

# RETURN TO THE TEMPLE OF ELEMENTAL EVIL UNOFFICIAL ADD-ON: THE EARTH NODE

V I O

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Based on *Return to the Temple of Elemental Evil*  
by Monte Cook

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## INTRODUCTION

It is mentioned on page 137 of the module that, "Depending on the power level of the party, you might wish to alter the adventure so that the cult is much closer to gathering all the princes and freeing Tharizdun. Now the PCs must make their way through all the elemental nodes to find the Orb of Oblivion and stop the Triad's mad plan."

My group of victims, uh, players have been wasting time, Wind Walking all the way to Verbobonc to get True Resurrected, buy equipment, etc., taking a day each way out of the remaining time before the Temple gets their act together and summons Tharizdun, despite my insistence that time's running out.

Because of this, I have decided to take up the challenge and open up the Earth Node.

## WHAT'S DIFFERENT

Lareth the Beautiful should be moved to area 24 of the Earth Node instead of area 29, 30 or 31 of the Recovered Temple or the Fire Node. He should be in possession of the *Orb of Oblivion* instead of Maliskra (Fire Node area 9), as he would have needed it to survive the rigors of the Elemental Plane of Earth during Ogmoch's

summoning. He should also have the *Rod of Force* and the *Rings of Force Armor* (area 21A of the Inner Fane -- the Black Cyst).

The *Elemental Earth Power Gem* is in the *Orb of Oblivion*, which means the Earth Gate (Fire Node area 11) has been activated. Stepping into the Earth Gate will transport up to 8 characters at a time into area 1 of the Earth Node.

The Demon in Fire Node area 8 only possesses the *Elemental Air Power Gem*, hidden in the mouth of one of the hanging corpses, instead of the 3 remaining gems. The water gem is in area 11 of the Earth Node.

## CONDITIONS WITHIN THE NODE

The partial plane containing the Earth Node is near the crushing oppressiveness of the Elemental Plane of Earth.

## ENVIRONMENTAL DAMAGE

The Earth Node is quite hostile to creatures not of the Earth subtype. All such beings within the node suffer 1 point of suffocation damage every minute due to the hanging dust (treat as acid damage). Creatures of the Air subtype are extremely uncomfortable, and those who are made of air (such as elementals) take 2 points of damage each round.

## SPELLCASTING

Spells inappropriate to such a dank, rocky environment are more difficult to cast here. The plane impedes spells of the Air and Electrical types, as well as those summoning elementals of those types.

To cast an impeded spell, the caster must make a successful Spellcraft check (DC15 + spell level). If the check fails, the spell does not take effect, but it is still lost from the caster's memory. If the check succeeds, the spell works normally.

## PHYSICAL LAYOUT

The interior of the place is carved out of dry grey stone and crystals. The tunnels range from jagged crystalline angles to perfectly smooth granite or basalt, and all rock types in between. Corridors have 15-foot ceilings, and rooms 25-foot ceilings, unless stated otherwise.

Due to the extreme amount of dust in the air, all vision is limited to 60'.

## TRAVEL TO AND FROM THE NODE

Anyone possessing either the *Orb of Oblivion* or the *Orb of Silvery Death* with the earth gem set into it can automatically teleport from anywhere within the node to the Earth Gate in the recovered temple. Of course, since that gate has not been uncovered yet (The Second used *Ethereal Jaunt* to activate it), they will be trapped in the uncleared gate room. However, the party will probably be of high enough level that they can go ethereal as well, or perhaps use *Stone Shape* to clear the rest of the passageway. Just use the opposite of the Gate to the Fire Node's hallway as a template if you need it, although the gate room will be in the shape of a triangle, the Earth symbol.

Despite its similarity and "proximity", the Earth Node has no specific connection to the Elemental Plane of Earth. Thus, creatures in the node cannot travel to that Elemental Plane (the home of many of them) without some sort of outside assistance.

## SECURITY/ORGANIZATION

Unless someone from the recovered temple or Fire Node has come to the Earth Node and alerted its residents of an attack, the creatures of the node have no idea whether newcomers are allies or enemies. Characters posing as cult members can get past some of the residents, who do not know the hierarchy of the organization well enough to recognize who is or isn't a cleric (unless otherwise noted).

This is not true for Lareth or Ogremoch, however (see area 24). Lareth recognizes all the doomdreamers who came to the recovered temple/Fire Node (+3 bonus on Spot checks to see through a disguise) and is difficult to bluff (Sense Motive +7). Ogremoch knows on sight whether someone is a worshiper of the Elder Elemental Eye/Tharizdun.

All creatures inside the node obey the commands of Ogremoch out of fear, and they defend him when he is threatened.

## EARTH NODE KEY

Many of the areas are currently empty, although there may be more inhabitants if that is appropriate to your campaign.

## 1. ARRIVAL (EL13)

Your boots sink a little into the coarse sand floor of this large, 50-foot-high, skull-shaped room. Its grey stone walls are barely discernible through the dusty haze.

Creatures transporting in from the Earth Gate in the Fire Node or the recovered temple appear in the center of this room.

**Creatures:** Ssthrach, a female adult blue dragon, is hiding under the sand in the south part of this room, ready to attack intruders. She has been told only to allow Lareth entry, who she recognized by his damaged face.

**Adult Blue Dragon:** hp 244; see Appendix.

**Tactics:** Due to her hiding place, blindsight and keen senses, Ssthrach will attack with surprise unless any of the characters can beat her modified Hide DC of 30 (10 + distance and sand coverage circumstance bonus +10; taking 10 = 30). After bursting out of her hiding place and using an initial breath to catch as many of the adventurers while they are still in the center of the chamber, she will hover, kicking up the ambient dust to blind and choke the party. She will use the resulting chaos in conjunction with her ventriloquism and mimic voice abilities to further confuse the party, making them think they are being attacked by several creatures, or even using the party's own voices, if she hears them at any time during the encounter.

## 2, 3, 4. EMPTY ROOMS

This room is empty.

## 5. GATE TO THE FIRE NODE

An eight-pointed, diamond shape is set into the floor within this chamber. The walls show huge but crude murals of burning stones falling from the night sky, destroying a city.

Standing in the diamond shape will transport up to eight characters at a time into the middle of the Fire Node.

## 6, 7, 8, 9. EMPTY ROOMS

This room is empty.

## 10. HALF-EARTH ELEMENTAL ATHACHS (EL14)

The dusty air smells harsh and bitter as you enter this chamber. Six pallets are strewn about haphazardly, and a fire in the center of the area gives enough light to see the hulking, multi-armed shapes that occupy it.

**Creatures:** Six Half-Earth Elemental Athachs live here. They are a recent experiment by Ogmoch to bolster their natural ferociousness with Earth Elemental durability.

**Half-Earth Elemental Athachs (6):** hp 155, 156, 158, 165, 170, 185; see Appendix.

**Tactics:** These vicious creatures will attack anything non-earth that approaches. Half of the Athachs will rush to mob the party as they enter. The other half will activate their *Iron Body* and/or *Stoneskin* abilities before doing the same. If it looks like the party might try to retreat, the Athachs will use their *Wall of Stone* ability to block off the exit.

**Treasure:** 100 pp, seven 500 gp violet garnets, two brass mugs with jade inlays (each 350 gp), a silver ewer (55 gp), a sapphire pendant on a gold chain (1750 gp), two silver-plated steel longswords with jet jewel in the hilts (each 550 gp), and a cloth of gold vestments (105 gp).

## II. RUKARAZYLL (ELI4)

This chamber is resplendent with beautiful wall tapestries, fine oak furnishings and a brilliant, rotating globe that floats near the ceiling, illuminating the area with a scintillating effect. Unlike the rest of the Earth Node, you actually feel comfortable here, the dust in the air having thinned to a reasonable level.

A small man approaches you from where he was sitting in a cozy-looking chair in the far corner of the room.

He greets you warmly: "Welcome, my friends! Welcome!"

**Creatures:** A Rukarazyll makes its temporary home here, disguised as a humanoid merchant.

**Rukarazyll:** hp 111; see *Monster Manual II* pg. 181.

**Tactics:** This setup is a trap for the unwary. The Rukarazyll has been instructed to do as much damage to interlopers as possible, and it relishes the idea. Using *Alter Self* to pose as a charismatic, homogenous merchant (he appears to be from several different racial strains, including gnome, elven and human), the Rukarazyll attempts to get the party further inside the chamber, where the *Dazzle Sphere* can do its work. He will attempt to shake hands with adventurers as he greets them, beginning its fungal infestation attack on the unknowing adventurers.

The "merchant" will show his wares to the party, even offering free samples of his "healing ointment" to visibly injured characters, which will give him additional chances to infest the party. He will focus on obvious clerics with his more deadly items in order to neutralize them, or more specifically, their *cure disease* spells.

He has the following items for sale:

*Bracers of armor +5* (actually *Bracers of Defencelessness*) - asking 30,000 gp

*Cloak of Etherealness* (actually a *Cloak of Poisonousness*) - asking 45,000 gp

*Crystal Ball with Telepathy* (actually a *Crystal Hypnosis Ball* that puts the user under Ogmoch's suggestive control) - asking 60,000 gp

*Ointment of Healing* (supposedly an ointment-based application of the *Heal* spell, free offers of this ineffective gunk gives the Rukarazyll the chance to touch the characters, infesting them with its fungal attack.

*Robe of the Archmagi, White* (actually a *Robe of Powerlessness*) - asking 70,000 gp

*Scarab of Protection* (actually a *Scarab of Death*) - asking 34,000 gp

If the Rukarazyll thinks there are invisible beings nearby, it will light the *Lantern of Revealing*.

Once found out, the Rukarazyll will try to infest as many of the adventurers as it can, using *Tumble* to reach those that back off. *Wall of Thorns* should keep powerful warriors of its back as it goes, and *Teleport Without Error* will provide a hasty retreat if things start to go badly.

*Dazzle Sphere:* This item is a sparkly, glowing sphere approximately 1.5' (0.5m) across, and is designed to float near a horizontal surface like a ceiling (must be at least 15' above the floor). Once in place and mentally commanded (100' range) by the user, the last being to touch it, it spins slowly, casting bright patterns of light about the area (think of a disco ball). The effect of these lights is insidious. The user is unaffected, but others within 25' will feel comfortable to be there, and must make a Will save (DC 15) or accept a *suggestion* from the user. Additional saves must be made each minute that the characters remain within range, with the DC increasing by 1 each time.

**Treasure:** 2,000 pp, 16 violet garnets (500 gp each), *Rod of Flame Extinguishing* and a *Lantern of Revealing*.

The *Water Elemental Power Gem* is hidden within the *Dazzle Sphere*. If anyone handles the *sphere* they will may (Listen DC 15) hear it rattling about inside. Unfortunately, the *sphere*

has to be damaged beyond repair in order to remove the gem.

**Ad Hoc XP Adjustment:** Because of mind-influencing effects of the Dazzle Sphere, award an additional 10% experience points for all creatures defeated in this area.

## 12. DRAGON HOARD

A pile of treasure makes its home in the center of this odd-shaped area.

This is Ssthrak's treasure hoard.

**Treasure:** 6,000 gp, 17 deep blue spinels (500 gp each), *Chain shirt +2 of Silent Moves and Shadow*, *potion of hiding*, *arcane scroll of unseen servant*, *burning hands*, and *spectral hand*, *arcane scroll of misdirection*, and *enlarge*, *buckler +1*, *ring of warmth*.

## 13. 14. EMPTY ROOMS

This room is empty.

## 15. ELDER EARTH ELEMENTAL (EL II)

This chamber is huge, the far end stretching out of sight. Boulders of all shapes and sizes are strewn about the area. The air hangs heavy, as if holding its breath, waiting.

**Creatures:** An Elder Earth Elemental rests in the far chamber, appearing to be a pile of boulders. In addition, an Earth Mephit makes its home in a hole in the ceiling, close to the entrance. Unless players specifically say they are looking up, they will not notice this camouflaged entrance.

**Elder Earth Elemental:** hp 225; see Monster Manual pg. 82.

**Earth Mephit:** hp 18; see Monster Manual pg. 132.

**Tactics:** The Elemental is one of Ogmoch's favorites, and values its privacy. It will attack anyone who approaches, except Ogmoch or the Mephit.

Once the Mephit hears the Elemental attack anything, it will fly to above the entrance. There it has prepared the roof to collapse, which will take 2 full rounds to implement. Adventurers may see the Mephit when it moves, but since they are probably going to be distracted by the huge rocky thing bearing down on them, the Spot DC of the Mephit will be 25 (don't forget about the 60' sight limit in this Node!). After the Mephit's first round trying to collapse the entrance, a Listen check of 15 will reveal its

presence, and the DC of spotting it will return to normal.

Once collapsed, the entrance will take 6 man-minutes (1 person 6 minutes, or 6 people 1 minute) to clear enough debris for a medium-sized being to get through.

**Treasure:** If the adventurers manage to get into the Mephit's hidey-hole, they will find 400 gp.

**Ad Hoc XP Adjustment:** Because of the cave-in blocking a quick retreat, award an additional 10% experience points for all creatures defeated in this area.

## 16. 17. EMPTY ROOMS

This room is empty.

## 18. STONE GIANTS (EL 14)

This chamber is long, stretching almost to the limits of your vision. However, you can see signs of habitation: a tanned hide scroll, some large rough jewelry, and boulders arranged into piles.

**Creatures:** 8 Stone Giants make their temporary home here.

**Stone Giants (8):** hp 115, 116, 118, 119, 119, 120, 120, 122. See Monster Manual pg. 98.

**Tactics:** These giants were conscripted into Ogmoch's forces, but aren't enthusiastic about it. If the adventurers do not threaten them they will parley, revealing the limited information they know of the Node: There's a Blue Dragon in the center chamber, and they were told to stay away from the Southeast corner of the Node, though they do not know why (it's actually because the Athachs hate giants).

**Treasure:** *Ring of Protection +2*, *Wand of Charm Person (21 charges)*, *potion of vision*, and a divine scroll of *remove curse*, *shillelagh*, *cure moderate wounds*, and *barkskin*.

## 19. GATE TO THE WATER NODE

This long chamber has murals running along its walls depicting houses, people and cattle being engulfed by powerful mudslides. At the far end of the chamber a large blue-green square is set into the floor.

If the Water Node were accessible, standing in the square would transport up to eight characters at a time into that node. Now, however, doing this accomplishes nothing.

## 20. MARILITH (CR 17)

Darkness encompasses this area, making it impossible to tell what is within.

**Creature:** A Marilith resides here. It has been promised it will lead Ogremoch's forces into the coming battle after Tharizdun is freed.

**Marilith (demon):** hp 90. See Monster Manual pg. 42.

**Tactics:** The Marilith keeps its *Darkness* in effect near the chamber entrance at all times -- it doesn't trust the inhabitants of the Node. The demon constantly has *detect good*, *detect law*, *detect magic*, *magic circle against good*, *magic weapon* on its 4 nonmagic weapons, *see invisibility* and *unholy aura* activated at all times (they're all "at will" abilities).

In combat the Marilith will open up with *Unholy Blight*, following up with melee. If things go badly it will attempt to summon a Nalfeshnee (50% chance).

**Treasure:** 7,000 gp, silver-plated steel longsword with jet jewel in hilt (550 gp), string necklace of small pink pearls (3,500 gp), 3 silver chalices with lapis lazuli gems (105 gp each), old masterpiece painting (1,400 gp), 2 brass mugs with jade inlays (350 gp each), silver ewer (55 gp), 2 10 lb. solid gold idols (700 gp each), 7 deep blue spinels (500gp each), *ring of feather falling*, *Heavy Mace +1 of Mighty Cleaving and Disruption*, *Dwarven Waraxe +3*.

An intelligent ring is hidden in a small hole in the wall (Search DC 28 to find):

**Thavien:** an intelligent *ring of the ram* (12 charges; *Speech*, *Telepathy*; *Int* 14, *Wis*17, *Cha* 15; *LG*; *Powers*: *Spider Climb* 20 minutes 1/day, *Detect secret doors at will*, *Detect evil at will*, *Summon Monster III* 1/day, *Magic missile* (3 missiles) 6 times/day; *Special purposes*: *Hold Monster* (DC14, 1d4 rounds) vs. *divine spellcasters and servants of Tharizdun*, *Blindness* (DC 12, d26 rounds) vs. *non-spellcasters*; *Ego* 28),

## 21. EMPTY ROOM

This room is empty.

## 22. ELDER XORN TRAP (EL10)

A light breeze is felt from the North. This chamber is empty.

**Creatures:** Two Evil Elder Xorn are hiding 10' under the floor in the center of this chamber, utilizing their tremorsense to determine if intruders are above. They have been informed that no visitors are to be admitted, so will attack anyone above.

**Elder Xorn (2):** hp 128, 130. See Monster Manual pg. 187.

**Tactics:** The Xorn will wait for the first adventurers to pass, attacking those in the rear (usually spellcasters).

## 23. GATE TO THE AIR NODE

Rock formations carved to look like rampaging dust devils surround a white-and-silver circle, 8 feet across. A light breeze swirls around this chamber.

If the Air Node were accessible, standing in the circle would transport up to eight characters at a time into that node. Now, however, doing this accomplishes nothing.

## 24. THRONE OF OGREMOCH (EL17)

This huge chamber stretches 50 feet high and the far wall is beyond your sight. A low rumbling sound reverberates through your very bones.

**Creatures:** The rumbling sound is Ogremoch, retiring on his mountainous throne and conversing with Lareth the Beautiful about his part in the freeing of Tharizdun.

Ogremoch looks like an unfinished bipedal humanoid standing about 32 feet tall. His eyes are deep, inset, and dark and his mouth is the same. He has no apparent nose or ears. Ogremoch's arms end in unfinished hands and his legs end in unfinished feet.

**Ogremoch:** hp 399. See Appendix.

**Lareth the Beautiful:** hp 94. See Appendix.

**Tactics:** If the battle with the Elder Xorn caused enough noise, then Lareth has had time to cast *Shield of Faith* and *Protection from Good* on himself. He already has *Bull's Strength* and *Endurance* cast on himself (see Appendix). Ogremoch will attempt to *Flesh to Stone* any obvious enemy clerics (*Harm* can bring even him low) before entering melee. He will attempt to Sunder any weapon that is powerful enough to hurt him. Lareth has the *Rod of Force* and *Orb of Oblivion* with the *Elemental Power Gems* of Fire and Earth, and will utilize the latter's *Flame Strike* ability along with the former's *Blast of Force* and *Wall of Force*. If there is a particularly bothersome adventurer in range, he will use *Dismissal* to send them back to the Prime Material Plane. If pushed into melee, he will use the *Rod of Force's* blade.

**Treasure:** If broken down into rubble, the throne is comprised of 10,000 gp, 1,600 pp, and 36 blue star sapphires (1,000 gp each).

## APPENDIX: NPC STATISTICS

**Half-Earth Elemental Athach:** CR 9; Huge Outsider; HD 14d8+98 (161 hp); Init +0; Spd 50 ft.; AC 22 (touch 12, flat-footed 21); Atk +14/+9 melee (2d6+10, huge club) and +14 melee (2d6+5, 2 huge clubs) and +16 melee and poison (2d8+5, bite) or +7/+2 ranged (2d6+10, rock) and +5 ranged (2d6+2, 2 rocks).; Face/Reach: 10 ft. by 10 ft./15 ft.; SQ Half-elemental abilities, immune to disease, immune to earth effects, +4 bonus on saves against poison; AL CE; SV Fort +11, Ref +4, Will +10; Str 31, Dex 10, Con 25, Int 7, Wis 12, Cha 6.

*Skills and Feats:* Climb +18, Jump +18, Listen +7, Spot +7; Multiattack, Multidexterity, Multiweapon Fighting.

**Half-Elemental Abilities (Sp):** 1/day--*magic stone, soften earth and stone, stone shape, spike stones, wall of stone, stonewalk, iron body* (all as Sor14), DC = 11 + spell level.

**Poison (Ex):** Bite, Fortitude save (DC 22); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary strength.

*Possessions:* 3 huge clubs.

**Lareth the Beautiful, the Champion of Elemental Evil:** Male human Clr8; CR 9; Medium-size humanoid (human); HD 8d8+24; hp 68 (94 with *endurance*); Init +7; Spd 30 ft; AC 18 (touch 13, flat-footed 11); Atk +11/+6 melee (+13/+8 with *bull's strength*) (1d8+7, *rod of force* [*treat as +1 brilliant energy longsword*]) (1d8+9 with *bull's strength*); SA Rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +9 (+12 with *endurance*), Ref +5, Will +9; Str 18 (22 with *bull's strength*), Dex 17, Con 17 (22 with *endurance*), Int 9, Wis 19, Cha 6.

*Skills and Feats:* Concentration +8, Diplomacy +4, Knowledge (religion) +4, Spellcraft +5; Combat Casting, Improved Initiative, Power Attack, Weapon Focus (quarterstaff).

**Insanity (Ex):** Insanity score 3. Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

*Spells Prepared* (6/7/6/4/3; base DC = 16 + spell level): 0--*detect magic, guidance, inflict minor wounds, light, read magic, resistance*; 1st--*bane, cause fear, divine favor, doom, protection from good\**, *sanctuary, shield of faith*; 2nd--*bull's strength* (already cast), *death knell, endurance* (already cast), *Tharizdun's touch\** (3); 3rd--*blast of force, dispel magic, invisibility*

*purge, rage\**, *searing light*; 4th--*confusion\**, *dismissal, greater magic weapon, poison*.

\*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Evil (cast evil spells at 8th level); Madness (1/day add Insanity score to Wis-based roll).

*Possessions:* *Rod of Force, Rings of Force Armor, Bracers of armor +1, cloak of arachnida, masterwork quarterstaff.*

**Ogremoch, the Prince of Evil Earth:** CR 17; Gargantuan Elemental (Earth); HD 38d8+228 (399 hp); Init +4; Spd 20 ft.; AC 31 (touch 6, flat-footed 31); Atk +38/+33/+28/+23 melee (2d12+19, slam); Face/Reach: 20 ft by 20 ft/20 ft; SA Spell-like abilities, earth mastery, push, summon earth creatures; SQ Damage Reduction 15/+3, SR 20, elemental, fire resistance 20, and acid, cold and electricity resistance 5; AL NE; SV Fort +27, Ref +12, Will +16; Str 37, Dex 10, Con 23, Int 20, Wis 18, Cha 18.

*Skills and Feats:* Concentration +18, Intimidate +19, Knowledge (the planes) +12, Listen +29, Spot +29; Blind-Fight, Cleave, Combat Casting, Empower Spell, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Maximize Spell, Power Attack, Sunder, Weapon Focus (slam).

**Spell-like Abilities:** 3/day--*flesh to stone, move earth*, and *wall of stone* (20 hp per inch of thickness); 1/day--*earthquake*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

**Earth Mastery (Ex):** Ogremoch gains a +1 attack and damage bonus if both he and his foe touch the ground. If an opponent is airborne or waterborne, he suffers a -4 penalty to attack and damage (these modifiers are not included in the stat block).

**Push (Ex):** Ogremoch can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Master, above, also apply to his opposed Strength checks.

**Summon Earth Creatures (Sp):** Once per day, Ogremoch can automatically summon 2d4 Medium-size or smaller earth elementals, 1d3 Large or Huge earth elementals, or 1d4 average or elder xorn (of evil alignment).

**Elemental:** Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

(Ogremoch's stats and description were obtained from [www.enworld.org/cc/converted/elemental/ogremoch.htm](http://www.enworld.org/cc/converted/elemental/ogremoch.htm)).

**Ssthrach:** Female Adult Blue Dragon; CR 13; Huge dragon (earth); HD 21D12+105; hp 244;

Init +4; Spd. 40 ft., fly 150 ft. (poor), burrow 20 ft.; AC 28 (touch 8, flat-footed 28); Atk +27 melee (2d8+8, bite) and +23 melee (2d6+4/19-20, 2 claws) and +22 melee (1d8+4, 2 wings) and +22 melee (2d6+12, tail slap), or +27 melee (2d8+12, crush); Face/Reach 10 ft. by 20 ft./10 ft.; SA Breath weapon, frightful presence; SQ Blindsight 180 ft., damage reduction 5/+1, immune to *sleep* and paralysis, keen senses, 3/day--*ventriloquism*; SR 21; AL LE; SV Fort +17, Ref +12, Will +15; Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

*Skills and Feats:* Bluff +8, Concentration +8, Diplomacy +3, Escape Artist +10, Hide +10, Listen +25, Search +13, Spellcraft +24, Spot +25; Alertness, Hover, Improved Critical (claw), Improved Initiative, Snatch, Weapon Focus (claw).

**Breath Weapon (Su):** 100-ft. line of lightning, 12d8 points of electrical damage, Ref save DC 25 half.

**Frightful Presence (Ex):** 180-ft. range; creatures must succeed at a Will save (DC 23) or become panicked for 4d6 rounds (if 4 or less HD) or become shaken for 4d6 rounds (5 HD or more).

**Crush (Ex):** Ssthras's crush attack is effective only against opponents who are Small size or smaller. It affects all such opponents that fit under its body, and they must succeed at a Ref save (DC 25) or be pinned, taking 2d8+12 points of bludgeoning damage during the next round unless Ssthras moves off them. If Ssthras chooses to maintain the pin, treat it as a normal grapple attack. Pinned creatures take crush damage each round if they don't escape.

**Snatch (Ex):** If Ssthras hits a Tiny or smaller opponent with a claw attack or a Small or smaller foe with a bite attack, it can attempt to start a grapple as a free action. While grappling, it automatically does claw or bite damage (as appropriate) each round. If Ssthras doesn't move and takes no other action in combat, it deals double bite damage to the snatched creature. A snatched creature gets no saving throw against Ssthras's breath weapon.

**Keen Senses (Ex):** Includes darkvision 600 ft.

*Spells Known (6/7/5; base DC = 13 + spell level):* 0--*arcane mark, detect magic, ghost sound, mage hand, open/close, read magic; 1st--alarm, cure light wounds, grease, mage armor, true strike; 2nd--cure moderate wounds, fog cloud, see invisibility.*

*Revision History:*

v0.9 (March 11, 2003) - First public release. I've most likely missed something somewhere...

v1.0 (March 16, 2003) - I had forgotten Lareth's Skills and Feats, and I increased his level by 1 (experience gained after being chosen). Also adopted several suggestions and fixes from the MonteCook.com Discussion Boards (thanks gang!).

