

d20™ System Conversion of:

Assault on the Aerie of the Slave Lords

An ESD copy of the above product can be obtained from: <http://store.wizards.com/Product.asp?ProductID=6144>

This material was converted by: [Scott Metzger](#) and is hosted at EN World and <http://yoyodyne.virtualave.net/> in compliance with Wizards of the Coast, Inc. ESD Conversion Agreement v1.0.

A 1st edition adventure for characters levels 4-7
1981 TSR Hobbies Inc. 9041

12/16/00 - Version 1

4/7/01 - Version 2

5/13/02 – Version 3 – Comply with ESD Conversion Agreement

- Also did stats for Slavers for the final battle at end.

- PDF and HTML versions of this file can be found at

<http://yoyodyne.virtualave.net/>

A1. The Salt Slide

CR 2, Reflex save DC 20 to avoid, Search (DC 20), Automatic disable.

Treat Salt like poison Fort DC 14 same Slow spell effect.

A2. Guardroom EL 7.6

10 Gnolls CR 1; Medium Humanoid (7 1/2 feet tall); HD 2d8+2; HP 14, leader 16;
Init +0; Spd 20 ft (scale mail);

AC 17 (+1 natural, +4 scale mail, +2 large shield); Atks +1 Ranged (light crossbow 1d8), +3 melee (1d8 + 2 longsword) (note: leader has an additional +1 to hit and damage for melee);

SQ darkvision 60 ft; AL CE; SV Fort +4, Ref +0, Will +0;

Str 15(17 leader), Dex 10, Con 13, Int 8, Wis 11, Cha 8;

skills: Listen +3, Spot +3. Feats: Power Attack

All ep (electrum pieces) just use pp (platinum pieces instead).

A3. The Piercer Cavern

30 Piercers CR 1/2 x3; Medium Vermin; HD 3d8+3; HP 16;

Init +2(Dex); Spd negligible; AC 17 (+7 natural); Atks +7 Pierce(2d6+9) Crit 9-20;

SA Improved critical, acid; SQ Vermin, darkvision 60 ft.;

AL N; SV Fort +4, Ref --, Will +1;

Str 18, Dex 0, Con 13, Int 2, Wis 11, Cha 9;

skills: Hide +4*, Listen +13, Spot +3.

The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Don't give out XP for 30 CR2's... Maybe give out XP for a CR2 for each PC. So if there are 8 PCs then give out XP for 8 CR2 encounters.

Note: the 4th level NPC Monk died here. Make sure that you let your players take full round of movement in between each Piercer falling.

A4. Hyenadon Feeding Time EL 7.9

3 Hyenadons (used stats for Dire Wolf) CR 3, Large Animal, HD 6d8+18; HP 45;
Init +2(dex); Spd 50 ft;

AC 14 (-1 size, +2 Dex, +3 natural); Atk +10 melee (bite 1d8+10);
SA can attempt trip as a free action on a successful bite attack; SQ Scent;
Saves Fort +8, Ref +7, Will +6;
Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10;
Skills Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.

5 Gnolls CR 1; Medium Humanoid (7 1/2 feet tall); HD 2d8+2; HP 11;
Init +0; Spd 20 ft (scale mail);
AC 17 (+1 natural, +4 scale mail, +2 large shield); Atks +1 Ranged (longbow 1d8),
+3 melee (1d8 + 2 longsword);
SQ darkvision 60 ft; AL CE; SV Fort +4, Ref +0, Will +0;
Str 15(17 leader), Dex 10, Con 13, Int 8, Wis 11, Cha 8;
skills: Listen +3, Spot +3. *Feats*: Power Attack
leader has a **Ring of Freedom of Movement**.

A5. Curtain of Blue Fire

CR 2, DC 19 Reflex save for 1/2 damage.
If electricity strikes a climbing character make another climb check, failure means falling in the goo. Make a DC 10 Balance check if struck while on the bridge.
Sword of Lyons as described

A6. The Hanging Rope

CR 3 trap, Reflex DC 25 to avoid, Search DC20, Disable DC 20.
DC 10 Strength check to hold onto the rope.

A7. The Storoper EL 6

Storoper CR 6; Medium Magical Beast; HD 6d10+6; HP 39;
Init +5(+1 dex, +4 improved init); Spd 10 ft;
AC 26 (+2 Dex, +14 natural); Atks 6 strands +9 ranged (50' range no increment), +1
melee (bite 1d8);
SA Strands, venom, attach, weakness; SQ Tremorsense 200 ft, immune to normal missile
fire, darkvision 60 ft, low-light vision;
AL CE; SV Fort +6, Ref +7, Will +5;
Str 11, Dex 15, Con 13, Int 12, Wis 16, Cha 12
Skills: Climb +5, Hide +8*, Listen +14, Spot +14
Feats: Alertness, Improved Initiative, Weapon Focus(Strand)
Gem of Seeing

A8. The Spiked Door

CR 1, +10 melee (1d4 spikes for 1d4+1 damage each), Search DC 20 to detect.

A9. Throne Room EL 9.4

DC 20 lock.
Rust Monster medium-Size Aberration, CR 3; HD 5d8+5, HP 27;
Init +3 (Dex); Spd 40 ft;
AC 18 (+3 Dex, +5 natural); Atks Antennae touch +3 melee(rust) , bite -2 melee(bite
1d3);
SA Rust; SQ Scent;
Saves Fort +2; Ref +4, Will +5;
Str 10 Dex 17, Con 13, Int 2, Wis 13, Cha 8;

skills Listen +9, Spot +9

Feats Alertness

Rust(Ex) Any metal that touches the creature corrodes into worthless rust, magic items get a Reflex save (DC 20). Items which the creature hits with its antennae also rust, with a successful touch attack(ignores armor, shield, and natural armor).

Wimpell Frump

CR 8, Wizard-Illusionist (abjuration is opposing) Lvl 8, HP 33,

Init +4(dex), Speed 30 ft,

AC 20 (+6 for **Bracers of Armor +6**, +4 for Dex), Atks +7 (+2 **Dagger** 1d4+3),

SV Fort +3, Ref +6, Will +8,

Str 12, Dex 18, Con 12, Int 17, Wis 14, Cha 11,

skills Spellcraft +14, Disable Device +5, Scry +14, Knowledge(Monster Lore) +4,

Alchemy +4, Speak Gnome, Craft(painting) +4, Profession(apothecary) +13,

Knowledge(religion) +4, Sense Motive +7, Ride +5, Pick Pocket +5, Intimidate +5

feats Combat Casting, Craft Wondrous Item, Run, Spell Focus(+2 DC on Illusion),

Still Spell

0 lvl (4 + 1): Ghost Sound(x2), Disrupt Undead, Arcane Mark, Mage Hand,

1st (5 + 1): Color Spray(x2), Mage Armor(x2), Ray of Enfeeblement, Nystul's Magic Aura,

2nd (4 + 1): Blur, blindness, Invisibility, Darkness, Deafness

3rd (4 + 1): Hold Person, Displacement, Water Breathing, Keen Edge, Sleet Storm

4th (3 + 1): Fear, Emotion, Phantasmal Killer, Confusion

I took the liberty of fleshing out his spells, also substituted Hold Person for Paralysation

5 Gnolls CR 1; Medium Humanoid (7 1/2 feet tall); HD 2d8+2; HP 11;

Init +0; Spd 20 ft (scale mail);

AC 17 (+1 natural, +4 scale mail, +2 large shield); Atks +1 Ranged (longbow 1d8), +3 melee (1d8 + 2 longsword);

SQ darkvision 60 ft; AL CE;

SV Fort +4, Ref +0, Will +0;

Str 15(17 leader), Dex 10, Con 13, Int 8, Wis 1, Cha 8; skills: Listen +3, Spot +3.

Feats: Power Attack

Sudderham Guards

Human Warrior Lvl1 CR 1; Medium Humanoid (7 1/2 feet tall); HD1d8+2; HP 8;

Init +0; Spd 20 ft (chain mail);

AC 15 (+5 scale mail); Atks +1 Ranged (short bow 1d6), +1 melee (1d8 longsword);

AL LN; SV Fort +4, Ref +0, Will +0;

Str 10, Dex 10, Con 14, Int 10, Wis 10, Cha 10; skills:

Listen +4, Spot +4. Feats: Power Attack

Seargents

Ingjald, male human Ftr3: CR 3; Size M (5 ft., 9 in. tall); HD 3d10+12; hp 38;

Init +3 (-1 Dex, +4 Improved initiative); Spd 30 ft.;

AC 14 (+5 chain mail, -1 Dex); Attack +4 melee(siangham 1d6+1), or +5 melee (light flail 1d8+1), or +2 ranged;

SV Fort +7, Ref +0, Will +1; AL NE;

Str 12, Dex 8, Con 18, Int 10, Wis 11, Cha 10.

Skills and feats: Handle animal +5, Hide -6, Knowledge +2.5, Listen +2, Move silently -6, Ride +4, Spot +2, Wilderness lore +2; Alertness, Combat reflexes, Exotic weapon proficiency (siangham), Improved initiative, Weapon focus (flail, light).

Gest, male human Ftr3: CR 3; Size M (6 ft., 3 in. tall); HD 3d10+6; hp 28; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.;

AC 16 (+5 Chain Mail, +1 Dex); Attack +5 melee (longsword 1d8+2), or +4 ranged(shortbow 1d6);

SV Fort +5, Ref +2, Will +0; AL LE;

Str 15, Dex 12, Con 14, Int 5, Wis 9, Cha 11.

Skills and feats: Disguise +2.5, Hide -4, Listen +1, Move silently -4, Profession +0, Spot +1, Wilderness

lore +1.5; Alertness, Combat reflexes, Endurance, Improved initiative, Track.

Aud, female human Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10+9; hp 33;

Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 Chain Mail); Attack +6 melee (longsword 1d8+3), or +5 ranged(shortbow 1d6);

SV Fort +6, Ref +3, Will +2; AL N;

Str 16, Dex 14, Con 16, Int 12, Wis 12, Cha 11.

Skills and feats: Balance +3, Climb +9, Concentration +4, Heal +3, Hide +4, Innuendo +1.5, Listen +5.5,

Move silently +2, Spot +3; Alertness, Blind-fight, Combat reflexes, Power attack, Two-weapon fighting.

Peter, male human Ftr3: CR 3; Size M (5 ft., 10 in. tall); HD 3d10+3; hp 22;

Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.;

AC 16 (+1 Dex, +5 Chain Mail); Attack +4 melee(longsword 1d8+1), or +4 ranged(shortbow 1d6);

SV Fort +4, Ref +2, Will +3; AL LN;

Str 12, Dex 12, Con 12, Int 7, Wis 14, Cha 14.

Skills and feats: Craft +2, Handle animal +4, Hide +1, Listen +4, Move silently +1, Ride +7, Spot +4;

Alertness, Blind-fight, Improved initiative, Quick draw, Toughness.

Thjodolf, male human Ftr3: CR 3; Size M (6 ft., 1 in. tall); HD 3d10+9; hp 28;

Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.;

AC 16 (+1 Dex, +5 Chain Mail); Attack +6 melee (longsword 1d8+3), or +4 ranged(shortbow 1d6);

SV Fort +6, Ref +2, Will +3; AL CE;

Str 16, Dex 12, Con 17, Int 10, Wis 14, Cha 7.

Skills and feats: Appraise +2, Craft +4, Disable device +0.5, Hide +2, Intimidate +0, Knowledge +2, Listen

+4, Move silently +1, Spot +4; Alertness, Blind-fight, Combat reflexes, Improved initiative, Two-weapon fighting.

Sheherazad, male human Ftr3: CR 3; Size M (5 ft., 10 in. tall); HD 3d10; hp 24; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 melee(Bastard Sword 1d10+2, 19-20, or +6 melee (Great Sword 2d6+4,19-20) or +5 ranged (javalin 1d6+3); SV Fort +3, Ref +2, Will +1; AL NE; Str 14, Dex 13, Con 10, Int 12, Wis 10, Cha 9. *Skills and feats*: Appraise +4, Escape artist +3.5, Gather information +0.5, Hide +1, Listen +0, Move silently +1, Profession +0.5, Spot +2, Wilderness lore +2.5; Endurance, Exotic weapon proficiency (sword, bastard), Weapon focus (longbow, composite), Weapon focus (greatsword), Weapon focus (javelin).

B4. TAVERN: THE FIGHTING MAN'S HAVEN

Davis, male human Ftr2: CR 2; Size M (5 ft., 9 in. tall); HD 2d10+4; hp 21; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Attack +5 melee (unarmed strike 1d3+3), or +3 ranged; SV Fort +5, Ref +1, Will -1; AL NE; Str 16, Dex 13, Con 14, Int 15, Wis 9, Cha 10. *Languages Spoken*: Common, Goblin, Undercommon. *Skills and feats*: Disable device +2.5, Forgery +4, Gather information +2, Hide +2, Knowledge (arcana) +4, Knowledge (nature) +2.5, Listen -1, Move silently +1, Pick pocket +3, Spot +0.5, Wilderness lore +0; Cleave, Power attack, Track, Improved Unarmed Strike.

B6. MONEYCHANGER'S SHOP

4 male half-elf Ftr2(Aos, Worrl, Ivellior, Svein): CR 2; Size M (5 ft., 6 in. tall); HD 2d10+4; hp 16; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+7 Half-Plate); Attack +4 melee(longsword 1d8+2), or +3 ranged(light crossbow 1d8); SV Fort +5, Ref +1, Will +1; AL CG; Str 14, Dex 13, Con 14, Int 8, Wis 12, Cha 11. *Languages Spoken*: Common, Elven. *Skills and feats*: Handle animal +5, Hide +1, Listen +2, Move silently +1, Search +0, Spot +2; Combat reflexes, Track, Weapon focus (gauntlet, spiked). Bifga is the one in hiding. +10 situational bonus to the hide.

Bifga, female Half-Elf Ftr2: CR 2; Size M; HD 2d10+4; hp 21; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+7 Half-Plate, -7 check penalty); Attack +4 melee(longsword 1d8+2), or +3 ranged(light crossbow 1d8); SV Fort +5, Ref +1, Will -1; AL NE; Str 14, Dex 12, Con 14, Int 10, Wis 9, Cha 9. *Languages Spoken*: Common, Dwarven. *Skills and feats*: Appraise +2, Balance +3, Craft +2, Escape artist +2, Hide +3.5, Listen -1, Move silently +1, Spot -1; Combat reflexes, Power attack, Toughness.

B8. FLOPHOUSE

Dire Rats Small Animal; CR1/3; HD: 1d8+1; HP 5;

Init +3 (dex); Spd 40 ft, climb 20ft;

AC 15 (+1 size, +3 Dex, +1 natural); Atk: +4 melee (bite 1d4);

SA: Disease; SQ: Scent;

Fort: +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4;

Skills: Climb +11, Hide +11, Move Silently +6; *Feats*: Weapon Finesse(Bite).

B19. TAVERN: DENHOW'S PUB 'N' GRUB

Harek, male human Rog3: CR 3; Size M (5 ft., 4 in. tall); HD 3d6; hp 10;

Init +1 (+1 Dex); Spd 30 ft.;

AC 14 (+1 Dex, +3 Leather); Attack +3 melee (Shortsword 1d6+1), or +3 ranged;

SV Fort +1, Ref +4, Will +2; AL NE;

Str 12, Dex 13, Con 10, Int 12, Wis 12, Cha 5.

Languages Spoken: Common, Infernal.

Skills and feats: Balance +7, Craft +7, Disguise +3, Gather information +0, Handle animal -1, Pick Pockets

+6, Knowledge (nature) +3.5, Knowledge (religion) +1.5, Listen +3, Move silently +6, Perform +2,

Profession +6, Spot +3, Use rope +6, Wilderness lore +3; Alertness, Quick draw, Track.

Ragnar, Isleif, Gudrun, Beowulf male human Ftr1: CR 1; Size M (5 ft., 9 in. tall); HD 1d10; hp 10;

Init +4 (+4 Improved initiative); Spd 30 ft.;

AC 13 (+3 leather armor); Attack +2 melee (shortsword 1d6+1), or +1 ranged;

SV Fort +2, Ref +0, Will -1; AL LE;

Str 13, Dex 10, Con 10, Int 9, Wis 8, Cha 8.

Languages Spoken: Common.

Skills and feats: Diplomacy +1, Handle animal +1, Hide +0, Listen -1, Move silently +0, Spot -1,

Swim +3; Blind-fight, Combat reflexes, Improved initiative.

B32. TREASURY

DC 25 to find each trap; DC 25 to disarm each trap.

needle poison - Blue shinnis DC 14; 1 Con; Unconscious

sleep gas - DC 25 Fort Save

B55. JEWELLER'S SHOP

Grimhilda, female human Ftr3: CR 3; Size M (5 ft., 7 in. tall); HD 3d10+3; hp 19;

Init +0; Spd 30 ft.;

AC 13 (+3 leather armor); Attack +7 melee (longsword 1d8+3), or +3 ranged;

SV Fort +4, Ref +1, Will -3; AL CE;

Str 16, Dex 11, Con 13, Int 8, Wis 3, Cha 9.

Languages Spoken: Common.

Skills and feats: Hide +0, Knowledge (nature) +2, Knowledge (religion) +1, Listen -2, Move silently +0, Spot -2, Use rope +1; Alertness, Improved unarmed strike, Weapon focus (longsword), Weapon focus (greatclub),

Weapon focus (crossbow, heavy).

B59. SLAVE LORDS' STRONGHOLD

4 Thorir, Muammar, Anskar, Gunnhild male human Ftr2: CR 2; Size M (6 ft., 0 in. tall); HD 2d10+2; hp 20;

Init +2 (+2 Dex); Spd 20 ft.;

AC 18(+2 Dex, +5 Chain Mail, +1 Small steel shield); Attack +6 melee (longsword 1d8+3), or +5 ranged(longbow 1d8);

SV Fort +4, Ref +2, Will +0; AL CE;

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

Languages Spoken: Celestial, Common, Gnome, Ignan.

Skills and feats: Alchemy +5, Concentration +3, Hide -3, Innuendo +2, Intimidate +1, Knowledge (nature) +4,

Listen +0, Move silently -3, Open lock +2.5, Perform +1, Pick pocket +3, Spellcraft +3.5, Spot +0, Wilderness

lore +2; Blind-fight, Quick draw, Weapon focus (longbow, composite), Weapon focus (longsword).

10 male human Ftr1: CR 1; Size M (5 ft., 9 in. tall); HD 1d10+1; hp 14;

Init +2 (+2 Dex); Spd 30 ft.;

AC 17 (+2 Dex, +5 Chain mail); Attack +3 melee(longsword 1d8+2), or +3 ranged(short composite bow 1d6);

SV Fort +3, Ref +2, Will +1; AL LE;

Str 14, Dex 15, Con 13, Int 11, Wis 12, Cha 9.

Languages Spoken: Common.

Skills and feats: Alchemy +2, Hide -3, Listen +1, Move silently -3, Profession +3, Sense motive +3, Spot +1;

Blind-fight, Power attack, Toughness.

2 Giant Lizards Medium-Size Animal: CR 2 x1.67; HD 5d8+15; HP 43;

Init +2 (Dex); Spd 30 ft, Swim 30 ft;

AC 15 (+2 Dex, +3 natural); Atk +5 melee (bite 1d8+4);

SV Fort +7, Ref +6, Will +2; AL N;

Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +11, Hide +9, Listen +5, Move Silently +7, Spot +5.

B64. HOUSE OF ILL REPUTE: THE WILD CAT

Baba, Hauk, Yasir, Knut, Gest, male human Ftr8: CR 8; Size M (5 ft., 1 in. tall); HD 8d10+16; hp 61;

Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 leather armor);

Attack +11/+6 melee (longsword 1d8+2), or +11/+6 ranged;

SV Fort +8, Ref +5, Will +1; AL CN;

Str 15, Dex 16, Con 14, Int 12, Wis 9, Cha 9.

Languages Spoken: Auran, Common.

Skills and feats: Alchemy +2.5, Gather information +4, Hide +5, Intimidate +2.5, Listen -0.5, Move silently +3,

Profession +4.5, Ride +13, Spot -1; Ambidexterity, Blind-fight, Cleave, Dodge, Mounted combat, Power attack,

Quick draw, Trample, Weapon focus (longsword).

Part C: The Catacombs

Note: Ajakstu will be scrying on the Flesh Golem when the party encounters it. This will allow him to scry on the party throughout the catacombs. You should make Scry checks(DC 20) for the party every now and then to see if they notice that they are being scryed upon.

C1. GUARDIAN AREA EL 7

Flesh Golem Large Construct, CR 7; HD 9d10; HP 45;
Init -1(Dex); Spd 30 ft (Can't Run);
AC 23 (-1 size, -1 dex, +10 natural, +5 armor);
Atk +10/+10 (Slam 2d8+5); Rch 10ft;
SA Berserk; SQ Construct, Magic immunity, damage reduction 8/+1;
AL N; SV Fort +3, Ref +2, Will +3;
Str 21, Dex 9, Con --, Int --, Wis 11, Cha 11;

C2. PIT TRAP

Search DC 20 to find the pit DC 20 to find the sliding wall.
DC 20 to disarm either one.
DC 20 Reflex save for 1/2 damage from the fire.
CR 2 Trap.

C3. THE KILLER MIMIC'S LAIR EL 4

Mimic Large Aberration, CR 4 x2; HD 9d8+27; HP 67;
Init +1(dex); Spd 10 ft;
AC 13 (-1 size, +1 Dex, +3 natural); Atk +11/+5 (Slam 1d8+4); Reach 10 ft;
SA Adhesive; SQ Mimic shape, acid immunity
AL N; SV Fort +5, Ref +3, Will +6;
Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10;
Skills: Climb +9, Disguise +12, Listen +11, Spot +6;
Feats: Skill Focus(Disguise).

C4. THE HELL HOUNDS' HIDEOUT EL 5

2 Hell Hounds Large Outsider (Evil, Fire, Lawful); CR 3 x1.2; HD 5d8+15; HP 37;
Init +4 (+4 Improved Initiative); Spd 40 ft;
AC 17 (+7 natural); Atk: +10 melee (Bite 2d6+10);
SA Breath(su) 30 ft cone of fire every 2d4 rounds for 1d4+1 damage, Reflex DC 13 for 1/2;
SQ Scent, Fire subtype(EX): fire immunity and double damage from cold except on successful save;
SV Fort +7, Ref +4, Will +4; AL LE;
Str 21, Dex 11, Con 17, Int 6, Wis 10, Cha 6.
Skills: Hide +10, Listen +5, Move Silently +12, Spot +7, Wilderness Lore +0;
Feats: Improved Initiative, Track.
Poison Spiked Collars CR1 Trap, Auto detect if looked for, Auto avoid if being careful,
Large Scorpion Venom DC 18 Fort, 1d6 Str, 1d6 Str.

C5. MINOTAUR MENACE EL 4

Minotaur Large Monstrous Humanoid; CR 4; HD 6d8+12; HP 39;
Init +0; Spd 30 ft; AC 17 (-1 size, +5 natural, +4 chain shirt);

Atk +11/+6 melee (+2 **Greataxe** 1d12+6 x3) or +5 ranged (Large Heavy Crossbow 2d6 19-20/x2) or melee (gore (1d8+2));

Reach 10 ft;

SA Charge (gore for 4d6+6);

SQ Scent, natural cunning (immune to maze spells, can track, never flat footed);

SV Fort +6, Ref +5, Will +5; AL CE;

Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8;

Skills: Speak Giant, Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8;

Feats: Great Fortitude, Power Attack

e. Crossbow Traps

CR1; Auto Find if search; Auto avoid if known; Atk +5 Heavy Crossbow 1d10, x3.

f. Perilous Portal

CR 2; DC 20 Search; DC 20 to disarm; DC 18 Reflex for 1/2 damage; 24 points electrical damage.

C6. CUNNING GELATINOUS CUBES EL 5.6

Trap CR 1; DC 20 Search; DC 20 to disarm; DC 20 Ref to avoid falling in.

2 Gelatinous Cube Huge Ooze; CR 3; HD 4d10+36; HP 58;

Init -5 (dex); Spd 15 ft;

AC 3 (-2 size, -5 dex); Atk: +1 melee (Slam 1d6+4 + paralysis); Reach 10x10/10 ft;

SA Engulf (DC 13 Ref or subject is trapped inside and takes 1d6 Acid damage + paralysis), Paralysis (if hit with slam or engulfed must make DC 16 For save or be paralyzed for 3d6 rounds);

SQ Blindsight, transparent, electricity immunity, ooze;

SV Fort +5, Ref -4, Will -4; AL N;

Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1

Treasure: **Longsword +3, chainmail +1, Rose Ioun Stone** (+1 deflection bonus to AC)

C7. GROTTO OF TERROR EL 6

Shambling Mound Large Plant; CR 6; HD 8d8+24; HP 60;

Init +0; Spd 20 ft;

AC 20 (-1 size, +11 natural); Atk +10/+10 melee (slam 2d6+5); Reach 10 ft;

SA Improved Grab (if hits with both arm attacks it grapples for constriction),

Constrict (2d6+7 damage from successful grapple);

SQ Plant, electricity immunity, fire resistance 30,

SV Fort +9, Ref +2, Will +2; AL N;

Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9

Skills: Hide +0 (+12 in swamp or forrest), Listen +4, Move Silently +4;

Treasure: **Potion of Cure Serious Wounds(3d8+7 hp), Gloves of Dexterity +2, +2 Greatsword**

C8. THE SINISTER SNAKES EL 8.2

3 Giant Constrictor Snakes, Huge Animal; CR 5; HD 11d8+11; HP 60;

Init +3 (dex); Spd 20 ft., climb 20 ft.;

AC 15 (-2 size, +3 Dex, +4 natural); Atk +13 melee (bite 1d8+10); Face 15x15 ft (coiled); Reach 10 ft.;

SA Improved Grab (after successful bite it can attempt a free grapple for constriction damage), Constrict (1d8+10);

SQ Scent; SV Fort +8, Ref +10, Will +4; AL N;
Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2;
Skills: Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

C9. COUNCIL CHAMBER OF THE SLAVE LORDS

Feetla human Ftr10: CR 10; Size M; HD 10d10+30; hp 95;
Init +6; Spd 20 ft.; AC 23 (+2 Dex, +11 armor);
Attack +18/+13 melee(+2 Scimitar 1d6+9, 15-20/x2), or +12 ranged(Heavy Crossbow 1d10, 19-20/x2);
SV Fort +12, Ref +5, Will +4; AL NE;
Str 20, Dex 15, Con 16, Int 15, Wis 12, Cha 18.
Skills: Climb +13, Swim +13, Bluff +10.5, Use Rope +8.5, Appraise +6, Handle Animal +6, Craft (Blacksmithing) +3, Profession (sailor) +2
Languages: Common, Aquan, Orc
Feats: Ambidexterity, Blind-Fight, Dodge, Expertise, Great Fortitude, Improved Initiative, Improved Critical(Scimitar), Power Attack, Team Fighting, Weapon Focus(Scimitar), Weapon Specialization(Scimitar)
Equipment: +2 Chainmail, +2 large steel shield, +2 Scimitar

Neralas human Rog5/Assasin6: CR 11; Size M; HD 11d6+11; hp 52;
Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 armor, +Dodge);
Attack +11/+6 melee(+1 longsword 1d8+4, 19-20/x2), or +11/+6 melee(+1 dagger 1d4+4, 19-20/x2);
SA sneak attack +6d6, death attack;
SQ poison use, Evasion, Uncanny Dodge(+1 against traps), +3 sv vs poison
SV Fort +4, Ref +9, Will +7; AL NE;
Str 16, Dex 17, Con 13, Int 14, Wis 17, Cha 15.
Skills: Disguise +16, Hide +17, Move Silently +17, Climb +13, Decipher Script +12, Forgery +12, Intimidate +12, Spot +13, Tumble +13, Spellcraft +9, Handle Animal +3.5, Bluff +3, Escape Artist +4, Heal +4, Intuit Direction +4, Perform +3 (Harp), Ride +4, Use Rope +4, Wilderness Lore +4
Languages: Common, Elven, Orc
Feats: Combat Reflexes, Expertise, Run, Quick Draw, **Dodge**
Equipment: +1 Leather, +1 Longsword, +1 dagger, vial of Purple worm poison (injury DC 24, 1d6 Str, 1d6 Str), potion of invisibility (x3)
Spells(10% arcane failure): 1st: Obscuring Mist, Change Self
2nd: Pass Without Trace, alter self
3rd: nondetection

Mordrammo human Cleric11: CR 11; Size M; HD 11d8+11; hp 64;
Init +3; Spd 20 ft.; AC 23 (+10 armor, +1 Dex, +2 deflection);
Attack +12/+5 melee (+2 light mace 1d6+5, x2)
SQ rebuke undead, Turn or destroy air creatures, rebuke or command earth creatures, +11 enhancement to strength for 1 round
SV Fort +8, Ref +6, Will +10; AL NE;
Str 15, Dex 17, Con 13, Int 14, Wis 17, Cha 11.
Skills: Knowledge (arcana) +16, Spellcraft +16, Knowledge (planar/the planes) +9, Bluff +6.5, Profession (miner) +4,

Languages: Common, Giant, Terran

Feats: Brew Potion, Heighten Spell, Maximize Spell, Silent Spell, Craft Wondrous Item

Equipment: +2 light mace, Ring of Protection +2, Ring of Spell Storing (Word of Recall), Full Plate, Large steel shield

Spells (Strength & Earth) 0th(6):

1st(6+1, DC 14): Detect Chaos, Protection from Good, Magic Stone(x2)*, Bless, Command, Detect Evil

2nd(5+1, DC 15): silent Cure Light Wounds(x2), Hold Person(x2), Inflict Moderate Wounds, Soften Earth and Stone*

3rd(5+1, DC 16): Magic circle against good, Water walk, Silent Lesser restoration, Searing light, Stone shape(x2)*

4th(3+1, DC 17): Lesser planar ally, Silent Dispel magic, Greater magic weapon, Spell Immunity*

5th(2+1, DC 18): Flame strike, Heighten Hold person, Wall of stone*

6th(1+1, DC 19): Blade barrier, Stoneskin*

Ajakstu human Wiz9: CR 9; Size M; HD 11d8+11; hp 64;

Init +3; Spd 30 ft.; AC 13 (+3 Dex);

Attack +6 melee (+1 dagge 1d4+2, 19-20/x2)

SV Fort +5, Ref +8, Will +8; AL NE;

Str 13, Dex 17, Con 11, Int 18, Wis 10, Cha 14.

Skills: Alchemy +16, Concentration +12, Knowledge (Arcana) +16, Scry +16, Spellcraft +16, Listen +6, Knowledge (Geography) +5, Knowledge (Nature) +5, Move Silently +4, Ride +4,

Languages: Common, Dwarven, Aquan, Gnome, Draconic, Elven

Feats: Scribe Scroll, Craft Wondrous Item, Extend Spell, Iron Will, Maximize Spell, Endurance, Heighten Spell

Equipment: +2 Cloak of resistance , +1 Dagger, Staff of Power(3 charges), Ring of Spell Storing (Dispel magic, Fireball, Shocking grasp, Slow, Wall of force), Crystal ball

Spells 0th(4):

1st(5): Mount, Sleep, Enlarge, Magic Weapon, Reduce

2nd(5): *Extended* Mage Armor, Blur, Invisibility, Mirror Image, Bull's Strength

3rd(4): Blink, Lightning Bolt , Blink, Clairaudience/Clairvoyance

4th(3): Lesser Geas, Enervation, Dimension door

5th(1): Dominate person

Brother Milerjoi human Mnk9: CR 9; Size M; HD 9d8+9; hp 59;

Init +2; Spd 60 ft.; AC 15 (+2 Dex, +2 Wis, +1 Monk);

Attack +9/+6 melee (Unarmed strike 1d10+2) or +8/+3 ranged (Dagger 1d4+2);

SA Unarmed strike, stunning attack (DC 16, 11/day), Improved trip;

SQ Improved Evasion, Deflect Arrows, Still mind, Slow fall (50 ft), Purity of body, Leap of the clouds

SV Fort +7, Ref +8, Will +8; AL LE;

Str 15, Dex 15, Con 13, Int 14, Wis 15, Cha 11.

Skills: Jump +16, Tumble +16, Concentration +9, Bluff +6, Gather Information +6, Innuendo +8, Knowledge (Nature) +8, Balance +5, Listen +3, Perform +1 (Harpsichord), Profession (Fisher) +3,

Languages: Common, Abyssal, Celestial

Feats: Power Attack, Quick Draw, Dwarf's Toughness (See Masters of the Wild),
Team Fighting(see end of document), Weapon Focus(Unarmed Attack)

Equipment: dagger(x8)

TEAM FIGHTING [General]

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You know how to fight as a pair, group, and in formation.

Prerequisite: Base attack modifier of +1 or better.

Benefit: Two or more people can fight together as a team. The team members block and parry blows for each other. Team members also work together to open up opponent's weaknesses. Team members need to be within each others threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 to hit bonus and a +1 Armor Class bonus. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other guy is loading.

Balance: 4.20 (Purp 4.50, Pow 4.25, Port 4.00, Comp 3.75, Rule 4.50)

Comments: This feat can be used to model the extra effectiveness of Swiss pike men, Monks fighting together, or Athenian bonded battle partners.

STOROPER

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Medium-Size Magical Beast

Hit Dice: 6d10+6 (39 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 10 ft

AC: 26 (+2 Dex, +14 natural)

Attacks: 6 strands +9 ranged, bite +1 melee

Damage: Strand (see text), bite 1d8

Face/Reach: 5 ft by 5 ft/5 ft (50 ft with strand)

Special Attacks: Strands, venom, attach, weakness

Special Qualities: Tremorsense 200 ft, immune to normal missile fire, darkvision 60 ft, low-light vision

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 11, Dex 15, Con 13, Int 12, Wis 16, Cha 12

Skills: Climb +5, Hide +8*, Listen +14, Spot +14

Feats: Alertness, Improved Initiative, Weapon Focus (strand)

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 6

Treasure: No coins; 50% goods (stone only); no items

Alignment: Usually chaotic evil

Advancement: 7-9 HD (Medium-size); 10-15 HD (Large)

The storoper (from "stone roper", also called "tar roper") is about 5 feet high and 2 feet in diameter, and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and weighs about 500 pounds. The storoper has a silicon-based, rocklike body.

If a storoper is killed and cut open, its treasure will be found inside the gizzard.

COMBAT

If anything approaches within 50 feet of the storoper, it will attack by suddenly shooting out its tentacle strands; it prefers to attack two victims at once, each with three strands. The first two victims successfully attacked will be injected with the storoper's venom. If the venom fails, the storoper will continue to hold the creature and the weakness will take effect next round.

Strands (Ex): Most encounters with a storoper begin when it fires its strong, sticky strands. The creature has six such members that can strike up to 50 feet away (no range increment).

Venom (Ex): Twice per day, the storoper can secrete venom from each of its strands. A creature hit by a strand must succeed at a Fortitude save (DC 14) or be paralyzed. A paralyzed creature will appear to have turned to stone (though in fact, it has not).

One round after being paralyzed, the victim recovers and must succeed at a Will save (DC 14) or act in defense of the storoper (as if under the effects of a *charm person* spell) for 2d4 minutes. A charmed creature will fight to the best of its ability to defend the storoper.

PIERCER

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Tiny Vermin

Hit Dice: 1d8 (4 hp)

Initiative: -3 (Dex)

Speed: 5 ft, climb 5 ft

AC: 16 (+2 size, -3 Dex, +7 natural)

Attacks: Impale +2 melee

Damage: Impale 1d6

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Improved critical, acid

Special Qualities: Vermin

Saves: Fort +2, Ref -3, Will +0

Abilities: Str 10, Dex 4, Con 11, Int —, Wis 10, Cha 9

Skills: Hide +4*, Listen +13, Spot +3

Climate/Terrain: Any underground

Organization: Cluster (5-10) or colony (11-20)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

The piercer appears as a stalactite about 1-foot long (though they can grow to a length of 6 feet). This is its outer shell. Inside, the piercer appears as a slug-like creature with a long tail. Two tiny eyestalks protrude from its sides.

COMBAT

The piercer attacks by dropping on unsuspecting individuals and impaling them with its shell. Once its attack is expended, the piercer must climb the walls of its lair and resume its position to drop again. On the ground a piercer is easily slain. If flipped over, and its insides are exposed, a piercer is AC 9.

Improved Critical (Ex.): A piercer threatens a critical on an attack roll of 19-20.

Acid (Ex.): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: The piercer is immune to all mind-influencing attacks. Piercers have darkvision with a range of 60 feet.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

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