

CHEAT SHEET: MUZTHARI BATTLE

PCs

At the start of a PC's turn

- Is the PC shaken? Remember to add a -2 penalty to all saves below if so.
- Is the PC the target of the eye? Remember to add a -2 penalty to any will saves if so.
- Is the PC within 30 feet and not blind? If yes, apply miss chance to gaze attack.
 - Handle gaze attack (Remember, this goes from Ethereal → Material but not vice versa)
- Is the PC poisoned? If yes, handle poison
- Is the PC bleeding? If yes, apply largest bleed damage

When a PC moves

- Is this movement subject to the Forbiddance effect? Negates ethereal/astral travel (including unattended objects) and prevents teleportation. On the prime material, does it cause damage?
- Is the PC entangled? (save)
- Does Muzthari want to extend her reach to mess with them?

When a PC takes a standard action

- Is the PC shaken? (-2 penalty to most things)
- Does this trigger Shadow Splinter on the giant flytraps?
- Is the PC the target of the eye effect? PC takes -2 damage on all attacks.
- Is there a miss chance? (Blur or Blink or Averting Eyes or PC has eyes closed)
- Is the PC entangled?
- Is the PC counting on a flank but is poisoned?
- Is the PC casting a spell that affects poisoned allies? (They need to save vs. allied spells)
- Is the PC casting a psychic spell? Muzthari's poison prevents casting spells w/emotion component. Check type of caster, components on spell. No save vs. this effect.
- DR 10/good and SR 20!
- Is Protection from Good up?
- Does Muzthari want to extend her reach to provoke an attack of opportunity?
- Is the PC attempting to control an animal companion that is poisoned?
- Is the PC attempting to help a character it does not trust? (ask for a good justification)
- Is the PC sending material things into the Forbiddance effect? Arrows, swords fail.

Opponents

At the start of Muzthari's turn

- May change targets for the eye as a swift action (-2 penalty to will, -2 to all damage, bleed, extra damage)

When Muzthari takes a standard action

- Remember that Muzthari has True Seeing and ignores illusions (120')
- Is the target of an attack the target of the evil eye thing? One attack that connects deals an additional 2d6+3 precision damage and +3 bleed if so.
- Ranged attack as standard action—100' range, no range increment
- Is the target entangled? Remember entangle penalties.
- Remember to apply poison on each successful attack
- Is the subject closing their eyes or blind?
- Remember that Muzthari does not suffer penalties on natural attacks, wielded weapon attacks, or (most likely) on her thorns or entangling terrain abilities from blink due to her *spirit touch* special quality.
- Is Muzthari shaken or otherwise affected by magical emotion effects? This renders her unable to cast spells with the emotion descriptor.

When Muzthari takes a move action

- Is she shifting into the ethereal plane in the Forbiddance effect? Remember swift action knowledge: planes check DC 20 to do so
- Is anyone now in the area of entangle? Reflex save vs. entangle.
- Is anyone previously entangled who is no longer entangled?

On another opponent's turn

- Is the opponent subject to Muzthari's gaze attack? (Gaze does not exclude allies)
 - Is the opponent averting their eyes? Apply miss chance on gaze save.
- If the opponent is attacking, is their target entangled?
- If the opponent is attacking, is their target also the target of the eye? Has the eye's extra damage been used in the past turn? If it has not been used yet, add +3 damage +3 bleed to a successful hit.