroyed ghost brute lion returns to its old haunt with a successful level check (1d20+5) against DC 16. The only definitive way to destroy a ghost brute lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

GHOST DIRE LIONS (2)

CR 7

N Large undead (incorporeal, augmented animal)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +16

AC 16, touch 12, flat-footed 13 (ethereal) or 16, touch 16, flat-footed 13 (manifested)

hp 52 (8 HD)

Miss Chance 50% incorporeal

Immune undead immunities (MM 317)

Resist turn resistance +4

Fort +6, **Ref** +9, **Will** +4

Speed fly 30 ft. (perfect) (6 squares)

Melee +8 incorporeal touch (1d4 Strength drain)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** —

Special Actions corrupting gaze, draining touch

Abilities Str —, Dex 17, Con —, Int 2, Wis 10, Cha 19

SQ incorporeal traits, manifestation, rejuvenation

Feats Alertness, Improved Initiative, Iron Will

Skills Hide +11 (+19 in tall grass or heavy undergrowth), Listen +15, Search +4, Spot +16

Corrupting Gaze (Su) A ghost dire lion can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must make a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su) A ghost dire lion's touch attack drains 1d4 points of Strength from its target. On each such successful attack, the ghost heals 5 points of damage to itself.

Rejuvenation (Su) A destroyed ghost dire lion returns to its old haunt with a successful level check (1d20+8) against DC 16. The only definitive way to destroy a ghost dire lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

LESSER BONEDRINKERS (5)

CR 4

CE Small undead

Init +2; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7

Languages Common, Goblin

AC 14, touch 13, flat-footed 12

hp 58 (7 HD)

Immune undead immunities (MM 317)

Resist cold 5, fire 5, sonic 5

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

Speed 30 ft. (6 squares)

Melee 2 tentacles each +6 (1d8+3) and 2 claws each +1 (1d6+1)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Base Atk +3; **Grp** +6

Atk Options improved grab, Power Attack

Special Actions bonedrink, pounce

Abilities Str 16, Dex 14, Con —, Int 10, Wis 8, Cha 12

SQ unholy toughness

Feats Combat Reflexes, Improved Natural Attack (claws), Power Attack

Skills Hide +10, Listen +7, Move Silently +14, Spot +7

Improved Grab (Ex) See page 122

Bonedrink (Su) Once a lesser bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, it must pin its foe, at which point it fastens onto the creature with its fangs and secretes a painful toxin that deals 1d4 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d4 points of Constitution damage. Creatures reduced to 0 Constitution die; their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures without bones or Constitution scores are immune to this ability.

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

Unholy Toughness (Ex) A lesser bonedrinker gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

SNIPER ATTACK (EL 11, PAGE 93)

SKATHER

CR 10

Male blackspawn raider ninja 6*

*See *Complete Adventurer* page 5

CE Medium monstrous humanoid (dragonblood)

Init +10; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15

Languages Common, Draconic

AC 23, touch 16, flat-footed 17; **ki** dodge

hp 87 (14 HD); **DR** 5/magic or good

Immune acid, paralysis

Fort +6, **Ref** +17, **Will** +11 (+13 *ki*)

Speed 40 ft. (8 squares)

Melee +1 *short sword* +19/+14/+9 (1d6+4/19–20 plus poison) or **Ranged** +1 *composite shortbow* +17/+17/+12/+7 (1d6+4 plus poison) with Rapid Shot or

Ranged +1 *composite shortbow* +19/+14/+9 (1d6+4/×3 plus poison)

Base Atk +12; **Grp** +15

Atk Options Point Blank Shot, poison (sassone leaf residue, DC 16, 2d12 hp/1d6 Con), sudden strike +3d6

Special Actions breath weapon, ghost step, great leap

Combat Gear 2 bags of caltrops, *oil of magic weapon*, *potion of cure moderate wounds*, 2 *potions of invisibility*, *potion of protection from good*

Abilities Str 16, Con 14, Int 10, Wis 16, Cha 11

SQ AC bonus, trapfinding

Feats Improved Initiative, Point Blank Shot, Rapid Shot, Track, Weapon Finesse

Skills Balance +8, Climb +9, Hide +15, Jump +13, Listen +15, Move Silently +15, Spot +15, Survival +13, Tumble +14

Possessions combat gear plus +1 *short sword*, +1 *composite shortbow* (+3 Str bonus) with 10 adamantine arrows, 10 cold iron arrows, 10 silvered arrows, and 20 arrows, *quiver of Ehlonna*, 3 doses of sassone leaf residue, 2 doses of purple worm poison (DC 24 1d6 Str/2d6 Str), *gloves of Dexterity* +2, *Heward's handy haversack*, silk rope (50 ft.), grappling hook, 5 pp, 45 gp

Ki Power (Su) Skather can use his *ki* powers (ghost step or *ki* dodge) a total of 6 times per day. As long as he has at least 1 daily use remaining, he gains a +2 bonus on his Will saves.

Sudden Strike (Ex) Skather deals extra damage when his opponent is denied a Dexterity bonus to Armor Class. This extra damage also applies to ranged attacks if the target is within 30 feet.

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 7d4 acid, Reflex DC 19 half

Ghost Step (Su) Skather can spend one daily use of his *ki* powers to become invisible for 1 round. Using this ability is a swift action that does not provoke attacks of opportunity.

Great Leap (Su) Skather always makes Jump checks as if he were running and had the Run feat, enabling him to make long jumps without a running start.

Ki Dodge (Su) Skather can spend 1 daily use of his *ki* powers to grant himself concealment (20% miss chance) against all attacks for 1 round. Using this ability is a swift action that does not provoke attacks of opportunity.

Hook Cool, calm, collected, and deadly sniper. ("Die now, and beat the rush.")

(encounter continues on page 28)

SNIPER ATTACK (EL 11, PAGE 93)

KULKOR ZHUL WAR ADEPTS (2)

Hobgoblin sorcerer 6

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot -1

Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16

hp 28 (6 HD)

Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)

Melee mwk spear +4 (1d8/x3)

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

Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*

Sorcerer Spells Known (CL 7th):

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*mirror image*, *summon swarm*

1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half),* *mage armor*†, *magic missile*, *ray of enfeeblement* (+6 ranged touch)

0 (6/day)—*daze* (DC 13), *detect magic*, *disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand*, *ray of frost* (+6 ranged touch), *read magic*

*See *Complete Arcane* page 116

†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16

SQ familiar (none at present)

Feats Draconic Heritage (blue)*, Draconic Power*, Draconic Skin*

*See *Complete Arcane* pages 77–78

Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7

Possessions combat gear plus *ring of protection* +1, *cloak of resistance* +1, masterwork spear

Hook Sneering elitist; “What can softbellies like you do against the might of the People of the Dragon?”

FINAL BATTLE (EL 12+, PAGE 94)

CR 6 WYRMLORD HRAVEK KHARN

CR 10

Male hobgoblin favored soul 6/talon of Tiamat 4

LE Medium humanoid (goblinoid)

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

Languages Common, Draconic, Goblin, Infernal

AC 24, touch 10, flat-footed 24

hp 68 (10 HD)

Resist electricity 10, fire 5

Fort +13, **Ref** +7, **Will** +8

Speed 20 ft. (4 squares)

Melee +1 *wounding heavy pick* +12/+7 (1d6+4 plus 1 Con/x4) or

Melee +1 *greatsword* +11/+6 (2d6+4/19–20)

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

Base Atk +7; **Grp** +10

Special Actions breath weapons

Combat Gear 2 *potions of cure serious wounds*, *potion of fly*, *potion of haste*

Favored Soul Spells Known (CL 8th)

4th (3/day)—*air walk*, *divine power*, *freedom of movement*

3rd (6/day)—*cure serious wounds*, *dispel magic*, *searing light* (+6 ranged touch), *wind wall*

2nd (7/day)—*aid*, *bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell* (DC 12)

1st (7/day)—*cure light wounds*, *divine favor*, *entropic shield*, *magic weapon*, *obscuring mist*, *shield of faith*

0 (6/day)—*cure minor wounds*, *detect magic*, *guidance*, *inflict minor wounds* (DC 10), *mending*, *purify food and drink*, *read magic*, *resistance*

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 16

Feats Diehard, Dragonthral*, Endurance, Improved Initiative, Weapon Focus (heavy pick)^B

*New feat described on page 126

Skills Bluff +13, Diplomacy +5, Intimidate +19, Knowledge (arcana) +8

Possessions combat gear plus +2 *red dragoncraft full plate**, +2 *heavy steel shield*, +1 *wounding heavy pick*, masterwork light crossbow with 10 bolts, *gauntlets of ogre power*, *cloak of resistance* +2, *ring of protection* +1

*See page 126 for dragoncraft items

Breath Weapons (Su) Wyrmlord Hravek Kharn can use two different breath weapons, each 1/day; at least 1d4 rounds must pass between these uses. His first breath weapon is a 30-foot cone that deals 3d6 points of cold damage. His second is a 60-foot line that deals 8d4 points of acid damage. A DC 16 Reflex save halves the damage from either breath weapon; this save DC is Constitution-based.

THE MARK OF TIAMAT (EL 11, PAGE 99)

TYRGARUN

CR 11

Male young adult blue dragon
LE Large dragon (earth)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +23, Spot +23
Aura frightful presence (DC 21, 150-ft. radius)
Languages Common, Draconic, Infernal

AC 27, touch 10, flat-footed 27
hp 189 (18 HD); **DR** 5/magic
Immune electricity, paralysis, *sleep*; **SR** 19
Fort +15, **Ref** +11, **Will** +13

Speed 40 ft. (8 squares), fly 150 ft. (poor), burrow 20 ft.
Melee bite +25 (3d6+8/19–20) and 2 claws each +23 (1d8+5) and 2 wings each +23 (1d6+5) and tail slap +23 (1d8+11)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +18; **Grp** +28
Combat Gear *wand of fireballs* (7th, 18 charges)
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd):
1st (6/day)—*mage armor*, *ray of enfeeblement* (+17 ranged touch), *shield*
0 (6/day)—*acid splash* (+17 ranged touch), *detect magic*, *mage hand*, *message*, *read magic*
Spell-Like Abilities (CL 5th):
3/day—*create/destroy water* (DC 21)

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14
SQ sound imitation (DC 21)
Feats Ability Focus (breath weapon), Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack
Skills Concentration +25, Diplomacy +23, Intimidate +23, Knowledge (arcana) +23, Knowledge (religion) +23, Listen +23, Spellcraft +25, Spot +23
Possessions combat gear plus *amulet of mighty fists* +2, *ring of protection* +1

Breath Weapon (Su) 80-ft. line, once every 1d4 rounds, 10d8 electricity, Reflex DC 25 half

Hook Proud father of the High Wyrmlord, cunning champion of Tiamat.

FOYER (EL 9, PAGE 101)

BLUE ABISHAI (2)

CR 7

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** darkvision 60 ft., see in darkness; Listen +11, Spot +11

Languages Common, Infernal; telepathy 100 ft.

AC 20, touch 13, flat-footed 17

hp 52 (7 HD); regeneration 7; **DR** 10/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 14

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

Weakness vulnerable to holy water (2d4 damage/flask)

Speed 30 ft. (6 squares), fly 50 ft. (poor)

Melee tail +10 (1d6+3 plus 2d6 electricity) and 2 claws each +8 (1d4+1) and bite +8 (1d6+1)

Base Atk +7; **Grp** +10

Spell-Like Abilities (CL 7th):

At will—*animate dead*, *charm person* (DC 13), *command* (DC 13), *desecrate*, *disguise self* (DC 13), *major image* (DC 15), *scare* (DC 14), *suggestion* (DC 15)

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 15

SQ *summon baatezu*

Feats Combat Reflexes, Improved Initiative, Multiattack

Skills Bluff +12, Concentration +13, Diplomacy +4, Disguise +12 (+14 acting), Escape Artist +13, Intimidate +14, Listen +11, Search +10, Spot +11

Regeneration (Ex) Holy water and good-aligned weapons deal lethal damage to an abishai.

See in Darkness (Su) Abishais can see perfectly in darkness of any kind, even that created by magic.

Summon Baatezu (Sp) summon 2d6 lemures (1/day, 50% chance) or another blue abishai (1/day, 20% chance). This ability is the equivalent of a 3rd-level spell.

GUARD BARRACKS (EL 9, PAGE 102)

BLACKSPAWN RAIDERS (6)

CE Medium monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Common, Draconic

AC 15, touch 12, flat-footed 13

hp 60 (8 HD); **DR** 5/magic or good

Immune acid, paralysis, *sleep*

Fort +5, **Ref** +8, **Will** +6

Speed 40 ft. (8 squares)

Melee mwk falchion +11/+6 (2d4+3/18–20)

Ranged javelin +10/+5 (1d6+2)

Base Atk +8; **Grp** +10

Atk Options Power Attack

Special Actions breath weapon

Combat Gear *oil of magic weapon*, *potion of cure moderate wounds*, 2 *potions of invisibility*, *potion of protection from good*

Abilities Str 14, Dex 15, Con 16, Int 10, Wis 11, Cha 8

Feats Improved Initiative, Power Attack, Track

Skills Listen +6, Spot +6, Survival +10

Possessions combat gear plus masterwork falchion, 2 javelins, *potion of jump*, *potion of pass without trace*, silk rope (50 ft.), 5 tiger eye turquoise worth 10 gp each, 50 gp

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 4d4 acid, Reflex DC 17 half

Hook Wily agent of destruction; delights in slaughter.

CR 4

PRIEST CELLS (EL 11, PAGE 103)

DOOM HAND WARPRIESTS (2)

Hobgoblin cleric 7/warpriest 1

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Listen +3x, Spot +3x

Languages Common, Goblin

AC 21, touch 10, flat-footed 21

hp 67 (8 HD)

Fort +10, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)

Melee +1 *heavy mace* +10/+5 (1d8+3)

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

Atk Options smite 1/day (+4 attack, +7 damage)

Special Actions command undead 4/day (+1, 2d6+9, 8th), spontaneous casting (*inflict spells*)

Combat Gear scroll of *flame strike* (DC 10 CL check), scroll of *recitation*, scroll of *summon monster IV*, wand of *cure light wounds*

Cleric Spells Prepared (CL 7th)

4th—*air walk*, *dominate person*^D (DC 18)

3rd—*bestow curse* (DC 16), *cure serious wounds*, *dispel magic*, *suggestion*^D (DC 17)

2nd—*cure moderate wounds* (2), *hold person* (DC 16), *invisibility*^D, *spiritual weapon*

1st—*bles*, *command*^D (DC 15), *cure light wounds*, *divine favor*, *obscuring mist*, *shield of faith*

0—*cure minor wounds* (2), *detect magic* (2), *resistance*, *virtue*

D: Domain spell. Domains: Destruction, Domination, Trickery

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

SQ rally

Feats Combat Casting, Spell Focus (enchantment)^B, Toughness, Weapon Focus (heavy mace)

Skills Concentration +8 (+12 casting defensively), Diplomacy +10, Move Silently –1, Sense Motive +7, Spellcraft +2

Possessions +1 *full plate armor*, +1 *light steel shield*, +1 *heavy mace*, combat gear

Rally (Ex) A warpriest who is currently not under a fear effect can use this ability as a standard action. Allies within 60 feet who are under any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus.

CR 8

PRIEST CELLS (EL 11, PAGE 103)

DOOM HAND CLERICS (5)

CR 3

Hobgoblin cleric 3

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4

Languages Common, Goblin

AC 18, touch 10, flat-footed 18

hp 29 (3 HD)

Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk heavy mace +5 (1d8+1)

Base Atk +2; **Grp** +3

Atk Options smite 1/day (+4 attack, +3 damage)

Special Actions command undead 4/day (+1, 2d6+4, 3rd),
spontaneous casting (*inflict* spells)

Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)

Cleric Spells Prepared (CL 3rd)

2nd—*cure moderate wounds*, *hold person* (DC 14),
invisibility^D

1st—*bles*, *command* (DC 13), *cure light wounds*, *inflict light wounds*^D (DC 13)

0—*cure minor wounds* (2), *detect magic*, *resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12

Feats Toughness, Weapon Focus (heavy mace)

Skills Concentration +8, Move Silently -2, Spellcraft +3,
Spot +4

Possessions +1 *banded mail*, light steel shield, combat gear

CAVERN OF THE GUARDIAN SPAWN (EL 12, PAGE 106)

GREENSPAWN RAZORFIENDS (3)

CR 7

LE Large magical beast (dragonblood)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15,
Spot +15

Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility

hp 85 (10 HD); **DR** 5/magic

Immune acid, paralysis

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

Speed 50 ft. (10 squares), swim 50 ft.

Melee 2 wingblades each +15 (2d6+6/18-20/x3) and
bite +10 (1d8+3)

Base Atk +10; **Grp** +20

Atk Options Spring Attack

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12

SQ water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds,
damage 5d6 acid, Reflex DC 18 half

Water Breathing (Ex) A greenspawn razorfiend can breathe
underwater indefinitely and can freely use its breath
weapon and other abilities while underwater.

OUTER SANCTUM (EL 12, PAGE 107)

DOOM HAND WARPRIESTS (2)

CR 8

Hobgoblin cleric 7/warpriest 1
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +3x, Spot +3x
Languages Common, Goblin

AC 21, touch 10, flat-footed 21
hp 67 (8 HD)
Fort +10, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)

Melee +1 heavy mace +10/+5 (1d8+3)

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

Atk Options smite 1/day (+4 attack, +7 damage)

Special Actions command undead 4/day (+1, 2d6+9, 8th),
spontaneous casting (*inflict* spells)

Combat Gear scroll of *flame strike* (DC 10 CL check), scroll of
recitation, scroll of *summon monster IV*, wand of *cure light*
wounds

Cleric Spells Prepared (CL 7th)

4th—*air walk*, *dominate person*^D (DC 18)

3rd—*bestow curse* (DC 16), *cure serious wounds*, *dispel*
magic, *suggestion*^D (DC 17)

2nd—*cure moderate wounds* (2), *hold person* (DC 16),
invisibility^D, *spiritual weapon*

1st—*bless*, *command*^D (DC 15), *cure light wounds*, *divine*
favor, *obscuring mist*, *shield of faith*

0—*cure minor wounds* (2), *detect magic* (2), *resistance*, *virtue*

D: Domain spell. Domains: Destruction, Domination,
Trickery

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

SQ rally

Feats Combat Casting, Spell Focus (enchantment)^B,
Toughness, Weapon Focus (heavy mace)

Skills Concentration +8 (+12 casting defensively), Diplomacy
+10, Move Silently -1, Sense Motive +7, Spellcraft +2

Possessions +1 *full plate armor*, +1 *light steel shield*, +1 *heavy*
mace, combat gear

Rally (Ex) A warpriest who is currently not under a fear effect
can use this ability as a standard action. Allies within 60
feet who are under any fear effect and who can hear the
warpriest are allowed another saving throw against the fear
effect, with a +1 morale bonus.

Hook Gloatingly promises the PCs a swift and merciless
death.

DOOM HAND CLERICS (5)

CR 3

Hobgoblin cleric 3
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Goblin

AC 18, touch 10, flat-footed 18
hp 29 (3 HD)

Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk heavy mace +5 (1d8+1)

Base Atk +2; **Grp** +3

Atk Options smite 1/day (+4 attack, +3 damage)

Special Actions command undead 4/day (+1, 2d6+4, 3rd),
spontaneous casting (*inflict* spells)

Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual*
weapon, scroll of *summon monster III* (DC 6 CL check)

Cleric Spells Prepared (CL 3rd)

2nd—*cure moderate wounds*, *hold person* (DC 14),
invisibility^D

1st—*bless*, *command* (DC 13), *cure light wounds*, *inflict*
light wounds^D (DC 13)

0—*cure minor wounds* (2), *detect magic*, *resistance*

D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12

Feats Toughness, Weapon Focus (heavy mace)

Skills Concentration +8, Move Silently -2, Spellcraft +3,
Spot +4

Possessions +1 *banded mail*, light steel shield, combat gear

Hook Harangues the PCs with threats of doom, pain, despair,
and death.

INNER SANCTUM (EL 14, PAGE 109)

HIGH WYRLORD AZARR KUL CR 13

Male half-blue dragon hobgoblin cleric 11

LE Medium dragon

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5

Languages Common, Draconic, Goblin, Infernal

AC 30, touch 12, flat-footed 30

hp 86 (11 HD)

Immune electricity, paralysis, sleep

Resist acid 5, fire 5

Fort +13, **Ref** +6, **Will** +15

Speed 20 ft. (4 squares)

Melee +2 *keen blue dragonfang heavy pick* +16/+11 (1d6+7 plus 1 electricity/19–20/x4) and bite +8 (1d6+2)

Base Atk +8; **Grp** +13

Atk Options smite 1/day (+4 attack, +11 damage)

Special Actions breath weapon, command undead 6/day (+3, 2d6+14, 11th), spontaneous casting (*inflict* spells)

Combat Gear *potion of barkskin* +4, *potion of fly*, *potion of haste*, scroll of *heal*, scroll of *restoration*, scroll of *word of recall*

Cleric Spells Prepared (CL 11th):

6th—*antilife shell*, *mislead*^D (DC 21)

5th—*flame strike* (DC 20), *mass inflict light wounds*^D (DC 20), *righteous might*, *spell resistance*

4th—*air walk*, *confusion*^D, *death ward*, *freedom of movement*, *sending*

3rd—*contagion*^D, *cure serious wounds*, *dispel magic*, *prayer*, *searing light* (+8 ranged touch), *summon monster III*

2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *hold person* (DC 17), *invisibility*^D, *silence* (DC 17)

1st—*bane* (DC 16), *command* (DC 16), *cure light wounds* (2), *disguise self*^D (DC 16), *divine favor*, *protection from good*, *sanctuary* (DC 16)

0—*cure minor wounds* (2), *detect magic*, *guidance*, *purify food and drink*, *resistance*

D: Domain spell. Domains: Destruction, Trickery

Abilities Str 20, Dex 10, Con 16, Int 12, Wis 20, Cha 16

Feats Ability Focus (breath weapon), Craft Wondrous Item, Divine Vigor*, Weapon Focus (heavy pick)

*Expend 1 command undead use to gain +10 speed and 22 hp for 3 minutes (*Complete Warrior* 108)

Skills Bluff +10, Concentration +10, Craft (sculpting) +15, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Knowledge (religion) +8

Possessions combat gear plus +2 *black dragoncraft full plate**, +2 *heavy red dragoncraft shield**, +2 *keen blue dragonfang heavy pick**, *periapt of Wisdom* +4, *cloak of resistance* +3, *ring of protection* +2, *Heward's handy haversack*, bejeweled Tiamat headdress worth 2,000 gp

*See page 126 for dragoncraft and dragonfang items

Breath Weapon (Su) 60-ft. line, 1/day, 6d8 electricity, Reflex DC 15 half

BLUE ABISHAI (4) CR 7

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; Listen +11, Spot +11

Languages Common, Infernal; telepathy 100 ft.

AC 20, touch 13, flat-footed 17

hp 52 (7 HD); regeneration 7; **DR** 10/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 14

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

Weakness vulnerable to holy water (2d4 damage/flask)

Speed 30 ft. (6 squares), fly 50 ft. (poor)

Melee tail +10 (1d6+3 plus 2d6 electricity) and 2 claws each +8 (1d4+1) and bite +8 (1d6+1)

Base Atk +7; **Grp** +10

Spell-Like Abilities (CL 7th):

At will—*animate dead*, *charm person* (DC 13), *command* (DC 13), *desecrate*, *disguise self* (DC 13), *major image* (DC 15), *scare* (DC 14), *suggestion* (DC 15)

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 15

SQ *summon baatezu*

Feats Combat Reflexes, Improved Initiative, Multiattack

Skills Bluff +12, Concentration +13, Diplomacy +4, Disguise +12 (+14 acting), Escape Artist +13, Intimidate +14, Listen +11, Search +10, Spot +11

Regeneration (Ex) Holy water and good-aligned weapons deal lethal damage to an abishai.

See in Darkness (Su) Abishais can see perfectly in darkness of any kind, even that created by magic.

Summon Baatezu (Sp) summon 2d6 lemures (1/day, 50% chance) or another blue abishai (1/day, 20% chance). This ability is the equivalent of a 3rd-level spell.

TIAMAT'S WRATH (EL 13, PAGE 110)

ASPECT OF TIAMAT

CR 13

LE Huge dragon (extraplanar)

Init +3; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +18, Spot +18

Languages Common, Draconic, Infernal

AC 25, touch 7, flat-footed 25

hp 174 (12 HD); **DR** 5/epic

Immune paralysis, *sleep*

Resist acid 15, cold 15, electricity 15, fire 15

Fort +16, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares), fly 50 ft. (clumsy)

Melee 5 bites each +21 (2d8+11/19–20) and sting +16 (1d6+5 plus poison) and crush +16 (2d8+16, Reflex DC 24 or pinned)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +12; **Grp** +31

Atk Options Power Attack

Special Actions breath weapon

Abilities Str 32, Dex 9, Con 26, Int 19, Wis 16, Cha 18

Feats Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack

Skills Intimidate +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Knowledge (religion) +19, Listen +18, Search +19, Sense Motive +18, Spot +18, Survival +18

Breath Weapon (Su) 40-ft. cone or line, each head once every 1d4 rounds, 12d8 acid, cold, electricity, or fire, Reflex DC 24 half. Each of the aspect's five heads can produce a breath weapon, but only one head can do so in any single round.

Poison (Ex) Injury, Fortitude DC 24, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Hook Embodiment of Tiamat's wrath, destruction incarnate ("Die, you insignificant worms!").

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the D&D® game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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