

# LILIANA, THE BANDIT WARLORD

On a seemingly eternal warpath, Liliana and her army of mercenaries are a grave threat to the established gentry. Once, she was dismissed as a mere bandit; the leader of yet another clan of warriors in the wastelands. Now, her empire greedily devours country after county, tearing down the wealth and power of landed lords and uplifting the common folk. Wherever she goes, death and bloodshed follows, and from the ashes of destruction, a prosperous and peaceful nation grows.

## Origins

Born from a Marilith and a Hobgoblin, Liliana was destined to become a great leader. Raised within a society of warriors in the desert, her childhood was as harsh as one could expect. Fighting among kids was common in these streets, if not encouraged, and by her fourth birthday she was no stranger to brawls and scraps. The summer of her sixth birthday, she was sent to training camp far out in the wasteland, as per the customs of her clan, where she very quickly distinguished herself from the other would-be warriors. Liliana stood out not by any particular talent, but by her dedication, focus, and determination. Always the first one on the field and the last one in the barracks, she was relentless, determined to achieve martial perfection.

Whenever she was not training, she was fighting with another recruit, as her overachieving personality had made her an outcast among her peers.

But things took a different turn once she was assigned to a squad. After six long years of drills, combat training, and forced marches under the sun, she was an accomplished warrior, ready to take on the dangers of the wastelands. Assigned to border protection, Liliana would spend weeks on end out in the desert, tracking down predators and hunting parties from neighboring territories crossing the border.

Now living in close quarters with nine other men and women, all of them older and more experienced warriors, Liliana had no choice but to do something she had never bothered with in the past: pay attention to others. This led her to two realizations that would shape the woman she would become. First, her squad leader was utterly incompetent, and more importantly, a coward. Her illusions that rank equated to merit shattered, and she became sickened by traditional military structure. Second, her new brothers in arms, all hardened veterans, showed no



contempt for her unusual determination, but rather admiration and respect. They quickly became family to her, and while they showed her the value of easing up—of sharing a drink by the fire or a little rest under a tree on a hot afternoon—she inspired them to become better fighters, to take their training more seriously, and to perfect their craft.

Unfortunately for her commanding officer, as the bond with her squad grew, so did her insubordination. Her contempt for his cowardice was unveiled, and she would commonly ignore any order she deemed unworthy of consideration, invariably followed by the rest of the unit. This dynamic carried on for nearly three years until one day, during a routine border patrol, the squad discovered an unusual group of intruders on their land. Made up of twelve heavily armed warriors and four wargs, this was a war party—a raid group looking to pillage and plunder. To no one's surprise, the squad leader called for a retreat, which sent Liliana into a rage. Avoiding large predators or forgiving trespassing hunters was one thing, but ignoring a war party was utterly unacceptable. Anyone killed by this raid party would be blood on Liliana's hands and those of her squad. She violently expressed her opinion, but apparently her commanding officer could easily live with blood on his hands, so long as it wasn't his own.

The argument was abruptly interrupted when the head of her commanding officer rolled off his shoulders. The largest member of her unit, a towering minotaur, had simply and cleanly decapitated the coward. Without a word, without a look, all unanimously agreed: Liliana was the new squad leader. To this day, the bards still talk about the bloodbath that followed. Without a single casualty suffered, Liliana and her squad eviscerated the raid group in a matter of minutes.

At the capital, they were received as heroes. The official story: the squadron had discovered and handled a serious threat to the clan, tragically losing their esteemed leader in the process. The truth was an open secret, however, and many secretly celebrated a squad deposing their incompetent officer in favor of a more suitable candidate. Well aware of this fact, the city council saw in Liliana an immediate threat. A sixteen year old insubordinate novice earning the loyalty of experienced warriors was a danger they could not ignore. They elected to handle the situation in perfect military fashion: by promoting her and sending her far away to die on foreign lands.

This news was received with great applause. Finally, a deserving leader was climbing the ranks. The folk organized a large banquet in Liliana's honor, to the

greatest displeasure of the upper ranks. The celebrations went on for three consecutive days, during which Liliana received many pledges of allegiance, marriage proposals she bluntly declined, and gifts of all sorts. Even Liliana's mother, whom she had never met, made an appearance. The imposing yet seductive marilith brought gifts as well: an enchanted necklace and an abyssal bison calf named Baastri. Unmoved by the maternal gesture but appreciative of the value of these gifts, Liliana swore to never part ways with either.

Unfortunately for the powers that were, Liliana would come back victorious from her raids without fail. Even more worrying, she often came back from her raids with more soldiers than she left with. Mercenaries and warriors from all over the region, having heard the tales of the legendary captain, traveled from far and wide to join her ranks. Everytime she returned victorious from her increasingly dangerous quests, riding her impressive flaming bison, her war banner floating in the wind, her reputation and influence grew. Desperate and anxious, the city council took action: they hired a skilled assassin to deal with the issue. This mistake would be their last. The very same night, Liliana could be seen walking the streets of the city, dragging the bloodied body of the assassin, weapon in hand, in direction of the city hall. As she reached the steps of the building, not a single guard lifted a finger to stop her.

Within two years of her ascension, there was not a single village in the region that did not proudly wave Liliana's war banner. One territory at the time, she united the region into an empire, then turned her eye to conquest. Leading her impressive army of mercenaries, bandits, and warmongers, she began her expansion, showing no intentions to stop.

## Personality

Despite her impressive ascension to power, Liliana stayed true to her roots as a dedicated warrior. Her nights might be occupied by banquets, lovers, or bare knuckle brawls, they are nothing but distractions. Her one true love and joy is the battlefield.

Most who have had the chance to carouse alongside Liliana describe her as a blunt and honest woman; a bit rough around the edges, but quick with a laugh and generous with her drinks. The ones who truly know her—the ones close enough she would call a friend—tell a different story. The story of a focused, determined, rigorous, and willful soldier. These few select individuals also know all the suppositions about her military campaign are wrong. Liliana does not



conquer land by ambition or ideology, nor is her crusade holistic or moral. She wages war simply because she knows and enjoys nothing else. Her rule is harsh but just and honest, which does not come from any moral belief but from a deep sense of responsibility to honor the brave men and women who fought to defend their home against her invasion. She has no interest in power for its own sake but perceives her reign to be the price to pay for the privilege of waging war, no more no less.

While being an honorable person, showing respect and grace to those she deems worthy of it, Liliana can be outright cruel. Not only does she believe cowardice and greed deserves to be eliminated from the world, she actually enjoys watching those she considers unfit to live suffer before their demise. This strange dichotomy in her personality leads her to commit actions which may seem unpredictable, like publicly dismembering an enemy general who dared surrender his city to her without a fight, but healing, feeding, and releasing an assassin who attempted to slit her throat, so long as she did not beg for her life.

## The Mercenary Empire

Liliana's reign is a ruthless but fair military regime following a single dogma: life is not deserved but earned. Growing up in the harsh wasteland, where survival requires hard work, she has learned to recognize the value of hardship and to despise those who would usurp the precious resources needed for their survival. Her regime applies this philosophy to the fullest. No titles of nobility are awarded or recognized, while the ruling class of conquered lands are executed, their wealth seized, and their opulent residences burned to the ground. Thievery, racketeering, and fraud are punished by death, and military ranks hold no authority over civilians. The raiding of civilians is strictly forbidden, as well as pillaging of any kind, at the exception of palaces, mansions, castles, and city halls.

## Military Structure

The military structure of Liliana's band of mercenaries is a very unusual one. Squads of soldiers are considered independent entities, and promotions are given from the bottom, rather than from the top. Squad members decide on a commanding officer to lead them into battle, whose only qualification must be earning their respect. Squads are then organized into factions, whose leader is determined by the officers of each squad to answer directly to Liliana's generals. These generals are in charge of logistics more than anything, allocating regions or fronts to factions, an action similar to removing a leash from a dog in many ways. The spoils of

war are divided evenly within the squad or faction responsible for taking a city, with officers getting nothing more than the privilege of choosing first among rare items. This strange compromise between organized legions and guerrilla warfare makes it incredibly hard to organize a counter offensive against Liliana's troops, as a squad's position is unpredictable and yet always close to potential reinforcements.

## The Enforcers

The flexible structure of Liliana's armies would make it impossible to stick to her counterintuitive rules of engagement regarding looting and occupation of newly conquered territories if it wasn't for her enforcers. Led by officers hand-picked by the warchief herself, these select groups of elite warriors are in charge of enforcing her will among the troops. The enforcers investigate, assess, and execute the culprits of any infringement of the rules. Any abuse of power, inequitable distribution of riches, unauthorized looting, or misconduct of justice is met by a swift and often public death.

## The Peacekeepers

The Peacekeepers are the newest military branch of the mercenary empire. As time passes, life within newly conquered territory regains a sense of normality and with it, crime and corruption returns. The Peacekeepers serve as investigators in charge of rooting out potentially problematic agents within the general public. More often than not, Peacekeepers spend their time keeping an eye on guild leaders and larger enterprise owners, ensuring they don't use their positions to accumulate wealth or influence.

Like the Enforcers, the Peacekeepers are all personally selected by Liliana herself, often by having shown rigorous morality or proven to be incorruptible in one way or another.

## Public Perception

The public perception about Liliana's unending campaign is a varied one. Those who resist her conquest speak of the bison-riding demon in terror, telling stories of mass murder and merciless bloodshed. Depicted as a cruel and cold blooded monster, Liliana is said to be the physical manifestation of evil itself. Soldiers who survived an encounter with her forces speak of the ruthless nature of their tactics, while their nightmares are fueled with public executions of their commanding officers.

Ask a mercenary flying her colors, however, and you will hear the story of a legendary warchief—an invincible warrior who leads her army head first on the battlefield,

rewards might and courage, and punishes cowardice and greed. Due to the structure of her military apparatus, even the lower ranks hold every officer in high esteem, a feat thought to be impossible by any military entity.

The most interesting opinions regarding Liliana often come from the citizens of her newly conquered lands. Of the ones still alive, most testify of the improved lives they enjoy under the reign of the bandit warlord. The harvests, weapons, and equipment she needs to feed her troops are never taken by force but bought and paid for, bringing financial prosperity to farmlands and small towns. The spoils of war she offers her troops are plenty enough to attract would-be criminals into the ranks of the army, while the public beheadings of thieves dissuade cowards who consider racketeering civilians rather than honestly earn a coin. Her military regime has made road bandits now a thing of the past, making commerce safer and prosperous.

## Legends and Stories

Like those of most such figures, the legend of Liliana the bandit warlord is accompanied by a plethora of tales ranging from the mundane to the fantastic. These stories are told universally across the realms, although often heavily altered by the perspective of the storyteller.

### The burning tower

The most notorious of these stories tells of an army general defending an outpost attacked by Liliana herself. After having sent his men to the front lines knowing they would get slaughtered, he locked himself in a tower with his officers, cowering in fear. Once the outpost was conquered, Liliana offered a chance to the officers: if they surrendered their general, she swore not a single blade would strike. The officers immediately opened the door, offering their general. Liliana was already disgusted by the cowardice of the officers for avoiding battle, and watching them surrender their commander simply added insult to injury. True to her word, not one man hidden in that tower was struck by a blade. She simply locked the officers inside the tower and set fire to it. The general, whom she deemed responsible for promoting these cowardly officers in addition to abandoning his troops in battle, was thrown into the warg enclosure for the entertainment of her soldiers.

### The fall of Zarachas

The fall of Zarachas is by the far the most mysterious of stories surrounding Liliana. Only a few elements of

the tale are undeniable and refuted by none. One day, in the midst of her eternal crusade, Liliana saddled her loyal flaming bison and headed north. She took no rations nor escort, and offered no explanations. Two weeks later, she rode back into camp with an enormous white dragon's head dragging behind her steed. Tied to Baastri's saddle, two bags of holding contained the dragon's hoard. Stories say the celebrations lasted three days all across her empire.

*"Why did Liliana risk her life to kill Zarachas, even I can't say for sure. Some say her crusade was in desperate need of funds, others claim she did it to bolster her reputation. Local tribes are convinced she did so to protect them from the ire of the beast. Personally, I think none of these things ever even crossed her mind. I think she simply did it for the hell of it . . . Quite the woman, really."*  
~ Sinclair

### The independent city of Kalesh

Among the mercenary empire stands one independent city, free from the warlord's reign. The city of Kalesh is in no way remarkable, and is easily mistaken for any other fortified city in the region. And yet, it was granted full autonomy and immunity by Liliana herself. Back when the bandit chief and her troops first besieged Kalesh, it was expected to take three days, at most, for the city to fall. Two weeks later, the gate had not been breached, none of the mages defending the walls had fallen, and they had suffered fewer casualties by a factor of ten. Impressed by the resilience and vigor of the city's defenders, Liliana issued an offer: should the warriors of Kalesh agree to join her army as a factionless squad, the siege would end immediately. The officers and soldiers of Kalesh knew the siege couldn't last forever, and that eventually the walls would fall, but still they unanimously refused the offer within the hour. They held the siege for an additional month—a feat nearly unbelievable given their circumstances. When the city finally fell, Liliana gave the order to stand down. A city with leaders and soldiers this brave and united would not suffer any unnecessary casualties. She granted Kalesh the status of free city under complete self governance without any further interference from her or her warriors. She provided the necessary gold to rebuild the city walls and went on her way.

### Building a Campaign

Liliana and her crusade are designed to be the core of a war theme campaign. Regardless of which side your party operates from, whether they act as soldiers in an army or as independent agents, if your adventurers are



in the vicinity of the bandit chief, so is war. But where its theme is fairly unidimensional, a Liliana campaign offers significant diversity in style and genre.

The first session of play is crucial in determining the type of campaign you intend to run, and some key elements might help organically inform the direction you and your players decide to venture.

### Military Campaign

In a military campaign, the players likely begin as part of an army defending their nation from the evil invasion of Liliana and her mercenaries. In order to build a military style campaign, the suggested pattern is a linear ascension, with the party starting as low ranking members of the army fighting standard soldiers and gaining ranks and level as they defeat officers of the mercenary troops until they ultimately face Liliana herself. This style of campaign often takes a “good versus evil” structure and the standard progression of heroic fantasy.

To set the party on the path of a military campaign, we suggest starting the first session with the party defending against an assault. By making Liliana’s mercenary forces the aggressor, you can imply the righteousness of opposing the invasion, while simultaneously granting the players their first heroic victory, thus setting them on the path of becoming legends.

To build your encounters, a healthy balance between combat against enemy troops and wild creatures will be important to avoid becoming repetitive (more on encounter building down below). It is also suggested to prepare statblocks and persona ahead of time for 1) a squad leader, 2) a faction leader, and 3) a general for the party to face. Many NPCs found in this book can make for suitable candidates to fill these roles. Making these officers recurring encounters will help keep continuity throughout the campaign. We suggest using the squad leader between levels 4 and 6, the faction leader between 9 and 11, the general between 16 and 18, and finally facing Liliana to close the campaign. Making Liliana a recurring character, following the guidelines found below, should help keep the thread and the tension between story arcs against her officers.

### Mercenary Campaign

In a mercenary style campaign, the players find themselves part of Liliana’s army. While the format can resemble a military campaign, with the party instead siding with the bandit warlord against an oppressive monarchy, a mercenary campaign can take a very different turn. The freedom of operation granted to Liliana’s troops can offer a wider variety of adventures

## NOT INHERENTLY EVIL

A mercenary campaign does not require the party to be evil. By making the surrounding countries truly oppressive to their citizens, abusing the power granted by their titles, or by taming down a little the savagery and selfishness of the mercenaries, Liliana’s crusade can appear truly just and right, especially for neutral or chaotic characters. Alternatively, sending the party on the path to become enforcers or peacekeepers and punishing mercenaries who elect to loot civilians can allow the players to lean on either their lawful or good alignment.

## FACING LILIANA

If you plan on having the party face Liliana despite being part of her mercenaries, the simplest way is to play off the motives of your players. If Liliana starts losing her war, she might grow tyrannical, removing the moral component to justify her actions. One of her generals or perhaps her marilith mother might attempt to take her place, enticing the party into a coup attempt. In the event of a more morally ambiguous or self-serving party, the players might simply desire to overthrow Liliana in order to seize her power for themselves.

than a battlefield centric story.

When building a mercenary campaign, take a more quest-based approach to your campaign, sending the party through various missions, such as infiltrations, escorts, investigations, or priority target eliminations. These operations can lead the party to climb the ranks of the mercenary army, from squad leader to general, but they can also lead the party on the path to becoming enforcers or peacekeepers, keeping order within the empire.

To send your players on the path of a military campaign, we suggest making your players part of an assault on a city whose walls just fell. Once the city is taken, grant your players a generous loot, and have their squad leader assign them a new mission. The familiar mission-reward pattern should set the players expectations right about the style of campaign you are running. At some point, elevate them to their own squad, possibly following the success of a difficult mission. In this way, you can demonstrate Liliana’s unusual means of promotion, where respect for one’s abilities is more important than experience.

Building encounters for a mercenary campaign follows the same basic rules of encounter building than

any standard campaign. The somewhat encapsulated nature of the missions and story arcs allow for any type of encounter. In order to diversify your campaign, it is recommended to include missions which cannot be resolved solely by combat, like discreet infiltrations or scouting a path forward for the squad to march on.

### Sandbox Campaign

A sandbox Liliana campaign uses the war as a setting, rather than its core. By placing your players anywhere near a contested border, you can use the effects of the war as a motivator, a trigger, an obstacle, or an opportunity for the party. Sandbox campaigns are varied and personal, but here are a few tips and key points to keep in mind.

Try and keep the conflict morally neutral. By exposing the party to both sides of the war, allowing them to witness justice and cruelty on both sides, you should be able to help the players feel a sense of agency, prompting them to build an opinion based on their own moral compass. By doing so, you introduce nuance to the game and limit the risk of developing a manichean, black and white story.

Expose your players to every side of the conflict. The nature of sandbox campaigns offers a chance for your players to get a bird's eye view of the world you crafted. Exposing them to civilians, soldiers, and commanding officers of both warring nations should help your players stay engaged and curious about your story.

Finally, try to make sure the world around your players is moving forward, with or without their involvement. By occasionally moving territory lines, or by changing the occupying force of a city between two visits from the party, the war will feel real and the world immersive.

### Building a campaign without Liliana

If the setting of a mercenary empire is appealing to you but the idea of your party facing the warlord herself is not, the event of Liliana's death can touch off a compelling campaign. The integrity of her army, prosperity of her empire, and the well-being of her conquered citizens relies entirely upon her. In the event of her demise, the military structure providing near autonomy to the squads, the absence of proper law enforcement and justice system in favor of a few independent agents trusted to wield their power honestly, and the absence of local authorities of any kind would create a power vacuum of unprecedented magnitude.

To build a campaign setting in this manner, simply open the story with the death or disappearance of Liliana. Then divide a large piece of land into four territories occupied by four factions and their leader, and you are off to the races. A high-level combat wherein a group of heroes defeat the warlord can make for a great session zero and provide some context to the events. While removing Liliana from the story removes the moral quandaries her empire are meant to instigate within the players, a power vacuum campaign offers the chance to tell a story of unforeseen consequences and the possible terrible ramifications of a seemingly heroic act, like putting an end to a conquering warlord.

### Low Level

At low level, Liliana should be a distant figure. Keeping her out of reach of the players, physically and/or socially, will establish her importance and

### SWITCHING CAMPAIGN STYLES

Even if you started a Liliana Campaign electing to follow a specific style, it is possible your party pushes to go in a different direction, or you might feel like changing things up a little bit along the way. Shifting campaign style is an easy task in this setting. Simply use a transition point, like the party getting captured, the party becoming defectors and changing sides, or even the unsuspected death of Liliana, to transition toward a new style of campaign. From there, simply follow the guidelines provided for the new style and move onward.





provide a sense of direction to the story. We recommend introducing Liliana as early as the first or second session, either as a leader, an antagonist or a significant world event. The player characters should feel how powerful she truly is to establish her as a force to be reckoned with and an element which cannot be ignored.

### Mid Level

This is a good time to start introducing your party to Liliana herself. They aren't powerful enough to be a challenge for her, but their efforts have probably accumulated enough stories by now to catch her attention. There are many ways to introduce the warlord to the party. If the players are on her side of the conflict, a private meeting to convey a promotion or a celebration banquet after a victory would be organic events. In the event of the party opposing her, the party being captured or a parlay prior to a battle are easily arranged. This is a good opportunity to show how much Liliana's personality, her respect for strength and her hatred of cowardice.

### High Level

Around 15th level is a good time for your players to start planning to take Liliana down. There are plenty of ways a party can tackle this issue: a full frontal attack, a more subtle assassination attempt, or some combination of both. If they have risen to high rank in her army, they might plan a coup to take over, or decide her ambitions have gone too far and she must be stopped. If the party has been opposing her for long enough or caused her a significant setback (such as defeating one of her generals), she might decide the players are too big a thorn in her side and the time has come to handle the situation herself. Having her come after the party can help build tension and give your players a sense of urgency to deal with the situation.

## Building Encounters

A Liliana campaign can become very repetitive encounter-wise if you aren't careful. Even when trying to diversify its content, a group of mercenaries is still a group of mercenaries. We suggest using a few simple solutions to remedy the situation. Beast taming is a very common practice among the mercenaries' army, and so is unleashing a powerful creature in a territory and just letting it rampage throughout the region. This allows you to pick almost any creatures available to you and throw it at the players without breaking immersion or campaign logic.

The second point to remember is that, despite the region being at war, the wilderness is still a dangerous place. Sometimes clearing the region of a ferocious beast

is a more pressing matter than the battlefield. Wild creatures may even interrupt an encounter, attracted by the sound of combat, making for a three-sided conflict.

Finally, it is implied that the mercenary empire spreads across several lands, and your party being sent to varied fronts makes a good deal of organic sense in the story. This should allow you to use diverse climates, terrain, and regions to change up your bestiary selections and your battlemap design.

### Combat tactics

While always surrounded by her most loyal followers, Liliana will never send her troops ahead of her. Quite the opposite: she will always be leading the charge, riding on her loyal partner Baastri. We recommend using 2 level 18 NPC alongside her (most likely two of her generals). At least once per turn, she will use an ability to empower her bandits, command Baastri to move and Strike, and make a Strike with each of her weapons with any remaining action.

When selecting the generals to accompany her in battle, remember that both Liliana and Baastri are resilient and powerful front liners. Favoring more mechanically diverse generals with some spell casting, ranged options or high mobility combat style should help keep the combat engaging, and avoid the common "big bags of hit points" issue.

If Baastri is killed before her, Liliana goes berserk and whoever kills him will suffer her wrath until they are dead and in pieces. Use all three actions to either Stride towards the culprit or Strike them, ignoring every other party member.

## Liliana and Baastri

**LILIANA, BANDIT WARLORD** CREATURE 22

UNIQUE CN MEDIUM SHE/HER HUMANOID GOBLIN  
TIEFLING

**Perception** +36; darkvision

**Languages** common, goblin, jotun, abyssal

**Skills** Acrobatics +42, Athletics +45, Diplomacy +37, Intimidation +45, Nature +45, Society +37, Survival +42

**Str** +10, **Dex** +4, **Con** +10, **Int** +6, **Wis** +2, **Cha** +7

**Items** *skin of zarachas, fearmonger, dread's fang*

**AC** 48; **Fort** +42, **Ref** +34, **Will** +32

**HP** 536; **Immunities** cold, fear;

**Commander's Rage** (aura, emotion, mental) 100 feet. All creatures in the aura gain a +2 circumstance bonus to attack rolls, +4 to damage rolls and a -1 penalty to AC.

**Don't Die On Me 2** (auditory, manipulate) **Frequency** once per day; **Trigger** Baastri would be reduced to 0 hit points; **Effect** Liliana shouts, calling on Baastri's eternal loyalty for his mistress, allowing him to push onward. He doesn't fall unconscious and regains 50 hit points.

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 43

**Speed** 25

**Melee** ♦ fearmonger +41 [+36/+31] (disarm, finesse, magical, reach 15 feet, trip), **Damage** 4d6+26 slashing plus terrifying lash

**Melee** ♦ dread's fang +41 [+36/+31] (magical, versatile P), **Damage** 4d8+26 slashing plus 1d6 fire, dread's bite, and 2d10 persistent fire on a critical hit, ignores resistance to fire damage.

**Baastri's Charge** ♦♦ (flourish) **Requirements** Lilianna is riding Baastri; **Effect** Lilianna pushes her loyal steed to charge forward. Baastri Strides once, igniting the area he passes through under his flaming hooves. Until the beginning of Lilianna's next turn, these spaces are hazardous terrain and a creature that moves through it takes 10 fire damage for every square of that area it moves into. Lilianna can make one Strike with Fearmonger and one Strike with Dread's Bite at any point during Baastri's movement.

**Breath Weapon** ♦♦ (arcane, cold, evocation) **Frequency** Once per day; **Effect** Lilianna breathes a cloud of frost that deals 16d6 cold damage in a 30-foot cone (DC 36 basic Reflex save).

**Dread's Bite** (necromancy, negative) Whenever Dread's Fang deals damage to a creature, it takes additional mental damage equal to 1d8 per the target's frightened value.

**Gang Up** (A) (auditory) Lilianna commands her bandits to focus on a single target. Up to two allies within 30 feet of her use their reactions to Stride toward the designated creature.

**On Your Feet!** ♦♦♦ (healing, necromancy, positive) **Frequency** Once per day; **Effect** Lilianna touches her necklace, unleashing a wave of positive energy around her. Lilianna's allies within a 120-foot emanation regain 50 Hit Points and gain a +1 status bonus to Will saves and attack rolls until the beginning of her next turn.

**Rallying Cry** ♦♦ (auditory) **Frequency** Once per day; **Effect** Lilianna calls out to her bandits and pushes them to give their all in combat. All allies within 30 feet that can hear her gain 25 temporary Hit Points.

**Terrifying Lash** (emotion, fear, mental) A frightened creature damaged by fearmonger increases its frightened value by 2, to a maximum of frightened 4. On a critical success the target becomes frightened 1 if it was not already frightened. It cannot reduce their frightened condition below 2 until the beginning of her next turn.

## BAASTRI

## CREATURE 20

UNIQUE CE LARGE BEAST FIEND FIRE MINION

**Perception** +30; darkvision, scent (imprecise) 60 feet

**Languages** goblin, abyssal, (cannot speak any language)

**Skills** Acrobatics +38, Athletics +41, Intimidation +28

**Str** +10, **Dex** +6, **Con** +7, **Int** -3, **Wis** +2, **Cha** +0

**AC** 44; **Fort** +36, **Ref** +33, **Will** +30

**HP** 452; **Immunities** fire; **Weaknesses** cold 20

**Speed** 45

**Melee** ♦ horn +38 [+33/+28] (magical), **Damage** 4d8+22 piercing plus 3d8 fire

**Melee** ♦ hoof +38 [+34/+30] (agile, magical), **Damage** 4d6+20 bludgeoning plus 3d6 fire

**Scorching Earth** ♦♦ Baastri stomps the ground violently, shattering the earth in a 20-foot emanation. Each creature touching the ground in the area must attempt a DC 42 Reflex save or fall prone and take 3d10 bludgeoning damage and 3d10 fire damage. The area becomes difficult terrain for any creature other than Baastri.

**Trampling Charge** ♦♦ Baastri charges and tramples everything in his path. He Strides up its Speed in a straight line, dealing 4d6+20 bludgeoning and 3d6 fire (DC 42 basic Reflex save) to any Medium or smaller creature in its path.

## Items

### DREAD'S FANG

ITEM 20

UNIQUE MAGICAL MENTAL

**Usage** held in 1 hand; Bulk 1

This +3 major striking greater flaming longsword seemingly crafted for a giant was in fact made personally for Lilianna to complement Fearmonger. Whenever it deals damage to a frightened creature, the creature takes additional mental damage equal to 1d8 per the target's frightened value.

### FEARMONGER

ITEM 20

UNIQUE MAGICAL

**Usage** held in 1 hand; Bulk 1

This +3 major striking fearsome whip made from a dark steel chain was part of Zarogovich's hoard. It has a reach of 5 feet longer than a normal whip, has a damage die of 1d6 instead of 1d4, does not have the nonlethal trait, and whenever it deals damage to a frightened creature, it increases its frightened value by 2, to a maximum of 4.

### SKIN OF ZARACHAS

ITEM 20

UNIQUE MAGICAL MENTAL

**Usage** worn armor; Bulk 1

This +3 major resilient high-grade white dragonhide breastplate has been crafted directly from the head of Zarachas, an ancient white dragon. While wearing the Skin of Zarachas, you gain immunity to cold damage and a breath weapon activation.

**Breath Weapon** ♦♦ (arcane, cold, evocation) **Frequency** Once per day; **Effect** You breathe a cloud of frost that deals 16d6 cold damage in a 30-foot cone (DC 36 basic Reflex save).