

A. Outskirts (low)

Wounded Centaurs (2)

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 20, **touch** 11, **flat** 18 (+6 armor, +2 Dex, +1 natural, +2 shield, -1 size)

hp 30 (4d10+8) (15 current)

fort +3, **Ref** +6, **Will** +6

Speed 30 ft.

Melee club +4 (1d6+1), 2 hooves -1 (1d6)

Ranged club +4 (1d6+1)

Space 10 ft., **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 11, Wis 14, **Cha** 12

BAB +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4,

Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

Gear breastplate, heavy steel shield, and clubs (3). One of the centaurs carries a wand of charm animal (23 charges).

Parlay

3x standard action DC 18(15) to use social skill, healing, nature/survival, or not attacking (auto succeed).

A. Outskirts (high)

Injured Centaurs (2)

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 20, **touch** 11, **flat** 18 (+6 armor, +2 Dex, +1 nat, +2 shield, -1 size)

hp 30 (4d10+8) (20 current)

fort +3, **Ref** +6, **Will** +6

Speed 50 ft. (35 ft. in armor)

Melee longsword +5 (1d8+2/19-20), 2 hooves +0 (1d6+1)

Ranged spear +5 (1d8+2/x3)

Space 10 ft., **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

BAB +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4,

Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

Gear breastplate, heavy steel shield, longsword, spear

Parlay

3x standard action DC 21(18) to use social skill, healing, nature/survival, or not attacking (auto succeed).

Notes

Ward Hex: +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This gives one centaur:

AC 22, **touch** 12, **flat** 12

fort +5, **Ref** +8, **Will** +8

Entangle: make save: move as normal. Stay in the area: must save again at the end of your turn. Move into the area: save immediately. Those that fail must end their movement and gain the entangled condition.

4-player

All enemies sickened from exposure smoke. Additionally, lower the DC of all skill checks by 3.

CENTUAR GREENSPEAKER

Centaur shaman 2 NG Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 13, **touch** 12, **flat** 10 (+2 **Dex**, +1 dodge, +1 natural, -1 size)

hp 39 (6 HD; 2d8+4d10+8)

fort +2, **Ref** +6, **Will** +11

OFFENSE

Speed 50 ft.

Melee mwk sickle +8 (1d6+3), 2 hooves +2 (1d6+1)

Ranged javelin +6 (1d6+3)

Space 10 ft., **Reach** 5 ft.

Special Attacks channel positive energy **3/day** (DC 13, 1d6), hex (ward)

Shaman Spells Prepared (CL **2nd**; concentration +6)

1st—detect undead, entangle (DC 15), gdberr, sleep (DC 15)

0 (at Will)—detect poison, guidance, purify food and drink (DC 14), resistance

Spirit magic spell; Spirit Life

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 14, **Wis** 18, **Cha** 14

BAB +5; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Combat Casting, Dodge, Improved Initiative

Skills Diplomacy +9, Handle Animal +9, Heal +10, Knowledge (geography) +3, Knowledge (nature) +9,

Knowledge (planes) +7, Knowledge (religion) +7,

Perception +11, Spellcraft +11, Survival +13

Languages Auran, Common, Elven, Sylvan, Terran

SQ spirit animal (owl), spirit magic, undersized weapons

Combat Gear wand of burning hands (CL **3rd**, 11 charges), wand of charm animal (23 charges); Other Gear +1 leather armor, javelins (4), mwk sickle, healer's kit

The centaur greenspeaker has used his ward hex to boost the defenses of one of his centaur companions.

B. Burning Woods (both)

Wolverine (2) (low)

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 14, **touch** 12, **flat** 12 (+2 Dex, +2 natural)

hp 22 (3d8+9)

fort +5, **Ref** +5, **Will** +2

Rage: -2 AC

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Rage: 2 claws +6 (1d6+4), bite +6 (1d4+4)

Special Attacks rage

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

BAB +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Hazard (both)

If end near flame, DC 12/14 reflex or 1d4/1d8 damage.

4-player

Low: Wolverines sickened.

High: remove a wolverine.

Dire Wolverine (3/2)

N Large animal

Init +7; **Senses** low-light vision, scent; **Perception** +12

DEFENSE

AC 16, **touch** 12, **flat** 13 (+3 Dex, +4 natural, -1 size)

hp 42 (5d8+20)

fort +7, **Ref** +7, **Will** +2

Rage: -2 AC

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 claws +6 (1d8+4), bite +6 (1d6+4)

Rage: 2 claws +8 (1d8+6), bite +8 (1d6+6)

Space 10 ft., **Reach** 5 ft.

Special Attacks rage

STATISTICS

Str 19, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

BAB +3; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +12, Perception +12

SPECIAL ABILITIES

Rage (Ex) A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

C. The Burning Stone (both)

Burning Dragonskull

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 16, **touch** 12, **flat** 15 (+1 dodge, +4 natural, +1 size)

hp 11 (2d10)

fort +3, **Ref** +3, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee bite +4 (1d6+1 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 13, **Dex** 10, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

BAB +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved Initiative

Skills Acrobatics +4, Climb +5, Escape Artist +4, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages Ignan

Monolith

Destroy: hardness 3 / 40 HP (low); hard. 5 / 50 HP (high). DC 12/14 reflex or 2 fire.

Disable: DC 18 UMD as full round

If disabled: All elementals take 5 dam / rnd

Hazard (both)

Hot Ash If step in ash, DC 15/17 reflex or prone + 1d4 fire.

DC 15/18 perception to notice.

If PC falls in, it's automatically revealed to all.

Burning Dragonspine

N Large outsider (elemental, extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 18, **touch** 12, **flat** 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 60 (8d10+16)

fort +8, **Ref** +8, **Will** +4 **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee bite +10 (2d6+2 plus burn), 2 claws +9 (1d8+2)

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

Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

BAB +8; **CMB** +11; **CMD** 24

Feats Dodge, Imp Init, Iron Will, Mobility, Weapon Foc. (bite)

Skills Acrobatics +11, Climb +9, Escape Artist +9, Intimidate +9, Knowledge (planes) +5, Perception +11

Languages Ignan

SPECIAL ABILITIES

Burn (both tiers) deal fire damage in addition to damage dealt on a successful hit in Melee. Creatures damaged by the bite (not the claws on high) must also succeed at a DC 11 / 16 Reflex or catch fire, taking 1d4 / 1d8 fire damage for the next 3 rounds at the start of their turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit with natural weapons or unarmed attacks take fire damage as though hit by the enemy and must make a Reflex save to avoid catching on fire.

4-player

Low: remove a dragonskull.

High: replace a dragonspine with a dragonskull from low.