

TUSInt5-01

The Dirty Half-Dozen

A One-Round D&D LIVING GREYHAWK[®]

Tusmit Interactive Adventure

by Jean-Philippe ‘JP’ Chapleau

and the Tusmit Triad

The siege of Vilayad lasted for many months. Some of the greatest heroes of Tusmit have decided its enough. Vilayad must be relieved and the Tusman way of life must return to southern Tusmit.

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

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Adventure Background

In 593CY, a strange fire cult calling itself the Worldburners came to prominence. Their faith is based around an unclear Fire God, whom many have since associated to Imix (the Prince of Elemental Evil Fire). Most Worldburners are almost mindless (due to brainwashing) savages bent only on destruction.

The cult is believed to be responsible for the Wave of Fire that hit the northeastern Tusmit in early 594CY. But their greatest move came during the summer when they launched an attack on Vilayad, catching the invading Ketite army between the Worldburners and the Tusman army.

The Worldburner army has been dealt a series of major blows by the combined armies of Tusmit and Ket. Their numbers have dwindled, but they are still a force to reckon with. Many warlords have taken control of splinter forces.

Enter bin-Khadij

One of Tusmit's greatest hero, Yasin bin-Khadij recently returning from an adventure on a distant plane was shocked to discover that his beloved Vilayad was besieged by forces belonging to the world burners.

He used many of his influences with the Sheiks to form an army using militia and adventurers. Thus, the army of Vilayad was formed. Soldiers from Jaydah, Farhini, Keruz and from Sefmur flocked to bin-Khadij's banner, confident the great hero would lead them to victory. Even the crown prince Muazzar Quaran joined the army, while the joint prince has little military experience, many think his conduct in battle will prove what kind of Pasha he will be one day.

While the Army of Vilayad is small, most of its members are experienced militiamen. It also includes a lot of adventurers, something bin-Khadij plans on using to his full advantage. That and the speed of the Tusman horses.

The crown prince only listens and offers advice when it is needed. He knows BK is more apt at these things than he is. However, he intends on travelling the battlefield and seeing for himself.

Introduction

"Brothers of Tusmit and friends of our beloved nation, it is with great pride and joy that I find you here today. Pride fills my heart at the idea of ridding our homeland from the scum and villains that have killed too many of our men, too many of our crops and poisoned commerce, the angle stone of our country."

"I know many of you have rendered me a great service in the past and once again I find you here. Today is the day when we take back our country from these vile Worldburners."

"Our plan is simple enough. We have separated you in six groups. The prince and I will pass among you to explain what we would like each of you to accomplish. Should you manage to accomplish your objective, proceed to assist others."

"Priests of Istus have determined that we do not need to destroy all the Worldburners in a single swoop. Most of these creatures are very chaotic at heart and only maintain their cohesion through the acts of a very strong-minded being. This being is not present in Vilayad but he communicates with his minions through the use of a large Fire Opal, about the size of a man's head. Our goal is to destroy these opals."

"It's a classic case of cutting off the head of the snake."

"I have communicated with our forces in Vilayad. Once their morning prayers are over, they will make a sortie en masse. It is our hope that we will force them to split the Worldburners forces. Our forces there commanded by the Sheik himself and our Ketite allies will attack the enemy lines. If you see Ketite soldiers, remember they are our allies!"

The Dirty Half-Dozen APL2 & 4

Bin-Khadij and a young man dressed wearing a silver diadem approach you.

“Greetings! To see you here fills my heart with joy. In spite of your youth, you do our nation proud. First things first, let me introduce you to Crown Prince Muazzar Quaran, His Exalted Splendor’ only son. He commands the army with me.”

“You will be our first wave of assault. Just after dawn, you will ride to an enemy outpost. Your goal is to engage the enemy and in so doing assuring our main army group to bypass the outermost enemy line of defense.” Says the prince. “Our scouts and contacts in Vilayad have told us that the enemy camp is well-protected from an attack coming from Vilayad but that it is much less so from the north and east.”

“Your first objective is to take and hold the outpost, thus ensuring us with a way out. One of you should raise the banner of Tusmit on top of the main outpost building. Once the outpost has been secured, proceed with all haste to relieve our forces on the outer perimeter of the enemy camp. If the wall is secure, proceed to assist anyone.”

“Only one detail remains... which one of you will be the bannerman. It is most important that the banner not fall into the hands of the enemy. One of you must always hold the banner up high.”

Bin-Khadij and the prince both insist the bannerman be from Tusmit unless it is not possible.

Fire Opal

The heroes can only find a single fire opal in this APL range. It is inside the main tower. The opal is placed so that anyone wielding the main opal in the volcano can see over the countryside.

Fire opal: Hardness 14 HP 80

Holding the banner

Flying the banner requires two hands the bannerman may take any action he wants. A hero can hold the banner up in one hand only, as long as the hero remains stationary.

As long as the banner flies, every tusman hero gets a +4 morale bonus to all saving throws. If the banner does not fly, the same heroes take a -4 penalty.

Because of the position of the battle, the banner cannot be seen from the Vaste Camp to the Pyre and vice-versa. If the banner is raised atop the tower, then all heroes not in the Vaste Camp can see it and receive the bonus.

Initial situation: Roll one set of WB Forces plus 1d6+1d6/2 players over 6.

- 1- Giants
- 2- WB Allies
- 3- Summoned creatures
- 4- WB Priest (if rolled twice in a row treat as a 5)
- 5-6 WB Forces

Giants

- 1-2 1 Ogre Barbarian
- 3-4 1 Ogre Shaman (plus roll again on this table)
- 5-6 1d4 Ogres (see Monster Manual)

WB Allies (note: these forces flee when most of their group is dead)

- 1-3 2d6 Goblins (see Monster Manual)
- 4-6 1d6 Orcs (see Monster Manual)

Summoned Creatures

- 1-3 1d6 Fire elemental (medium)
- 4-6 1d3 Thoqqua

WB Priest

- 1-4 1d6 Acolyte Priest Clr3
- 5-6 1 Cult leader Clr7

WB Forces

- 1-4 1d6 WB Thug
- 5-6 1d4 WB Recruit

The Dirty Half-Dozen APL6 & 8

Bin-Khadij and a young man dressed wearing a silver diadem approach you.

“Greetings! To see you here fills my heart with joy, it is good to see you all. I recognize a few among you. First things first, let me introduce you to Crown Prince Muazzar Quaran, the Pasha only son. He commands the army with me.”

“You will be our third wave of assault. Once our forces have opened a way in you will charge into the main camp. You have 2 objectives to take and hold until reinforcements arrive. It is very likely that you may have to split your forces once in the field.”

“The first objective is what we believe to be some kind of holy shrine for the Worldburners. It is a pyre they constantly keep burning with anything they can find. It should be easy to find because of the huge column of smoke it emits. Take control of the pyre and defend it. If you can, try to put it out. But I have a feeling it won’t be easy to destroy.”

“The second target is a group of Ketite who have thrown their lot with the Worldburners. Rumors of their involvement with the Old One persist. Be wary of them, for most of them used to be wizards in the Ketite army before turning to evil. We don’t know much about them because their part of camp is surrounded by mists.”

“With any luck, your positions should be reinforced.”

“Only one detail remains... which one of you will be the bannerman. It is most important that the banner not fall into the hands of the enemy. One of you must always hold the banner up high.”

Bin-Khadij and the prince both insist the bannerman be from Tusmit unless it is not possible.

Unholy Pyre

The Unholy Pyre is a portal to the elemental plane of Fire. It cannot be closed using water. However, a dispel magic (DC30) can close it. Alternatively, destroying the Fire opal closes the gates (which can then be doused). The Pyre is where any fire elemental creature comes through. Anyone touching the fire takes 3d6 points of fire damage.

Fire Opal

The heroes can only find a single fire opal in this APL range. It is inside the unholy pyre and keeps the gate opened.

Fire opal: Hardness 14 HP 80

Summoning Circle

The Heroes do not see any priests of luz during this interactive. The Summoning Circle apparently works “by itself”. The Circle cannot be destroyed during the course of this adventure. Any summoned creature appears in close proximity to the Circle.

There is no ill-effect if the heroes enter or try to defile the circle. (but that does not stop you from asking saving throws from them.

Holding the banner

Flying the banner requires two hands the bannerman may take any action he wants. A hero can hold the banner up in one hand only, as long as the hero remains stationary.

As long as the banner flies, every tusman hero gets a +4 morale bonus to all saving throws. If the banner does not fly, the same heroes take a –4 penalty.

Because of the position of the battle, the banner cannot be seen from the Vaste Camp to the Pyre and vice-versa. If the banner is raised atop the tower, then all heroes not in the Vaste Camp can see it and receive the bonus.

Unholy Pyre

Initial situation: Roll one set of WB Forces plus 1d6+1d6/2 players over 6.

- 1-Giants
- 2-WB Allies
- 3-Summoned Creatures
- 4- WB Priest (if rolled twice in a row treat as a 5)
- 5-6 WB Forces

Giants

- 1-2 1d3 Ogre Barbarian
- 2 1d3 Ogre Shaman
- 3-5 1d6 Ogre
- 6 1d2 Hill Giant

WB Allies (note: these forces flee when most of their group is dead)

- 1-3 2d6 Goblins (see MM)
- 4-6 1d8 Orc (see MM)

Summoned Creatures

- 1 2d6 Fire elemental (medium)
- 2-3 1d3 Fire elemental (large) (see MM)
- 3 1 Fire elemental (huge)
- 4 1d6 Thoqqua
- 5-6 1d4 Elite Thoqqua

WB Priests

- 1-3 2d6 Acolyte Priest Clr3
- 4-5 1d4 Cult leader Clr7
- 6 1 WB Priest Bbn1/Clr9;

WB Forces

- 1 2d6 WB Thugs War2
- 2 2d6 WB recruit Bbn2/Rog1
- 3 1d6 WB warrior Bbn2/Rgr2/Ftr1
- 4 1d6 WB sniper Ftr2/Rgr3
- 5 1d4 WB Veteran Bbn2/Rgr3/Ftr4
- 6 1d4 WB Elite Scout

Vaste Camp

Initial situation: Roll one set of Summoned Creatures plus 1d6+1d6/2 players over 6.

Mid (Vaste Camp)

- 1- WB Allies
- 2-5- Summoned Creatures
- 6- WB Forces

WB Allies (note: these forces flee when most of their group is dead)

- 1-3 2d6 Goblins (see MM)
- 4-6 1d8 Orc (see MM)

Summoned Creatures

- 1- 2d6 Air elemental (medium) (see MM)
- 2- 1d3 Air elemental (large) (see MM)
- 3- 1d3 Belker (see MM)
- 4- 1d6 Red Slaad (see MM)
- 5- 1d4 Blue Slaad (see MM)
- 6- 1 Grey Slaad (see MM)

WB Forces

- 1 2d6 WB Thugs War2
- 2 2d6 WB recruit Bbn2/Rog1
- 3 1d6 WB warrior Bbn2/Rgr2/Ftr1
- 4 1d6 WB sniper Ftr2/Rgr3
- 5 1d4 WB Veteran Bbn2/Rgr3/Ftr4
- 6 1d4 WB Elite Scout

The Dirty Half-Dozen APL Ridiculous

Bin-Khadij and a young man dressed wearing a silver diadem approach you.

“Greetings! To see you here fills my heart with joy, it is good to see you all. I recognize a few among you. First things first, let me introduce you to Crown Prince Muazzar Quaran, the Pasha only son. He commands the army with me.”

Unlike the others, you have been selected to take the fight to where our best diviners from the College of the Arts and the Churches of Istus and Celestian have traced the real head of the snake. While the others will chop the neck of the snake, you are going for its eyes. The fire opals that the worldburners have in the camp are linked to one very large gem, most likely of extraplanar origin.”

“We don’t know much about it. Of course we’d like to take it, but somehow we doubt it will be possible, for the gem we believe lies hidden in the heart of the Karedzzar. Don’t look so shocked. That the Worldburners establish their headquarters in the only active volcano close to Tusmit really isn’t that much of a surprise.”

Heroes with Knowledge (History) or Knowledge (Local) can make a DC25 roll to remember the volcano got its name from an old red dragon who lived there many years ago (around 3000BH or 50CY). When she was killed, her hide was given to the Pasha to make a suit of armor. This suit of armor has since disappeared but it was rumored to have many magical properties. Bin-Khadij knows this but won’t bother mentioning it, thinking everyone knows.

“We don’t know exactly where it is, however, we know it overlooks a large pool of lava. Many human worldburners walk about, so I don’t think the heat reaches dangerous level where the opal is.”

“That opal is the heart of the Worldburners’ organization. Destroy it, and you shatter the enemy. Now I’m sure the place is well defended. We have arranged for a group of Archmages of the College to use Teleport spells to place you near the opal. Here is a stone of recall. It can bring you all back here once you have completed your mission. You must all hold each other for it to work.”

Initial situation: Roll 2d6+1d6/2 players over 6.

- 1-Giants
- 2- Summoned Creatures
- 3- Special (only one at a time)
- 4- WB Priest (if rolled twice in a row treat as a 5)
- 5-6 WB Forces

Giants

- 1-2 1d4 Fire Giants
- 3-4 3d6 Ogres
- 5- 2d6 Ogre Barbarian
- 6- 1d6 Ogre Shaman

Summoned Creatures

- 1- 2d6 Fire elemental (Large)
- 2-3 1d6 Fire elemental (Huge)
- 4- 1d4 Fire elemental (Elder)
- 5 2d6 Thoqqua
- 6 1d6 Elite Thoqqua

Special (Each of these combats can occur only once)

- 1-2 Wapal Ozzuten: Mind Flayer Sor10
- 3-4 Kartak Darmuk: Male Fire Giant Ftr1
- 5-6 Wapan Geretti (WB general)
Bbn5/Ftr4/Rgr2/Rog3

WB Clerics

- 1-4 Roll Twice on Mid-APL table
- 5-6 1d6 WB Priest Bbn1/Clr9

WB Forces

- 1- 3d6 WB Sniper Ftr2/Rgr3
- 2- 3d6 WB Warrior Bbn2/Rgr2/Ftr1
- 3- 2d6 WB Veteran Bbn2/Rog3/Ftr4
- 4-5 1d6 WB Elite Bbn2/Rgr3/Ftr6
- 6- 1d6 WB Elite Scout: Bbn5/Rgr2/Rog3

Appendix One: NPCs & Creatures

GIANTS

Ogre Barbarian: Male Ogre Bbn1; Large Giant; CR 4; HD 4d8+1d12+15; hp 45; Init -1; Spd 50 ft/x4; AC 16, touch 8, flat-footed 16; Base Atk +4; Grapple +17; Full Atk +12 melee (2d8+13;20/x2, Greatclub); SA Rage; SQ Fast Movement; Face/Reach 10ft/10ft; AL CE; SV Fort +9, Ref +0, Will +1; Str 28, Dex 8, Con 16, Int 6, Wis 10, Cha 6;

Skills and feats: Listen¹ +4, Spot¹ +3, Survival¹ +2. Power Attack, Cleave

Possessions: Smelly hide, Treebranch Greatclub

Ogre Shaman: Male Ogre Clr1 (Elder elemental eye of Fire); Large Giant; CR 4; HD 5d8+20; hp 48; Init -1; Spd 30 ft/x3; AC 21, touch 8, flat-footed 21; Base Atk/Grapple +3/+14; Full Atk +9 melee (2d6+10;20/x3, Longspear); Face/Reach 10ft/10ft; AL CE; SV Fort +10, Ref +0, Will +8; Str 24, Dex 8, Con 18, Int 6, Wis 16, Cha 6;

Skills and Feats: Knowledge (religion) -1, Listen¹ +7, Spot¹ +6. Combat Casting, Iron Will

Spells Prepared DC 13+Spell level 0-[Create Water, Light, Inflict Minor Wounds] 1st-[Bless, Burning Hands*, Cure light Wounds]

Domains Evil (all evil spells are cast at +1 caster level), Fire (Turn Water elemental or rebuke fire elemental)

Possessions: Plate Mail, longspear

WORLDBURNER FORCES

Worldburner sniper: Male Human(Bakluni) Ftr2/Rgr3; Medium Humanoid; CR 5; HD 3d8+2d10+10; hp 40; Init +8; Spd 30 ft/x4; AC 18 (+4 armor, +4 dex), touch 14, flat-footed 14; Base Atk/Grapple +5/+7; Full Atk +11 Two-handed (1d8+2;20/x3, Masterwork composite longbow (+2 Str)), +7 Two-handed (2d4+3;18-20/x2, Falchion); SA: Favored enemy (Human) AL CE; SV Fort +8, Ref +7, Will +0; Str 14(+2), Dex 19(+4), Con 14(+2), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and feats: Climb¹ +9, Hide¹ +9, Intimidate¹ +1, Jump¹ +7, Listen¹ +5, Ride¹ +10, Spot¹ +5. Improved Initiative, Point Blank Shot, Far Shot, Precise Shot, Weapon Focus(Composite Longbow)

Worldburner Thug: Male Human(Bakluni) War2; Medium Humanoid; CR 2; HD 2d8+4; hp 17; Init

+6; Spd 20 ft/x4; AC 15 (+3 armor, +2 dex), touch 12, flat-footed 13; Base Atk/Grapple +2/+6; Full Atk +7 Two-handed (2d4+6;18-20/x2, Masterwork falchion (+2 Str)); AL CE; SV Fort +5, Ref +2, Will -1; Str 18(+4), Dex 14(+2), Con 14(+2), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and feats: Handle Animal +4, Intimidate¹ +4, Ride¹ +9. Improved Initiative, Power Attack

WB Recruit: CR 3; Medium Humanoid; Bbn2/Rog1; HD 1d6+2d12+6; hp 29; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed 14; Base Atk +2; Grp +7; Atk or Full Atk +9 melee (2d4+7 [crit18-20] [x2] masterwork falchion); SA sneak attack +1d6; SQ rage 1/day, fast movement, uncanny dodge; SV Fort +5, Ref +5, Will +2; AL CE; Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Iron Will, Power Attack, Weapon Focus (falchion)

Possessions: masterwork chain shirt, masterwork falchion

Pre-Cast spells: These thugs have all wished for their great strength

WB Warrior: CR 5; Medium Humanoid; Bbn2/Rgr2/Ftr1; HD 2d12+2d8+1d10+10; hp 45; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +5; Grp +11; Atk +13 melee (1d6+7 [crit18-20] [x2] +1 scimitar); Full Atk +11 melee (1d6+7 [crit18-20] [x2] +1 scimitar) and +11 melee (1d6+3 [crit 19-20] masterwork shortsword; SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +11, Ref +7, Will +3; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +8, Handle Animal +7, Ride+8, Spot +2, Survival+8. Cleave, Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar)

Possessions: +1 chain shirt, +1 cloak of resistance, +1 scimitar, +1 short sword.

Pre-Cast spells: These thugs have all wished for their great strength

WB Veteran: CR 9; Medium Humanoid; Bbn2/Rog3/Ftr4; HD 3d6+2d12+4d10+18; hp 73; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed 14; Base Atk +8; Grp +14; Atk

+16 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); Full Atk +16/+11 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); SA sneak attack +2d6; SQ rage 1/day, fast movement, uncanny dodge, trap sense, evasion; SV Fort +13, Ref +10, Will +5; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Cleave, Great Fortitude, Iron Will, Improved Critical (*falchion*), Lightning Reflexes, Power Attack, Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

Possessions: masterwork chain shirt, +1 *falchion*, +1 *cloak of resistance*

Pre-Cast spells: These thugs have all wished for their great strength

WB Elite Warrior: CR 11; Medium Humanoid; Bbn2/Rgr3/Ftr6; HD 2d12+3d8+ 6d10+22; hp 92; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +11; Grp +18; Atk +20 melee (1d6+10 [crit15-20] [x2] +1 scimitar); Full Atk +18/+13/+8 melee (1d6+10 [crit15-20] [x2] +1 scimitar) and +18 melee (1d6+6 [crit 19-20] +1 shortsword); SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +14, Ref +9, Will +6; AL CE; Str 25, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +14, Handle Animal +12, Ride+8, Spot +8, Survival+8. Cleave, Die-Hard, Endurance, Improved Critical (scimitar), Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Focus (shortsword), Weapon Specialization (scimitar), Weapon Specialization (short sword).

Possessions: +1 chain shirt, +1 *cloak of resistance*, *gauntlets of ogre power*, +1 scimitar, +1 short sword.

Pre-Cast spells: These thugs have all wished for their great strength

Worldburner Elite Scout: Male Human(Bakluni) Bbn5/Rgr2/Rog3; Medium Humanoid; CR 10; HD 3d6+2d8+5d12+20; hp 82; Init +2; Spd 40 ft/x4; AC 18 (+6 armor, +2 dex), touch 12, flat-footed 18; Base Atk/Grapple +9/+13; Full Atk +14/+9 melee (1d6+6+1d6(fire)+2d6(humanbane);15-20/x2, +2 Flaming Humanbane Scimitar) AND +13 melee (1d6+4+2d6(dwarfbane);19-20/x2, +2 dwarfbane Short Sword), +16/+11 melee (1d6+6+1d6(fire)+2d6(humanbane);15-20/x2, +2 Flaming Humanbane Scimitar); Atk +16/+11 melee

(1d6+6+1d6(fire)+2d6(humanbane);15-20/x2, +2 Flaming Humanbane Scimitar); SA Rage, Favored enemy (human), sneak attack (+2d6); SQ fast movement, uncanny dodge, improved uncanny dodge, trapsense +2, wild empathy, evasion,trapfinding; AL CE; SV Fort +10, Ref +11, Will +3; Str 18(+4), Dex 14(+2), Con 14(+2), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and feats: Climb¹ +11, Handle Animal +7, Hide¹ +7, Jump¹ +17, Listen¹ +3, Ride¹ +8, Spot¹ +5, Survival¹ +13, Tumble +13. Combat Reflexes, Improved Critical(Scimitar), Iron Will, Lightning Reflexes, Track, Two-weapon-fighting, Weapon Focus(Scimitar)

Possessions: +2 flaming humanbane scimitar, +2 dwarfbane shortsword, chain shirt +2

WORLDBURNER PRIESTS

Acolyte Priest: Male Human(Bakluni) Clr3; Medium Humanoid; CR 3; HD 3d8+6; hp 24; Init +2; Spd 20 ft/x4; AC 19 (+5 armor, +2 shield, +2 dex), touch 12, flat-footed 17; Base Atk/Grapple +2/+4; Full Atk +5 One-handed (1d8+2;20/x2, Masterwork heavy mace (+2 Str));AL CE; SV Fort +5, Ref +3, Will +6; Str 14(+2), Dex 14(+2), Con 14(+2), Int 8(-1), Wis 16(+3), Cha 8(-1);

Skills and Feats: Concentration¹ +8, Knowledge (religion) +5. Combat Casting, Power Attack, Spell Focus (Transmutation)

Spells prepared: save DC 19+spell level 0-[Cure Minor Wounds (x5)] 1-[bless, magic weapon, cure light wounds, protection from good*] 2-[desecrate*, cure moderate wounds, summon monster II]

Worldburner Cult Leader: Male Human(Bakluni) Clr7; Medium Humanoid; CR 7; HD 7d8+14; hp 59; Init +2; Spd 20 ft/x4; AC 21 (+7 armor, +2 shield, +2 dex), touch 12, flat-footed 19; Base Atk/Grapple +5/+7; Full Atk +9 One-handed (1d8+4;20/x2, +2 Heavy Mace); AL CE; SV Fort +7, Ref +4, Will +8; Str 14(+2), Dex 14(+2), Con 14(+2), Int 8(-1), Wis 17(+3), Cha 8(-1);

Skills and Feats: Concentration¹ +8, Knowledge (religion) +5, Spellcraft +7. Combat Casting, Power Attack, Spell Focus(Transmutation), Improved Toughness

Spells 0-[Cure Minor Wounds (x6)] 1-[bane, bless, cure light wounds, magic weapon, , protection from good*] 2-[desecrate*, cure moderate wounds, summon monster II]

Worldburner Priest: Human (baklunish) Bbn1/Clr9; Medium Humanoid; CR 10; HD 9d8+1d12+20; hp 87; Init +3; Spd 20 ft/x3; AC 26, touch 9, flat-footed 26; Base Atk/Grapple +7/+9; Full Atk +11/+6 melee (1d8+4+1d6(fire) +2d6(humanbane);20/x2, +2 humanbane flaming heavy mace); Atk +11 melee (1d8+4+1d6(fire) +2d6(humanbane);20/x2, +2 humanbane flaming heavy mace); SA Rage, spontaneous casting, smite; SQ Rebuke undead, Fast Movement; AL CE; SV Fort +14, Ref +6, Will +16; Str 14(+2), Dex 8(-1), Con 14(+2), Int 8(-1), Wis 22(+6), Cha 8(-1);

Skills and Feats: Concentration¹ +12, Handle Animal +3, Knowledge (religion) +7, Listen¹ +9, Ride¹ +3, Survival¹ +10. Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Improved Toughness"

Possessions: Full plate +2, +2 humanbane flaming heavy mace, amulet of natural armor +3, cloak of resistance +2

Spell Prepared: DC 16+spell level (6/6/5/4/3/2) 0-[Cure minor wounds (x2), guidance, light, resistance, virtue]; 1-[bless, divine favor, endure elements, inflict light wounds*, sanctuary, shield of faith (x2)]; 2-[death knell, desecrate*, sound burst, spiritual weapon (x2), wave of grief]; 3-[dispel magic (x2), invisibility purge, magic circle vs good*, wrack]; 4-[divine power, freedom of movement, recitation, unholy blight*]; 5-[mass inflict light wounds*, spell resistance, stalwart pact]

Domains: Destruction & evil

ELEMENTAL FORCES

Thoqqua; Medium Elemental (Earth, Fire, Extraplanar); CR 2; Medium Creature (1' 0" tall, 4-5' long); HD 3d8+3; hp 16; Init +1; Spd 30 ft, burrow 20 ft; AC 18 (+1 dex, +7 natural) (T11, FF 17); BAB +2; Grapple +4; Atk or Full Atk +4 melee (1d6+3+2d6 fire [crit 20] [x2], slam); Space/Reach 5 ft./5 ft.; SA Heat, burn; SQ Darkvision 60', immunity to fire, tremorsense 60', vulnerability to cold, elemental traits; AL N; SV Fort +4, Ref +2, Will +2; Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10.

Skills, Feats: Listen +5, Move Silently +3, Survival +3; Alertness, Track.

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is

Constitution-based. The flame burns for 1d4 if not extinguished sooner. A burning creature can use a full-round action to put out the flame (see Catching on Fire, page 303 of the DMG).

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

Elite Thoqqua; Large Elemental (Earth, Fire, Extraplanar); CR 6; Large Creature (2' 0" tall, 12-13' long); HD 9d8+45; hp 85; Init +3; Spd 30 ft, burrow 20 ft; AC 21 (-1 size, +3 dex, +9 natural) (T12, FF 18); BAB +6; Grapple +18; Atk or Full Atk +13 melee (1d8+12+3d6 fire [crit 20] [x2], slam); Space/Reach 10 ft./10 ft.; SA Heat, burn; SQ Darkvision 60', immunity to fire, tremorsense 60', vulnerability to cold, elemental traits; AL N; SV Fort +12, Ref +7, Will +4; Str 27, Dex 16, Con 20, Int 8, Wis 12, Cha 8.

Skills, Feats: Listen +11, Move Silently +5, Survival +3; Alertness, Cleave, Power Attack, Track.

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 3d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 19 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 if not extinguished sooner. A burning creature can use a full-round action to put out the flame (see Catching on Fire, page 303 of the DMG).

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

Medium Fire Elemental; Medium Elemental (Fire, Extraplanar); CR 3; Medium Creature (8' 0" tall); HD 4d8+8; hp 26; Init +7; Spd 50 ft; AC 16 (+3 dex, +3 natural) (T13, FF 13); BAB +3; Grapple +4; Atk or Full Atk +6 melee (1d6+1+1d6 fire [crit 20] [x2], slam); Space/Reach 5 ft./5 ft.; SA Burn; SQ Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills, Feats: Listen +3, Spot +4; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

Huge Fire Elemental; Huge Elemental (Fire, Extraplanar); CR 7; Huge Creature (32' 0" tall); HD 16d8+64; hp 136; Init +11; Spd 60 ft; AC 19 (-2 size, +7 dex, +4 natural) (T15, FF 12); BAB +12; Grapple +24; Atk +17 melee (2d8+4+2d8 fire [crit 20] [x2], slam); Full Atk Two +17 melee (2d8+4+2d8 fire [crit 20] [x2], slam); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage Reduction 5/-, Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +9, Ref +17, Will +7; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Skills, Feats: Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

Elder Fire Elemental; Huge Elemental (Fire, Extraplanar); CR 11; Huge Creature (40' 0" tall); HD 24d8+96; hp 204; Init +13; Spd 60 ft; AC 25 (-2 size, +9 dex, +8 natural) (T17, FF 16); BAB +18; Grapple +32; Atk +26 melee (2d8+6+2d8 fire [crit 20] [x2], slam); Full Atk Two +26 melee (2d8+6+2d8 fire [crit 20] [x2], slam); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage Reduction 10/-, Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills, Feats: Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

SPECIAL CHARACTERS

Wapal Ozzuten: Male Mind Flayer Sor10; Medium Aberration; CR 18; HD 10d4+8d8+18; hp 91; Init +1; Spd 30 ft/x4; AC 24, touch 16, flat-footed 23; Base Atk +11; Grapple +11; Full Atk +11/+6/+1 Two-handed (1d6, Quarterstaff), +11/+11/+11/+11 Primary Natural (1d4, 4 Tentacles); Atk +11 melee (1d6, Quarterstaff), +11

melee (1d4, Tentacle); SA Mind blast, Extract, Improve grab, Psionics; SQ SR 43, Telepathy; AL CE; SV Fort +11, Ref +13, Will +22; Str 10, Dex 12, Con 12, Int 22, Wis 18, Cha 28

Skills and feats: Bluff¹ +30, Concentration¹ +22, Diplomacy¹ +20, Hide¹ +12, Knowledge (arcana) +27, Knowledge (nobility) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Listen¹ +12, Move Silently¹ +10, Profession (Herbalist) +11, Sense Motive¹ +14, Spellcraft +29, Spot¹ +17. Point Blank Shot, Precise Shot, Spell Focus(Evocation), Greater Spell Focus(Evocation), Spell Penetration, Greater Spell Penetration, Practiced Spellcaster(Sorcerer)

Effective Caster Level 14th

Spells per day [6/9/8/8/7/5] Save DC 19+spell level or DC 21+spell level for evocation 0-[Acid splash, daze, detect magic, disrupt undead, mage hand, prestidigitation, ray of frost, resistance, touch of fatigue]; 1-[Burning hands, charm person, disguise self, magic missile, protection from good]; 2-[Mirror image, scorching ray, touch of idiocy, web]; 3-[Fireball, haste, ray of exhaustion]; 4-[Greater invisibility, ice storm, Otiluke's resilient sphere]; 5-[Cone of cold, feeblemind, wall of force]

Mind Blast (Sp): This ability, useable at will, projects a 60-foot cone. All sentient creatures caught in this cone must make a Will save (DC 23) or be stunned for 3d4 rounds.

Psionics (Sp): At will: charm monster(DC 23), detect thoughts(DC 21, levitate, plane shift, suggestion(DC 22).

Improved Grab (Ex): If you hit a Small to Large creature with a tentacle you can then attempt to start a grapple as a free action without provoking an attack of opportunity. If you begin your turn with at least one tentacle attached, you can try to attach the remaining tentacles with a single grapple check.

Extract (Ex): If you begin your turn with all four tentacles attached to a creature's head, you can choose to extract its brain and automatically kill it

Telepathy (Su): You can communicate telepathically with any other creature within 100 ft. that has a language.

Familiar: Weasel

Kartak Darmuk: Male Fire Giant Ftr1; Large Giant (Fire); CR 11; HD 15d8+1d10+112; hp 212; Init +1; Spd 30 ft/x3; AC 29, touch 10, flat-footed 28; Base Atk/Grapple +12/+31; Full Atk +30/+25/+20

melee (2d6+25+1d6 (fire);15-20/x2, +3 Flaming Falchion), +26 melee (1d4+15;20/x2, Slam), +12/+7/+2 ranged (2d6+15;20/x2, Rock(Thrown)); Atk +30 melee (2d6+25+1d6 (fire);15-20/x2, +3 Falchion), +26 melee (1d4+15;20/x2, Slam), +12 ranged (2d6+15;20/x2, Rock(Thrown)); SA Rock Throwing (increment 120ft) SQ Cold resistance 10, immunity to fire, rock catching, vulnerability cold; Space/Reach: 10ft/10ft AL CE; SV Fort +18, Ref +6, Will +7; Str 40(+15), Dex 12(+1), Con 24(+7), Int 8(-1), Wis 14(+2), Cha 8(-1);

Skills and feats: Climb¹ +15, Intimidate¹ +4, Jump¹ +15, Spot¹ +6. Combat Reflexes, Improved Critical(Falchion), Power Attack, Cleave, Great Cleave, Weapon Focus(Falchion), Improved Toughness

Possessions: Full plate +3 of cold resistance (10), large falchion +3, bag of rocks

Wapan Geretti: Male Human Bbn5/Ftr4/Rgr2/Rog3; Medium Humanoid; CR 14; HD 3d6+2d8+4d10+5d12+28; hp 114; Init +6; Spd 40 ft/x4; AC 26, touch 12, flat-footed 26; Base Atk +13; Grapple +17; Full Atk +21/+16/+11 melee (2d4+11+1d6(fire)+2d6(humanbane);15-20/x2, +3 Flaming Humanbane Falchion); Atk +21 melee (2d4+11+1d6(fire)+2d6(humanbane);15-20/x2, +3 Flaming Humanbane Falchion); SA Rage, favored enemy (human), combat style (two-weapon fighting), sneak attack +2d6; SQ Fast Movement, uncanny dodge, improved uncanny dodge, trap sense +2, wild empathy, evasion, trapfinding; AL CE; SV Fort +21, Ref +17, Will +9; Str 18(+4), Dex 14(+2), Con 14(+2), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and Feats: Climb¹ +13, Handle Animal +7, Hide¹ +7, Jump¹ +17, Listen¹ +3, Ride¹ +14, Spot¹ +5, Survival¹ +13, Tumble +13. Combat Reflexes, Great Fortitude, Improved Critical(Falchion), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus(Falchion), Weapon Specialization(Falchion), Track

Possessions: Cloak of resistance +5, amulet of natural armor +5, +3 Flaming humanbane falchion, +3 chain shirt

Worldburners

APL 2

(2) World Burner Advance Forces: CR 3; Medium Humanoid; Bbn2/Rog1; HD 1d6+2d12+6; hp 29; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed 14; Base Atk +2; Grp +7; Atk or Full Atk +9 melee (2d4+7 [crit18-20] [x2] masterwork falchion); SA sneak attack +1d6; SQ rage 1/day, fast movement, uncanny dodge; SV Fort +5, Ref +5, Will +2; AL CE; Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Iron Will, Power Attack, Weapon Focus (falchion)

Possessions: masterwork chain shirt, masterwork falchion

Pre-Cast spells: These thugs have all wished for their great strength

World Burner Main Force: CR 5; Medium Humanoid; Bbn2/Rgr2/Ftr1; HD 2d12+2d8+1d10+10; hp 45; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +5; Grp +11; Atk +13 melee (1d6+7 [crit18-20] [x2] +1 scimitar); Full Atk +11 melee (1d6+7 [crit18-20] [x2] +1 scimitar) and +11 melee (1d6+3 [crit 19-20] masterwork shortsword); SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +11, Ref +7, Will +3; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +8, Handle Animal +7, Ride+8, Spot +2, Survival+8. Cleave, Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar)

Possessions: +1 chain shirt, +1 cloak of resistance, +1 scimitar, masterwork short sword.

Pre-Cast spells: These thugs have all wished for their great strength

(2) Medium Fire Elemental; Medium Elemental (Fire, Extraplanar); CR 3; Medium Creature (8' 0" tall); HD 4d8+8; hp 26; Init +7; Spd 50 ft; AC 16 (+3 dex, +3 natural) (T13, FF 13); BAB +3; Grapple +4; Atk or Full Atk +6 melee (1d6+1+1d6 fire [crit 20] [x2], slam); Space/Reach 5 ft./5 ft.; SA

Burn; SQ Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills, Feats: Listen +3, Spot +4; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

(3) Thoqqua; Medium Elemental (Earth, Fire, Extraplanar); CR 2; Medium Creature (1' 0" tall, 4-5' long); HD 3d8+3; hp 16; Init +1; Spd 30 ft, burrow 20 ft; AC 18 (+1 dex, +7 natural) (T11, FF 17); BAB +2; Grapple +4; Atk or Full Atk +4 melee (1d6+3+2d6 fire [crit 20] [x2], slam); Space/Reach 5 ft./5 ft.; SA Heat, burn; SQ Darkvision 60', immunity to fire, tremorsense 60', vulnerability to cold, elemental traits; AL N; SV Fort +4, Ref +2, Will +2; Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10.

Skills, Feats: Listen +5, Move Silently +3, Survival +3; Alertness, Track.

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 if not extinguished sooner. A burning creature can use a full-round action to put out the flame (see *Catching on Fire*, page 303 of the DMG).

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

APL 4

(4) World Burner Advance Forces: CR 3; Medium Humanoid; Bbn2/Rog1; HD 1d6+2d12+6; hp 29; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed 14; Base Atk +2; Grp +7; Atk or Full Atk +9 melee (2d4+7 [crit18-20] [x2] masterwork falchion); SA sneak attack +1d6; SQ rage 1/day, fast movement, uncanny dodge; SV Fort +5, Ref +5, Will +2; AL CE; Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Iron Will, Power Attack, Weapon Focus (falchion)

Possessions: masterwork chain shirt, masterwork falchion

Pre-Cast spells: These thugs have all wished for their great strength

(2) World Burner Main Force: CR 5; Medium Humanoid; Bbn2/Rgr2/Ftr1; HD 2d12+2d8+1d10+10; hp 45; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +5; Grp +11; Atk +13 melee (1d6+7 [crit18-20] [x2] +1 scimitar); Full Atk +11 melee (1d6+7 [crit18-20] [x2] +1 scimitar) and +11 melee (1d6+3 [crit 19-20] masterwork shortsword); SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +11, Ref +7, Will +3; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +8, Handle Animal +7, Ride+8, Spot +2, Survival+8. Cleave, Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar)

Possessions: +1 chain shirt, +1 cloak of resistance, +1 scimitar, masterwork short sword.

Pre-Cast spells: These thugs have all wished for their great strength

(4) Medium Fire Elemental; Medium Elemental (Fire, Extraplanar); CR 3; Medium Creature (8' 0" tall); HD 4d8+8; hp 26; Init +7; Spd 50 ft; AC 16

(+3 dex, +3 natural) (T13, FF 13); BAB +3; Grapple +4; Atk or Full Atk +6 melee (1d6+1+1d6 fire [crit 20] [x2], slam); Space/Reach 5 ft./5 ft.; SA Burn; SQ Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills, Feats: Listen +3, Spot +4; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

(6) Thoqqua; Medium Elemental (Earth, Fire, Extraplanar); CR 2; Medium Creature (1' 0" tall, 4-5' long); HD 3d8+3; hp 16; Init +1; Spd 30 ft, burrow 20 ft; AC 18 (+1 dex, +7 natural) (T11, FF 17); BAB +2; Grapple +4; Atk or Full Atk +4 melee (1d6+3+2d6 fire [crit 20] [x2], slam); Space/Reach 5 ft./5 ft.; SA Heat, burn; SQ Darkvision 60', immunity to fire, tremorsense 60', vulnerability to cold, elemental traits; AL N; SV Fort +4, Ref +2, Will +2; Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10.

Skills, Feats: Listen +5, Move Silently +3, Survival +3; Alertness, Track.

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 if not extinguished sooner. A burning creature can use

a full-round action to put out the flame (see Catching on Fire, page 303 of the DMG).

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

APL 6

(8) World Burner Advance Forces: CR 3; Medium Humanoid; Bbn2/Rog1; HD 1d6+2d12+6; hp 29; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed 14; Base Atk +2; Grp +7; Atk or Full Atk +9 melee (2d4+7 [crit18-20] [x2] masterwork falchion); SA sneak attack +1d6; SQ rage 1/day, fast movement, uncanny dodge; SV Fort +5, Ref +5, Will +2; AL CE; Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Iron Will, Power Attack, Weapon Focus (falchion)

Possessions: masterwork chain shirt, masterwork falchion

Pre-Cast spells: These thugs have all wished for their great strength

(4) World Burner Main Force: CR 5; Medium Humanoid; Bbn2/Rgr2/Ftr1; HD 2d12+2d8+1d10+10; hp 45; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +5; Grp +11; Atk +13 melee (1d6+7 [crit18-20] [x2] +1 scimitar); Full Atk +11 melee (1d6+7 [crit18-20] [x2] +1 scimitar) and +11 melee (1d6+3 [crit 19-20] masterwork shortsword; SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +11, Ref +7, Will +3; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +8, Handle Animal +7, Ride+8, Spot +2, Survival+8. Cleave, Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar)

Possessions: +1 chain shirt, +1 cloak of resistance, +1 scimitar, +1 short sword.

Pre-Cast spells: These thugs have all wished for their great strength

(2) Huge Fire Elemental; Huge Elemental (Fire, Extraplanar); CR 7; Huge Creature (32' 0" tall); HD 16d8+64; hp 136; Init +11; Spd 60 ft; AC 19 (-2 size, +7 dex, +4 natural) (T15, FF 12); BAB +12; Grapple +24; Atk +17 melee (2d8+4+2d8 fire [crit 20] [x2], slam); Full Atk Two +17 melee (2d8+4+2d8 fire [crit 20] [x2], slam); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage Reduction 5/-, Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +9, Ref +17, Will +7; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Skills, Feats: Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

(3) Elite Thoqqua; Large Elemental (Earth, Fire, Extraplanar); CR 6; Large Creature (2' 0" tall, 12-13' long); HD 9d8+45; hp 85; Init +3; Spd 30 ft, burrow 20 ft; AC 21 (-1 size, +3 dex, +9 natural) (T12, FF 18); BAB +6; Grapple +18; Atk or Full Atk +13 melee (1d8+12+3d6 fire [crit 20] [x2], slam); Space/Reach 10 ft./10 ft.; SA Heat, burn; SQ Darkvision 60', immunity to fire, tremorsense 60', vulnerability to cold, elemental traits; AL N; SV Fort +12, Ref +7, Will +4; Str 27, Dex 16, Con 20, Int 8, Wis 12, Cha 8.

Skills, Feats: Listen +11, Move Silently +5, Survival +3; Alertness, Cleave, Power Attack, Track.

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 3d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 19 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 if not extinguished sooner. A burning creature can use a full-round action to put out the flame (see *Catching on Fire*, page 303 of the DMG).

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

APL 8

(2) World Burner Advance Forces: CR 9; Medium Humanoid; Bbn2/Rog3/Ftr4; HD 3d6+2d12+4d10+18; hp 73; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed 14; Base Atk +8; Grp +14; Atk +16 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); Full Atk +16/+11 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); SA sneak attack +2d6; SQ rage 1/day, fast movement, uncanny dodge, trap sense, evasion; SV Fort +13, Ref +10, Will +5; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Cleave, Great Fortitude, Iron Will, Improved Critical (*falchion*), Lightning Reflexes, Power Attack, Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

Possessions: masterwork chain shirt, +1 *falchion*, +1 *cloak of resistance*

Pre-Cast spells: These thugs have all wished for their great strength

World Burner Main Force: CR 11; Medium Humanoid; Bbn2/Rgr3/Ftr6; HD 2d12+3d8+6d10+22; hp 92; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +11; Grp +18; Atk +20 melee (1d6+10 [crit15-20] [x2] +1 scimitar); Full Atk +18/+13/+8 melee (1d6+10 [crit15-20] [x2] +1 scimitar) and +18 melee (1d6+6 [crit 19-20] +1 shortsword); SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +14, Ref +9,

Will +6; AL CE; Str 25, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +14, Handle Animal +12, Ride+8, Spot +8, Survival+8. Cleave, Die-Hard, Endurance, Improved Critical (scimitar), Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Focus (shortsword), Weapon Specialization (scimitar), Weapon Specialization (short sword).

Possessions: +1 *chain shirt*, +1 *cloak of resistance*, *gauntlets of ogre power*, +1 *scimitar*, +1 *short sword*.

Pre-Cast spells: These thugs have all wished for their great strength

(4) Huge Fire Elemental; Huge Elemental (Fire, Extraplanar); CR 7; Huge Creature (32' 0" tall); HD 16d8+64; hp 136; Init +11; Spd 60 ft; AC 19 (-2 size, +7 dex, +4 natural) (T15, FF 12); BAB +12; Grapple +24; Atk +17 melee (2d8+4+2d8 fire [crit 20] [x2], slam); Full Atk Two +17 melee (2d8+4+2d8 fire [crit 20] [x2], slam); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage Reduction 5/-, Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +9, Ref +17, Will +7; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Skills, Feats: Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

(6) Elite Thoqqua; Large Elemental (Earth, Fire, Extraplanar); CR 6; Large Creature (2' 0" tall, 12-13' long); HD 9d8+45; hp 85; Init +3; Spd 30 ft, burrow 20 ft; AC 21 (-1 size, +3 dex, +9 natural) (T12, FF 18); BAB +6; Grapple +18; Atk or Full Atk +13 melee (1d8+12+3d6 fire [crit 20] [x2], slam); Space/Reach 10 ft./10 ft.; SA Heat, burn; SQ Darkvision 60', immunity to fire, tremorsense 60', vulnerability to cold, elemental traits; AL N; SV Fort +12, Ref +7, Will +4; Str 27, Dex 16, Con 20, Int 8, Wis 12, Cha 8.

Skills, Feats: Listen +11, Move Silently +5, Survival +3; Alertness, Cleave, Power Attack, Track.

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 3d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 19 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 if not extinguished sooner. A burning creature can use a full-round action to put out the flame (see Catching on Fire, page 303 of the DMG).

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

APL 10

(4) World Burner Advance Forces: CR 9; Medium Humanoid; Bbn2/Rog3/Ftr4; HD 3d6+2d12+4d10+18; hp 73; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed 14; Base Atk +8; Grp +14; Atk +16 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); Full Atk +16/+11 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); SA sneak attack +2d6; SQ rage 1/day, fast movement, uncanny dodge, trap sense, evasion; SV Fort +13, Ref +10, Will +5; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Cleave, Great Fortitude, Iron Will, Improved Critical (falchion), Lightning Reflexes, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: masterwork chain shirt, +1 *falchion*, +1 *cloak of resistance*

Pre-Cast spells: These thugs have all wished for their great strength

(2) World Burner Main Force: CR 11; Medium Humanoid; Bbn2/Rgr3/Ftr6; HD 2d12+3d8+6d10+22; hp 92; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +11; Grp +18; Atk +20 melee (1d6+10 [crit15-20] [x2] +1 scimitar); Full Atk +18/+13/+8 melee (1d6+10 [crit15-20] [x2] +1 scimitar) and +18 melee (1d6+6 [crit 19-20] +1 shortsword); SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +14, Ref +9, Will +6; AL CE; Str 25, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +14, Handle Animal +12, Ride+8, Spot +8, Survival+8. Cleave, Die-Hard, Endurance, Improved Critical (scimitar), Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Focus (shortsword), Weapon Specialization (scimitar), Weapon Specialization (short sword).

Possessions: +1 *chain shirt*, +1 *cloak of resistance*, *gauntlets of ogre power*, +1 *scimitar*, +1 *short sword*.

Pre-Cast spells: These thugs have all wished for their great strength

(2) Elder Fire Elemental; Huge Elemental (Fire, Extraplanar); CR 11; Huge Creature (40' 0" tall); HD 24d8+96; hp 204; Init +13; Spd 60 ft; AC 25 (-2 size, +9 dex, +8 natural) (T17, FF 16); BAB +18; Grapple +32; Atk +26 melee (2d8+6+2d8 fire [crit 20] [x2], slam); Full Atk Two +26 melee (2d8+6+2d8 fire [crit 20] [x2], slam); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage Reduction 10/-, Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills, Feats: Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4

rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

(12) Elite Thoqqua; Large Elemental (Earth, Fire, Extraplanar); CR 6; Large Creature (2' 0" tall, 12-13' long); HD 9d8+45; hp 85; Init +3; Spd 30 ft, burrow 20 ft; AC 21 (-1 size, +3 dex, +9 natural) (T12, FF 18); BAB +6; Grapple +18; Atk or Full Atk +13 melee (1d8+12+3d6 fire [crit 20] [x2], slam); Space/Reach 10 ft./10 ft.; SA Heat, burn; SQ Darkvision 60', immunity to fire, tremorsense 60', vulnerability to cold, elemental traits; AL N; SV Fort +12, Ref +7, Will +4; Str 27, Dex 16, Con 20, Int 8, Wis 12, Cha 8.

Skills, Feats: Listen +11, Move Silently +5, Survival +3; Alertness, Cleave, Power Attack, Track.

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 3d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 19 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 if not extinguished sooner. A burning creature can use a full-round action to put out the flame (see *Catching on Fire*, page 303 of the DMG).

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

APL 12

(8) World Burner Advance Forces: CR 9; Medium Humanoid; Bbn2/Rog3/Ftr4; HD 3d6+2d12+4d10+18; hp 73; Init +3; Spd 40 ft; AC 17 (+3 Dex, +4 chain shirt) touch 13, flat-footed

14; Base Atk +8; Grp +14; Atk +16 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); Full Atk +16/+11 melee (2d4+12 [crit 15-20] [x2] +1 *falchion*); SA sneak attack +2d6; SQ rage 1/day, fast movement, uncanny dodge, trap sense, evasion; SV Fort +13, Ref +10, Will +5; AL CE; Str 22, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Handle Animal +4, Listen+6, Ride+10, Spot+4, Survival+5, Tumble +3. Cleave, Great Fortitude, Iron Will, Improved Critical (*falchion*), Lightning Reflexes, Power Attack, Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

Possessions: masterwork chain shirt, +1 *falchion*, +1 *cloak of resistance*

Pre-Cast spells: These thugs have all wished for their great strength

(4) World Burner Main Force: CR 11; Medium Humanoid; Bbn2/Rgr3/Ftr6; HD 2d12+3d8+6d10+22; hp 92; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 for +1 chain shirt) touch 13, flat-footed 15; Base Atk +11; Grp +18; Atk +20 melee (1d6+10 [crit15-20] [x2] +1 scimitar); Full Atk +18/+13/+8 melee (1d6+10 [crit15-20] [x2] +1 scimitar) and +18 melee (1d6+6 [crit 19-20] +1 shortsword); SA NA; SQ rage 1/day, fast movement, uncanny dodge, favoured enemy (human), combat style (two weapon), wild empathy; SV Fort +14, Ref +9, Will +6; AL CE; Str 25, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills & Feats: Climb +14, Handle Animal +12, Ride+8, Spot +8, Survival+8. Cleave, Die-Hard, Endurance, Improved Critical (scimitar), Iron Will, Power Attack, Tracking, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Focus (shortsword), Weapon Specialization (scimitar), Weapon Specialization (short sword).

Possessions: +1 chain shirt, +1 *cloak of resistance*, *gauntlets of ogre power*, +1 scimitar, +1 short sword.

Pre-Cast spells: These thugs have all wished for their great strength

(2) Elder Fire Elemental; Huge Elemental (Fire, Extraplanar); CR 11; Huge Creature (40' 0" tall); HD 24d8+96; hp 204; Init +13; Spd 60 ft; AC 25 (-2 size, +9 dex, +8 natural) (T17, FF 16); BAB +18; Grapple +32; Atk +26 melee (2d8+6+2d8 fire [crit 20] [x2], slam); Full Atk Two +26 melee

(2d8+6+2d8 fire [crit 20] [x2], slam); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage Reduction 10/-, Darkvision 60', immunity to fire, vulnerability to cold, elemental traits; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills, Feats: Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size – Small 11, Medium 14, Large 17, Huge 22, Greater 24, Elder 26. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Elemental traits: Immune to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Is not subject to *raise dead*, *reincarnate*, *resurrection*. Does not eat, breathe or sleep.

Possessions: None.

Appendix One: NPCs & Creatures

Belker: Large Elemental (Air, Extraplanar); CR6; HD 7d8+7; 38 hp; Init +5; Spd:30 ft. (6 squares), fly 50 ft. perfect); AC 22, touch 14, flat-footed 17 Base Attack +5; Grapple +11; Atk Wing +9 melee (1d6+2); Full Atk 2 wings +9 melee (1d6+2) and bite +4 melee (1d4+1) and 2 claws +4 melee (1d3+1); Space/Reach 10 ft./10 ft.; SA Smoke claws; SQ Darkvision 60 ft., elemental traits, smoke form; AL NE; Fort +3, Ref +10, Will +2; Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).