

## Armies of Flame (Subtier 12-13)

| NPC                   | Init | F/R/W   | AC/T/FF  | CMB/CMD/FF | Attacks/Notes                                                                                                       | hp/defenses        |
|-----------------------|------|---------|----------|------------|---------------------------------------------------------------------------------------------------------------------|--------------------|
| Avalanche<br>Legion 1 | 3    | 17/4/12 | 25/9/25  | +28/37/37  | troop (4d6+12), avalanche (end space = 2d6+6 extra)<br>volley (4 100 ft. lines, 4d8 b, DC 19 Ref for 1/2)           | 168<br><br>DR 10/— |
| Avalanche<br>Legion 2 | 3    | 17/4/12 | 25/9/25  | +28/37/37  | troop (4d6+12), avalanche (end space = 2d6+6 extra)<br>volley (4 100 ft. lines, 4d8 b, DC 19 Ref for 1/2)           | 168<br><br>DR 10/— |
| Pyroclasm<br>Legion 1 | 3    | 9/19/12 | 26/20/16 | +24/44/34  | troop (4d6+8+4d6 burn R22)<br>flame jet +25 touch (6d6+4d6 burn R22)<br>fire aura 3d6/6d6 R22 or catch fire as burn | 152<br><br>DR 10/— |
| Pyroclasm<br>Legion 2 | 3    | 9/19/12 | 26/20/16 | +24/44/34  | troop (4d6+8+4d6 burn R22)<br>flame jet +25 touch (6d6+4d6 burn R22)<br>fire aura 3d6/6d6 R22 or catch fire as burn | 152<br><br>DR 10/— |

Any character passing over a fissure or ending their turn adjacent in a fissure takes 2d6 points of fire damage. Each crevasse is 10 feet deep (Climb DC 20), and creatures who fall in take damage from immersion in lava.

On the sixth round of combat, the ground shudders from a tremendous quake, and each magma rift erupts in a shower of ash, flames, and smoke. Creatures within 10 feet of any rift each take 6d6 points of fire damage and are blinded for 1d4 rounds. Succeeding at a DC 22 Reflex save halves this damage and negates this blindness.

## Armies of Flame (Subtier 14-15)

| NPC                | Init | F/R/W    | AC/T/FF  | CMB/CMD/FF                                         | Attacks/Notes                                                                                                                                       | hp/defenses    |
|--------------------|------|----------|----------|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Avalanche Legion 1 | 3    | 17/4/12  | 25/9/25  | +28/37/37                                          | troop (4d6+12), avalanche (end space = 2d6+6 extra) volley (4 100 ft. lines, 4d8 b, DC 19 Ref for 1/2)                                              | 168<br>DR 10/— |
| Avalanche Legion 2 | 3    | 17/4/12  | 25/9/25  | +28/37/37                                          | troop (4d6+12), avalanche (end space = 2d6+6 extra) volley (4 100 ft. lines, 4d8 b, DC 19 Ref for 1/2)                                              | 168<br>DR 10/— |
| Pyroclasm Legion 1 | 3    | 9/19/12  | 26/20/16 | +24/44/34                                          | troop (4d6+8+4d6 burn R22)<br>flame jet +25 touch (6d6+4d6 burn R22)<br>fire aura 3d6/6d6 R22 or catch fire as burn                                 | 152<br>DR 10/— |
| Pyroclasm Legion 2 | 3    | 9/19/12  | 26/20/16 | +24/44/34                                          | troop (4d6+8+4d6 burn R22)<br>flame jet +25 touch (6d6+4d6 burn R22)<br>fire aura 3d6/6d6 R22 or catch fire as burn                                 | 152<br>DR 10/— |
| Ancient Magma      | 3    | 18/12/10 | 31/7/31  | +33/42/42<br>(+4 CMB +2 CMD to bull rush, overrun) | 2 slams +29 (3d8+9/19-20 burn), I. Vital Strike burn (3d8 R24)<br>breath weapon (60 ft. cone, 15d6 fire and glitterdust, R22 for half/negate blind) | 231<br>DR 10/— |

Any character passing over a fissure or ending their turn adjacent in a fissure takes 2d6 points of fire damage. Each crevasse is 10 feet deep (Climb DC 20), and creatures who fall in take damage from immersion in lava.

On the sixth round of combat, the ground shudders from a tremendous quake, and each magma rift erupts in a shower of ash, flames, and smoke. Creatures within 10 feet of any rift each take 6d6 points of fire damage and are blinded for 1d4 rounds. Succeeding at a DC 25 Reflex save halves this damage and negates this blindness.

## Kanindiron's Gate (Subtier 12-13)

| NPC              | Init | F/R/W                      | AC/T/FF  | CMB/CMD/FF                 | Attacks/Notes                                                                                                                                         | hp/defenses                                                       |
|------------------|------|----------------------------|----------|----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
| Azhghazara       | +4   | 17/19/14<br>immune<br>fire | 28/14/20 | +32/50/42                  | 2 t +24 (2d6+8/19-20 + 1d6 f), b +24 (2d8+8 + 1d6 f)<br>fs ○○○○, heal ○○○○, gdm ○○○○, qwof ○○○○<br>shroud of flame (20 ft., 4d6, R25)                 | 210<br>DR 15/evil, regen 10<br>(cold or good),<br>vulnerable cold |
| Vorvirex         | +5   | 10/8/10                    | 26/10/25 | +17/28/27 (+4<br>vs. trip) | wpa b +12 (2d6+16/19-20 + 3d6f), 2 c +12 (1d8+11<br>+3d6f), ts +10 (1d8+16 + 3d6f), 2 w +10 (1d6+5 +<br>3d6f), VS, bw (40 ft cone, 6d8 neg, R18 half) | 104<br>DR 5/—                                                     |
| Cinderghost<br>1 | +4   | 10/7/8                     | 20/20/15 | +10/26/21                  | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                      | 85<br>incorporeal, fast heal 5                                    |
| Cinderghost<br>2 | +4   | 10/7/8                     | 20/20/15 | +10/26/21                  | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                      | 85<br>incorporeal, fast heal 5                                    |
| Cinderghost<br>3 | +4   | 10/7/8                     | 20/20/15 | +10/26/21                  | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                      | 85<br>incorporeal, fast heal 5                                    |
| Cinderghost<br>4 | +4   | 10/7/8                     | 20/20/15 | +10/26/21                  | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                      | 85<br>incorporeal, fast heal 5                                    |

## Kanindiron's Gate (Subtier 14-15)

| NPC           | Init | F/R/W    | AC/T/FF  | CMB/CMD/FF                                  | Attacks/Notes                                                                                                                                                                                                                 | hp/defenses                                     |
|---------------|------|----------|----------|---------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------|
| Nairoth       | +2   | 14/11/19 | 31/10/29 | +31/41/39 (+4 CMB/ +2 CMD to disarm, sunder | 2 c +27 (3d6+14/19-20 + 3d6 fire + 4d6 cold)<br>wpa 2 c +23 (3d6+22/19-20 + 3d6 fire + 4d6 cold)<br>coc ○ fod ○ ps ○ summon ○ confusion ○○○<br>haste ○○○ hm ○○○ invis ○○○ qub ○○○<br>fear gaze (cower 1rd, 30ft. W25 negates) | 241<br><br>DR 15/good&silver<br>DR 5/—<br>SR 27 |
| GShadow 1     | +5   | 5/8/7    | 18/18/12 | +11/24/18                                   | i touch +11 (1d8 Str) channel resistance +2                                                                                                                                                                                   | 58, incorporeal                                 |
| GShadow 2     | +5   | 5/8/7    | 18/18/12 | +11/24/18                                   | i touch +11 (1d8 Str) channel resistance +2                                                                                                                                                                                   | 58, incorporeal                                 |
| GShadow 3     | +5   | 5/8/7    | 18/18/12 | +11/24/18                                   | i touch +11 (1d8 Str) channel resistance +2                                                                                                                                                                                   | 58, incorporeal                                 |
| GShadow 4     | +5   | 5/8/7    | 18/18/12 | +11/24/18                                   | i touch +11 (1d8 Str) channel resistance +2                                                                                                                                                                                   | 58, incorporeal                                 |
| Vorvirex      | +5   | 13/9/13  | 30/8/30  | +24/34/34 (+4 vs. trip)                     | wpa b +16 (2d6+22/19-20 + 3d6f), 2 c +16 (1d8+15 +3d6f), ts +14 (1d8+22 + 3d6f), 2 w +14 (1d6+7 + 3d6f), VS, bw (50 ft cone, 10d8 neg, R21 half)<br>frightful presence (150ft. DC21)                                          | 157<br><br>DR 5/—<br>SR 25                      |
| Cinderghost 1 | +4   | 10/7/8   | 20/20/15 | +10/26/21                                   | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                                                                                              | 85<br>incorporeal, fast heal 5                  |
| Cinderghost 2 | +4   | 10/7/8   | 20/20/15 | +10/26/21                                   | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                                                                                              | 85<br>incorporeal, fast heal 5                  |
| Cinderghost 3 | +4   | 10/7/8   | 20/20/15 | +10/26/21                                   | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                                                                                              | 85<br>incorporeal, fast heal 5                  |
| Cinderghost 4 | +4   | 10/7/8   | 20/20/15 | +10/26/21                                   | i touch +11 (1d8 + heat + F19 or 1d8 Con dmg)<br>heat (3d6 fire)                                                                                                                                                              | 85<br>incorporeal, fast heal 5                  |

## Magma Caverns (Subtier 12-13)

| NPC                | Init | F/R/W                                           | AC/T/FF  | CMB/CMD/FF | Attacks/Notes                                                                                                                                      | hp/defenses                                   |
|--------------------|------|-------------------------------------------------|----------|------------|----------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------|
| Sakriska           | +13  | 14/19/8<br>immune<br>fire, mythic<br>i will     | 32/19/21 | +26/47/36  | 2 s +23 (2d8+8+burn), burn (2d10, R22)<br>shroud of flame (15ft, 2d6 f, R22)<br>frightful presence (60ft. W18)<br>mythic power (surge +1d8) ○○○○○○ | 202<br>DR 10/—                                |
| Burning Stranger 1 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot      | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |
| Burning Stranger 2 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot      | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |
| Burning Stranger 3 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot      | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |

## Magma Caverns (Subtier 14-15)

| NPC                | Init | F/R/W                                           | AC/T/FF  | CMB/CMD/FF | Attacks/Notes                                                                                                                                     | hp/defenses                                   |
|--------------------|------|-------------------------------------------------|----------|------------|---------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------|
| Sakriska           | +13  | 14/19/8<br>immune<br>fire, mythic<br>i will     | 32/19/21 | +26/47/36  | 2 s +23 (2d8+8+burn), burn (2d10, R22)<br>shroud of flame (15ft, 2d6 f, R22)<br>frightful presence (60ft. W18)<br>mythic power (surge +1d8) ○○○○○ | 202<br>DR 10/—                                |
| Kefitak            | +13  | 14/19/8<br>immune<br>fire, mythic<br>i will     | 32/19/21 | +26/47/36  | 2 s +23 (2d8+8+burn), burn (2d10, R22)<br>shroud of flame (15ft, 2d6 f, R22)<br>frightful presence (60ft. W18)<br>mythic power (surge +1d8) ○○○○○ | 202<br>DR 10/—                                |
| Burning Stranger 1 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot     | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |
| Burning Stranger 2 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot     | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |
| Burning Stranger 3 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot     | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |
| Burning Stranger 4 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot     | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |
| Burning Stranger 5 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot     | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |
| Burning Stranger 6 | +9   | 9/12/13<br>immune<br>fire, channel<br>resist +4 | 23/19/17 | +14/33/27  | wda pr +14/+9/+4 (1d10+7/19-20/x4 + 3d6 fire)<br>s's shot +14 (1d10+7/19-20/x4 + 3d6 fire + 6d6)<br>fear aura (10ft. W21)<br>point-blank shot     | 127<br>DR 5/—<br>DR 10/bludgeoning &<br>magic |

## D8. Kandirion's Forge (Subtier 12-13)

| NPC     | Init     | F/R/W           | AC/T/FF                   | CMB/CMD/FF               | Attacks/Notes                                                                                                                                                                                                                                     | hp/defenses                                                                                                 |
|---------|----------|-----------------|---------------------------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| Aevarut | +15<br>M | 16/12/16        | 33/21/28<br>+4 vs.<br>AoO | +28/50/45<br>+4 vs. trip | vspa slam +21 (+5?) (6d6+72 plus erasure W26)<br>pa 2 slam +21 (+6?) (2d6+24 plus erasure W26)<br>ravages of time (30 ft., F26)<br>mythic power (surge +1d10) ○○○○○○○○<br>fom, fom, fom, h, h, h, ps, ps, ps, qs, qs, qs, dl, g, ts               | 278, regen<br>DR 10/chaotic & epic<br>SR 31, blur                                                           |
| UPA 1   | +8       | 11/15/22<br>IIW | 27/15/22<br>+4 vs.<br>AoO | +21/36/31                | +1al +22/+17/+12 (1d8+11/x3 + 2d6 vs. chaotic)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing<br>3 <sup>rd</sup> : ○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○○○; eft: ○ | 152, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| UPA 2   | +8       | 11/15/22<br>IIW | 27/15/22<br>+4 vs.<br>AoO | +21/36/31                | +1al +22/+17/+12 (1d8+11/x3 + 2d6 vs. chaotic)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing<br>3 <sup>rd</sup> : ○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○○○; eft: ○ | 152, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| UPA 3   | +8       | 11/15/22<br>IIW | 27/15/22<br>+4 vs.<br>AoO | +21/36/31                | +1al +22/+17/+12 (1d8+11/x3 + 2d6 vs. chaotic)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing<br>3 <sup>rd</sup> : ○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○○○; eft: ○ | 152, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| UPA 4   | +8       | 11/15/22<br>IIW | 27/15/22<br>+4 vs.<br>AoO | +21/36/31                | +1al +22/+17/+12 (1d8+11/x3 + 2d6 vs. chaotic)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing<br>3 <sup>rd</sup> : ○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○○○; eft: ○ | 152, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| Isah    | +7       | 7/10/9          | 30/11/28                  | +17/31/29                | tri +17/+12 (1d10+11 + 1d6 f)<br>i, i, i, qsr, qsr, qsr, wof, wof, wof, gf, pi                                                                                                                                                                    | 95<br>Immune fire, vuln cold                                                                                |

## D8. Kandirion's Forge (Subtier 14-15)

| NPC     | Init     | F/R/W           | AC/T/FF                   | CMB/CMD/FF               | Attacks/Notes                                                                                                                                                                                                                                                                                                                     | hp/defenses                                                                                                 |
|---------|----------|-----------------|---------------------------|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| Aevarut | +15<br>M | 16/12/16        | 33/21/28<br>+4 vs.<br>AoO | +28/50/45<br>+4 vs. trip | vspa slam +21 (+5?) (6d6+72 plus erasure W26)<br>pa 2 slam +21 (+6?) (2d6+24 plus erasure W26)<br>ravages of time (30 ft., F26)<br>mythic power (surge +1d10) ○○○○○○○○<br>fom, fom, fom, h, h, h, ps, ps, ps, qs, qs, qs, dl, g, ts                                                                                               | 278, regen<br>DR 10/chaotic & epic<br>SR 31, blur                                                           |
| UPA 1   | +8       | 13/17/25<br>IIW | 30/18/25<br>+4 vs.<br>AoO | +25/40/35                | pa +1al +21/+16/+11/+6 (1d8+26/x3 + 2d6 vs. chaos)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing; th: 110<br>5 <sup>th</sup> : ○○○○○○ ; 4 <sup>th</sup> : ○○○○○○○○<br>3 <sup>rd</sup> : ○○○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○; eft: ○○; at: ○○○ | 220, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| UPA 2   | +8       | 13/17/25<br>IIW | 30/18/25<br>+4 vs.<br>AoO | +25/40/35                | pa +1al +21/+16/+11/+6 (1d8+26/x3 + 2d6 vs. chaos)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing; th: 110<br>5 <sup>th</sup> : ○○○○○○ ; 4 <sup>th</sup> : ○○○○○○○○<br>3 <sup>rd</sup> : ○○○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○; eft: ○○; at: ○○○ | 220, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| UPA 3   | +8       | 13/17/25<br>IIW | 30/18/25<br>+4 vs.<br>AoO | +25/40/35                | pa +1al +21/+16/+11/+6 (1d8+26/x3 + 2d6 vs. chaos)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing; th: 110<br>5 <sup>th</sup> : ○○○○○○ ; 4 <sup>th</sup> : ○○○○○○○○<br>3 <sup>rd</sup> : ○○○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○; eft: ○○; at: ○○○ | 220, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| UPA 4   | +8       | 13/17/25<br>IIW | 30/18/25<br>+4 vs.<br>AoO | +25/40/35                | pa +1al +21/+16/+11/+6 (1d8+26/x3 + 2d6 vs. chaos)<br>dc, dc, dc, h, h, h, hm, hm, hm, lb, lb, lb, eow, eow,<br>eow, t, t, t, ts, ts, ts, true seeing; th: 110<br>5 <sup>th</sup> : ○○○○○○ ; 4 <sup>th</sup> : ○○○○○○○○<br>3 <sup>rd</sup> : ○○○○○○○○; 2 <sup>nd</sup> : ○○○○○○○○<br>1 <sup>st</sup> : ○○○○○○○○; eft: ○○; at: ○○○ | 220, regen 5 (chaotic or<br>magic), SR 19<br>Resist cold 10, fire 10<br>Immune electricity<br>DR 10/chaotic |
| Isah    | +7       | 7/10/9          | 30/11/28                  | +17/31/29                | tri +17/+12 (1d10+11 + 1d6 f)<br>i, i, i, qsr, qsr, qsr, wof, wof, wof, gf, pi                                                                                                                                                                                                                                                    | 95<br>Immune fire, vuln cold                                                                                |

