

GRM7-06

# The Order of Underworld Travelers

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

## Gran March Regional Adventure

Version 0.9.0

by Joe Masdon

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More than a year ago, hundreds of tons of rock collapsed into a cavern below Shibolet filled with daemons, killing them and destroying their gateway from Gehenna. Ancient vampires who were caught between the Gran March army and the daemons were also crushed by the collapse. Some folks are concerned that the threat from one or both of those sources is not truly crushed. No one really wants to go into the muddy, dangerous, shifting ground beneath the flooded sinkhole to investigate. Volunteers are being accepted. A Gran March Regional adventure for APLs 2-12 and Part 4 of the Shattered Reflections series.

**Note:** This adventure will be of particular interest to members of The Order of World Travelers, Syrloch, The Gran March Army and Knights of the Watch. PCs who played *GRM6-01, All That Is Secret and Hidden* or *GRM6-07, Athenaeum* who are members of a recognized Gran March meta-organization or Sheldomar Valley meta-regional meta-organization would also be requested by that organization. Large size PCs and companions might experience additional difficulties with this scenario.

**Resources:** *Complete Arcane* [Richard Baker], *Complete Mage* [Ari Marmell and Skip Williams].

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpqahq@wizards.com](mailto:rpqahq@wizards.com).

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To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Gran March pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## ADVENTURE BACKGROUND

In the early part of 593 CY, the top of an ancient temple from the time of the Occluded Empire was uncovered in the Rushmoors (*GRM3-03, Shades of the Past*). Over the next two years, the Gran March army worked to uncover and explore the ziggurat, known as Fhar'anod. Those entering the ziggurat encountered a worshipper of the Whispered One from an ancient time and a mezzoloth in his service. They were able to uncover a few ancient artifacts that had been buried for a millennium (*SHE5-01 Sounds of Silence*). Most of these artifacts were moved to The Athenaeum for study. Many of them were destroyed, while others were stored in the vaults beneath the grand library. Other matters became higher priorities and the study of the old papers, writings and pottery was put on hold. Fhar'anod was dismantled.

In early 595 CY, an earthquake shook Shibolet, opening a long-sealed cavern hundreds of feet below the surface. Inside the cavern was an enormous mithral archway gilded in bronze that lead to the Bleak Eternity of Gehenna. The gate,

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

dormant for centuries, was reawakened, and the residents of Gehenna began exploring this new territory with patient curiosity. The yugoloths exploring Gran March in 595CY were not the same ones who used the portal millennia ago, and knew nothing of their predecessors' dealings in the Sheldomar Valley.

As the yugoloths of Gehenna began exploring upward, the Order of World Travelers and the leaders of Syrloch, Gran March's arcane academy, began exploring downward to investigate the source of the earthquakes. The Commandant granted the Archdean of Syrloch, Kaema Thuldir, the authority to lead the investigation and he put the forces of the 3<sup>rd</sup> Battle at her disposal. She supplemented the Battle with an assortment of adventurers and guides from The Order of World Travelers. Explorers from Gran March and Gehenna both encountered the Outpost, a civilization of reclusive vampires from the time of the Occluded Empire, hundreds of feet below Shibolet. The vampires vacated, clearing the way for the humans and yugoloths to meet. When the two exploring groups met, the humans from Shibolet struck first against the yugoloths. The Archdean and Knight Colonel Darhmog Wynnavwynn of the 3<sup>rd</sup> Battle learned of the mithral gate and led the 3<sup>rd</sup> Battle and a large group of volunteers to the caverns below Shibolet in an effort to seal it again. The main force of soldiers fought the yugoloth army amassed in the cavern while Archdean Thuldir led a select group of powerful volunteers into Gehenna to find a way to seal or destroy the gate from the other side.

A few hours after the brave soldiers entered the caverns, the columns supporting the cavern were destroyed, collapsing the cavern. A massive sinkhole appeared in the southwest corner of the city and four blocks of homes and businesses collapsed 40 feet into the earth, killing hundreds of unsuspecting people. The official story in Gran March is that the yugoloths vindictively collapsed the caverns in the final moments of a losing battle against the soldiers of the 3<sup>rd</sup> Battle and members of Syrloch. The truth is a much darker reality. Archdean Thuldir feared that she would fail to find a way to close the gate in Gehenna. Before she left for Gehenna, she gave wizards and sorcerers from Syrloch who were among the main force the resources to collapse the caverns if the battle went badly. She hoped to destroy the archway or render it unusable if it could not be sealed. The group that entered Gehenna failed to find a way to seal the mithral gate as the Archdean had feared. Worse, the Archdean was felled in Gehenna by a

huge nycaloth. Right before she fell, she gave the order for the arcane casters to collapse the cavern. The mithral archway was buried beneath millions of tons of earth and stone, and hundreds of yugoloths, soldiers and adventurers were trapped in the collapse. Hundred of citizens aboveground in Shibolet were also killed. It is worth noting that all of the arcane casters who followed the Archdean's direction and caused the collapse that killed all of these people were PCs who understood the potential risks.

Some PCs playing this scenario will know the truth of the collapse, and a few might even be one of the wizards who followed Kaema Thuldir's order. Others might be under the impression that the yugoloths created the collapse. If asked, the DM should indicate that public opinion is that the yugoloths caused the collapse. The DM should not feel compelled to contradict PCs who indicate that they know otherwise, nor should the DM support those PCs with the truth. Dissenting versions of the story should be allowed to continue. (*GRM05-BI-01, The Commandant's Fist: ConCarolinas* 2005).

During the weeks after the collapse, there were numerous yugoloth and Outpost vampire sightings in Shibolet. They were seen fighting giants who invaded the city (*GRM5-IN5, In the Eleventh Hour*), a small horde of yugoloths pursued a group of Outpost vampires through Shibolet (*GRM6-01, All That Is Secret and Hidden*), and an ultroloth was seen beneath a newly constructed gladiatorial arena (*GRM6-02, Family Values*) in Shibolet. In *GRM6-03, Crystal Clear*, PCs encountered a vampiric knight named Acan in eastern Gran March who was accompanying a dread wraith named Malkisharn to Haradaragh. Malkisharn was revealed to have once been a servant of Vecna as a magical researcher. The spirit of the ancient dread wraith was trapped inside a gem that might be under the guardianship of a PC. Most recently, an ultroloth wearing ornate chain mail decorated in a twisted, demonic similarity to the Knights of the Watch broke into the Athenaeum in Hookhill (*GRM6-07, Athenaeum*). This ultroloth proclaimed himself Master Vigilant Marax, and claimed that the Knights of the Watch were a pale imitation of an older, daemonic knighthood named the Knights Vigilant. He was accompanied by a woman named Kaema who bore a striking resemblance to the missing Archdean Kaema Thuldir. Her fine Suel features were marred by encroaching daemonic features. They were found in Vault 73 in the basement of the Athenaeum, the vault where most

of the artifacts from Fhar'anod were sealed. They were foiled in an attempt to steal a stone tablet from the vault.

Meanwhile, the Army of Security (AoS) stationed forces around the sinkhole in Shiboeth while the majority of the soldiers worked to rebuild the city in the wake of the giant invasion. About half the AoS worked to rebuild and the other half worked to maintain peace and search the outlying areas for stragglers from the invasion. These tasks occupied all the AoS's available time and energy. Recently, the AoS was called north to Bissel to help repel Baklunish invaders.

There is a growing concern that something still festers beneath the sinkhole in Shiboeth. While numerous leaders pushed Baron Doulanfon to explore the sinkhole, offering to assist in the effort, none stepped forth to coordinate the exploration. Finally, Trevian Buchall, headmaster of the Order of World Travelers, came forth to assume the duty of leading exploration into the sinkhole. While there are numerous electors who blame the World Travelers and Syrloch for how the last excursion turned out, Baron Doulanfon has received enough first-hand accounts from those involved to know that the World Travelers are not to blame for the collapse. He has agreed to allow the World Travelers to coordinate the exploration as long as they report their progress frequently and thoroughly.

## ADVENTURE SUMMARY

### Introduction

PCs who are members of recognized meta-organizations in Gran March who have played previous scenarios in this series will be asked by those groups to follow up on the information they have reported. They will be told to report to Trevian Buchall of the Order of World Travelers. PCs without a meta-org tie will hear that The Order of World Travelers is looking for a few brave explorers to descend the depths. They will learn that the explorers have reached a potentially dangerous area and combat capable explorers are being sought.

### Encounter 1

PCs meet their guide for the descent into the depths of the sinkhole and learn that using magic has been dangerous, slowing the exploration.

### Encounter 2

PCs reach the same staging area that the Order of World Travelers and Syrloch used when they first explored the underground area months ago. There are a few very dirty explorers here who are assisting in the exploration. While in this area, underground scavengers might attack the staging area.

### Encounter 3

If the PCs stayed in the staging area long enough to attract attention, the burrowing scavengers that attacked them in Encounter 2 will have caused shifts that damaged a series of traps in the deeper tunnels. If the PCs used magic to bypass the obstacles of Encounter 1 and the combat of Encounter 2, the dispelling traps are still active in the deeper tunnels, and PCs might be injured if their spells are negated. There are numerous corpses here from explorers who were counting on magic to fit into dangerously tight spaces.

### Encounter 4

PCs come to the remains of the Outpost where the vampiric followers of Vecna lived. They might find lots of clues about the activities of both the Outpost vampires and the yugoloths.

### Encounter 5

PCs will discover a widened tunnel and a massive bronze door being guarded by voors. If the PCs work their way through the door, they will find a stone wall behind it. They have been turned around and misled through the underground and now face a dead end. This should be sufficient evidence that something is active below Shiboeth and is working to delay and misdirect exploration.

### Encounter 5A

If PCs have a reliable way to search through the ground, they might be able to locate an underground cavern that is housing the bronzed mithril gate to Gehenna and hundreds of yugoloths. This discovery might be fatal, as this encounter is untiered.

### Encounter 6

PCs should return to the surface and eventually report back to the chapterhouse of the Order of World Travelers. They will encounter an ultroloth named Euryale (yŏō-rĭ'ə-lē) and a pair of half-fiend soldiers of Gran March who were once human and half-orc. The fiends have enchanted children to accompany them as they tour the Chapterhouse, receiving a tour from an also magically compelled Trevian Buchall. Euryale will happily bargain with

the PCs, and will not be tempted into fighting them. She will disclose that she and her associates are also explorers, and have developed a fascination with Gran March and its history. Spell Sergeant Wilvers and Corporal Grindren, formerly of the 3<sup>rd</sup> Battle and now showing yugoloth characteristics, will be present to do her bidding. She will order them to bring Trevian Buchall along, unless a PC impresses her by being more knowledgeable about certain histories than the elder scholar. In that case, she will attempt to persuade the PC to join her for a time in her travels. If that fails, she will task her minions with kidnapping the PC, and she will flee before violence begins. There will be children present for most of this encounter, and killing them by careless disregard will carry some penalty.

## PREPARATION FOR PLAY

The DM should ask which PCs played *GRM6-07 Athenaeum*, and determine if any PC spend a TU to earn the Research at the Athenaeum favor. Check the AR and make sure the PC spent the TU on the favor. Those PCs should be given Player Handout 1, Research at the Athenaeum.

Player Handout 2 is to be distributed prior to play. The DM should have PCs make a Knowledge (Local–Sheldomar Valley Meta-Regional) skill check and provide the sections of Player handout 2 that are applicable to players based on their skill check.

The DM should ask if any of the PCs are carrying the Prison of Malkisharn from *GRM6-03, Crystal Clear*. If the ultroloth in Encounter 6 learns that a PC has this item and discovers what is inside the gem, that PC might be in great danger.

## INTRODUCTION

The scenario begins in the Chapterhouse of the Order of World Travelers in Shibolet. The PCs can get involved in one of three ways:

Any PC who played *GRM6-01, All That Is Secret and Hidden* or *GRM6-07, Athenaeum* should have reason to suspect that there is a threat remaining underneath Shibolet. It is possible that these PCs reported their discoveries from these scenarios to any number of organizations within Gran March. PCs might have informed the Knights of the Watch as well. Any official organization within the country would have pushed for additional investigation of the sinkhole based on this information. Find out which regional

and meta-regional organizations, if any, the PC reported to following *GRM6-01, All That Is Secret and Hidden* or *GRM6-07, Athenaeum*. That organization will have asked the PC to be their lead in following up with the Order of World Travelers in exploring the sinkhole.

***Some months ago, you reported to your superiors in (insert meta-org here) your suspicion that there might still be danger lurking beneath the sinkhole in southwestern Shibolet, either vampiric or daemonic. They took your warnings to heart and have been pressing Baron Doulanfon to investigate the sinkhole. It took some time, but their insistence has yielded results. As it was your report that helped lead to further exploration of the possible dangers beneath Shibolet, they have asked you to continue your involvement. You have been asked to report to Trevian Buchall at the new Chapterhouse of the Order of World Travelers in southern Shibolet. You get the impression that there are some politics at work here as well, since you are instructed to report to and turn over all findings to Buchall first and foremost, and then return to report to your superiors. They are explicit in this.***

If the PC did not play *GRM6-01* or *GRM6-07*, but is a member of any recognized regional or meta-regional meta-organization within Gran March, they will be asked by their organization to report to Trevian Buchall at the new Chapterhouse of the Order of World Travelers in southern Shibolet. This approach is also applicable if the PC played either of the previously mentioned scenarios but did not report their findings.

***Your superiors at (insert meta-org) have informed you of their concerns about possible dangers beneath the sinkhole in southwestern Shibolet. According to them, a cavern collapsed beneath the city some months ago, and some dangerous creatures, undead and extraplanar, were thought destroyed. They have reason to suspect that there might still be danger beneath the city. They have been asked by the Order of World Travelers to send representatives to assist in the exploration of the sinkhole. You have been asked to represent them in working with the Order of World Travelers and you are to ask for Trevian Buchall at the new Chapterhouse of the Order of World Travelers in southern Shibolet. You get the impression that there are some politics at work here as well, since you are instructed***

**to report to and turn over all findings to Buchall first and foremost, and then return to report to your superiors. They are explicit in this.**

If the PCs question the instruction to report first to Buchall, their superiors assure them that nothing is amiss, but that Baron Doulanfon has appointed Buchall as the point of leadership in this exploration. Because none of the other groups stepped forth to lead the exploration, the Baron has ordered all groups to report to Trevian Buchall first and foremost. Any group that takes it upon themselves to go around this chain of responsibility will feel the Baron's wrath. The organizations are confident that Buchall and the Baron can be persuaded to the right thing with any discoveries anyway, as long as all of their members conduct themselves well and according to the Baron's orders. Organizations that prefer to work in secrecy are not openly supporting this venture, but do not want to draw attention to themselves. They will order their members to observe and report finding only after reporting to Buchall.

Any PC who did not play GRM6-01, *All That Is Secret and Hidden* or GRM6-07, *Athenaeum* that is not a member of a recognized Gran March meta-organization would be involved in the following way:

***You have heard that an organization with a new chapterhouse in southern Shibolet is taking volunteers to explore a massive sinkhole in the southwestern quadrant of the city. Word is out that numerous officials from the army, the Knights of the Watch, Syrloch and some of the local churches have been exploring the sinkhole, but there is room for more explorers. It seems that the prospect of slithering into a muddy sinkhole and risking death from shifting earth and stone does not hold the same appeal that death from valorous battle does for most courageous souls.***

PCs who report to the Chapterhouse will be greeted by Trevian Buchall, the leader of the Order of World Travelers. It is late afternoon.

***The Chapterhouse of the Order of World travelers in Shibolet is a sturdy three-story building with wrap-around porch landings on all three floors. The large downstairs rooms are adorned with dozens of trophies and half-filled display cases. Comfortable chairs are arranged around low tables and multiple fireplaces. Heads of a few ferocious looking***

***beasts are mounted on wall plaques above bookshelves that are only half-filled. A smiling older man with a flowing handlebar moustache walking with a cane comes up to you. "Good morn. Welcome to the Order of World Travelers. Are you helping with the exploration of the sinkhole?"***

Trevian Buchall is the head of the Order. While he normally resides in Hookhill, he has come to Shibolet to oversee the exploration of the sinkhole. The Order of World Travelers has taken on the burden of coordinating the exploration, because all other groups managed to avoid doing so. He wants to do this as safely and carefully as possible. Disasters have already come from reckless actions in this situation. He will encourage thorough, cautious exploration.

Trevian Buchall was once a formidable man, physically strong and mentally sharp. Time has worn his body and eroded his mind. He nevertheless sallies forth undeterred when telling tales of past glory, even if he sometimes has trouble remembering all the correct details. When reminded of accurate dates and events, he recalls with clarity, but he sometimes needs a nudge to get the historical facts straight. He is a likeable, distinguished man who regrets his fading faculties, but does not brood over it. He always wears well-used traveling clothes.

He will be especially pleased with any PCs who are representing a recognized organization within Gran March. He treats those PCs a bit more like partners in this exploration than just volunteers.

He will relate the edited events below to any PC who is not already familiar with the sinkhole:

- Some months back, an earthquake shook Gran March, opening the ground in areas around Shibolet.
- A group of buildings that turned out to be an Outpost of the Whispered One was found underneath Shibolet.
- The Outpost was full of vampires and ghosts. (no ghosts – Buchall is mixing memories)
- While confronting the vampires, explorers were attacked by yugoloths (this is a biased view – Gran March actually attacked first, though this is truthfully how Buchall has been given the story.)

- Knight Colonel Petros took some soldiers down to fight the yugoloths and the cavern collapsed. (Knight Colonel Darhmog Wynnavwynn, cousin to former Commandant Petros, was the Knight Colonel in charge of the 3rd) There was a big gate down there that was connected to the Abyss or Hell. (Gehenna)
- Some vampires claiming to be from the Outpost surfaced in Shiboletth a couple months later. They had zombie fiends with them. (The zombie yugoloths actually were attacking the vampires). One of them got away. Can't remember his name. (Boramonte - PCs may have met him in *All That Is Secret and Hidden*)
- Recently, some more fiends broke into the Athenaeum. That's a lot of fiends in just a few months.
- He doesn't know if all this is related to the sinkhole, but honestly, they never had the chance to get back down there and explore it. It is past time to check. No one else really wanted to take the dirty job or political heat to do it, he feels.
- The sinkhole has been extremely unstable. It shifts and drops in places occasionally. The hole has grown a bit, and some folks think we should just fill it in...somehow. Others think we should look first. He agrees. Then, maybe we fill it in...somehow.
- A few folks have gone down and not come back. Most have gone down and come back, but a few have gotten crushed by shifts. Magic is unreliable, too. Syrloch backed off when magic started blinking on and off.
- We have been exploring the old-fashioned way – shovels and torches (everburning torches, too).
- There is no rush. Proceed carefully and at a safe pace. He will emphasize the need for safety and the lack of time constraints.

Buchall will entertain the PCs' questions the best he can, but will encourage them to meet with their guide at the site of the sinkhole.

**Trevian Buchall:** Male Human Warrior2/Expert6 (Knowledge - Arcana +13, Knowledge – Dungeoneering +13, Knowledge – (History – war +15), Knowledge (local – luz's

Border States Metaregion +14), Knowledge (local - Sheldomar Valley Metaregion +14), Knowledge - Nobility +12, Knowledge – Religion +10)

## ENCOUNTER 1: SINKHOLE

The PCs will begin at the edge of the sinkhole in southwestern Shiboletth, at an army encampment. Their guide will discuss the descent with them and will provide warnings about the underground conditions, emphasizing the confined quarters and dangers of magic use. He will also indicate that there have been shifts in the last couple of days.

***You stand behind a large barricade of stone and earth, overlooking a massive sinkhole in the middle of southwest Shiboletth. Four blocks worth of homes litter the floor of the sinkhole, some 40 or 50 feet below the rest of the streets you stand on. Jagged rocks and partially collapsed buildings create a spiked and unstable-looking floor to the sinkhole. You have heard that rainwater flowed vigorously into the sinkhole in the first few weeks of its existence, further destabilizing the ground beneath the hole and causing more of the surrounding ledge to collapse. The dense barricade constructed around the hole helps prevent rain from the streets from flooding the hole further, and you can see torn sewer pipes along the hole's walls that have been bricked up. Even with that, the bottom of the sinkhole still looks like a soggy, precarious place to stand.***

The PCs will be approached by ComSpec Rathskin, a Halfling in the 3<sup>rd</sup> Shiboletth Reserves. Rathskin is very serious, and is an experienced tunnel explorer. He was one of a few Halfling and gnome militiamen who crawled into houses that were collapsed during the giant invasion of Shiboletth (*GRM5-IN5, In the Eleventh Hour*) searching for survivors. He has a small amount of fame among soldiers who helped with the rebuilding of Shiboletth following the giant invasion. He explored more collapsed buildings and found more survivors and corpses than any other soldier. Any PC who presents himself as having aided with the rebuilding will know of Rathskin. He found a lot more corpses than survivors, and the experience made the already serious soldier even more solemn. He has volunteered to help investigate the sinkhole, and wants to keep everyone safe. He is very tired, and is prone to neither humor nor anger. He will not treat the PCs



as fools, even if they act the part. Anyone belittling him or the danger will cause him to calmly pick up his gear and walk away, genuinely wishing them the best of luck, but refusing to risk himself with them. He is a bit muddy and scraped from an earlier descent into the sinkhole.

**ComSpec Rathskin:** Male Halfling  
Rogue2/Ranger1 (Appendix 8).

Though Rathskin is a member of the local militia company, he is officially off duty. He is here as a representative of the militia, and while in that capacity, he obeys orders of higher ranking soldiers. He will, however, question any obviously crazy order, or just walk away from any abusive soldier.

Rathskin will share the following details of the descent with the PCs:

- There are a few dozen false crevasses in the sinkhole. They have managed to establish two decent points of entry, and are using one for descent and one for ascent.
- The sinkhole is slippery and unstable in lots of places. Test the ground before you step.
- There have been shifts in the last couple of days. No one was hurt, but no one was deep underground either.
- The tunnels are very tight. It will require careful squeezing in some places. Bulky armor will make it very hard to descend.
- Magic has failed in the tunnels. In at least one case, it seems to have failed unexpectedly, killing one wizard who was in gaseous form. He has been in the tunnels when magic torches just simply died. It seems to happen in all different areas. Visibility can be very short in the tunnels below.
- Digging has proven dangerous. Digging in one part of the sinkhole has caused shifts in other parts, crushing other diggers without warning. A cocky wizard from Syrloch summoned some monster to dig, and it caused other tunnels to collapse on other people, killing them.
- Some shifts have caused more of the ledge to collapse, dropping more of the city above into the hole.

- There will be other people below, searching through the cracks for passages that go lower, or ways to safely excavate a path that goes lower.
- They have braced the existing tunnels the best as they could.
- There is a temporary base, about 75 feet down that has been braced with timbers. Below that, another 200 feet, there is a narrow crevasse that has been cleared to approach an old building that he suspects is their destination. It looks surprisingly intact. They don't have a clear path to the building just yet. Soon, they hope.
- It should take about three or four hours to get to the temporary base, with squeezing and twisting. It takes him about 30 minutes alone, but with extra people needing help from each other, it takes longer, he expects. The tunnels wind a lot, it is not a straight descent.
- If it is mentioned, he sees no reason why the PCs could not put heavy armor in a bag and bring it along.
- Finally, he will warn the PCs about the grim reality of the area under the sinkhole. Many of the soldiers and adventurers who were below Shibolet when the cavern collapsed did not escape the crushing rock. Citizens aboveground fell through the open ground with no warning and were crushed. The ground is effectively a long, mass grave in places. Pieces of corpses crushed between rocks litter the tunnels. There are crevasses that require you to brush past the remains of dead soldiers, smashed flat between rocks. Rathskin is very somber as he relates this. He asks respectfully that the PCs not make light of these poor souls' entombment that they have to crawl into.

If the PCs specifically ask, he can tell them that one of the dwarven diggers has told him that the staging area is between 75 and 90 feet below ground, but he's not certain where beneath the sinkhole. The sinkhole is more than ½ mile in diameter and the staging area is only 60 or 70 feet long, and narrow. The floor is also jagged and uneven, with large rocks scattered around the cavern. The path to the staging area is winding, so pinpointing it from above is not easy.

Squeezing through the crevasses requires an Escape Artist check, DC 26, representing the slightly enlarged tight space. Small size characters receive a +4 size bonus to their check for this situation. Large size PCs receive a -4 size penalty to their check for this situation. Armor check penalties apply. It is possible to take 20, and up to three others can assist in the check. A PC who has a +16 net Escape Artist bonus (unaided) can take 10 for the descent. Rathskin will advise those PCs to be in the middle of the group to spread out the assistance for other PCs. For medium-sized PCs who are still unable to make the check, Rathskin will produce a tin of pig fat, and grease the PCs, giving another +2 circumstance bonus to the check.

The DM does not need to take long with this, but should indicate that it is a slow, difficult process for even Rathskin to descend this crevasse. A quick escape to the surface is not an option for most if there is trouble.

Magic will not fail during this portion of the descent if the PCs stay in the well traveled tunnels used by the diggers. Trying to descend by any other underground path will expose PCs to the same *dispel magic* traps from Encounter 3B. The area around the sinkhole is rife with traps left by the yugoloths in recent months. PCs have not seen the staging area, and do not have a very reliable description of its location. Magical transport spells suffer the usual risks for these conditions, but function normally.

As the PCs move through the cracks, they will be able to hear faint noises through the rocks. Others are digging and scraping their way through the cracks, working to dig below, and shoring up the existing tunnel work. This should give the PCs a sense that there are others working around them in this sinkhole who could be endangered if they are careless and cause the ground to shift. If the PCs begin digging with powerful magic, it will cause another shift, crushing other diggers.

## ENCOUNTER 2: BASE

The area that the World Travelers are using for a base of operations is the same cavern they used when they made their first exploration into the underground. It has collapsed in parts, dropped somewhat and is much smaller than it was previously. It still contains a lot of materials (mostly lumber and metal bracing) from the previous encampment. The floor is an uneven, broken jumble of pits and sharp, jutting rock.

Movement in the cavern is halved, and there are numerous cracks in the ground that drop into deep, treacherous crevasses lined with sharp stone. Most of the holes in the flooring have been covered by wooden.

There are 8 people in the base camp when the PCs arrive. Most of them are gnomes and dwarves. When Rathskin and the PCs arrive, Rathskin will move to one of the gnomes while the PCs rest for a few minutes. He will return quickly to inform the PCs that the diggers have identified a tunnel that they suspect goes up to one the buildings that was part of the Outpost. The PCs will be given heavy chisels and hammers to use to create a hole in the wall that has been discovered. The diggers did not try to pierce the wall.

PCs should note that exploration of other cracks will continue even as they carry out their descent toward the Outpost.

Rathskin will offer to continue to escort the PCs on the descent, or they can attempt to follow the markings themselves.

If the PCs took time to descend the tunnels and plan to stop and rest in the base camp overnight, the DM should have the tunneling creatures attack before they begin to sleep. If the PCs indicate that they are setting off immediately, the creatures enter the base camp before the PCs continue. PCs that used magic to bypass the confining tunnels will not experience the scavenger attack in this encounter unless they choose to stay overnight for some reason.

The DM should have PCs make Listen and Spot checks, both DC 10. PCs who succeed on the Listen will notice the sounds of scraping getting louder (closer) from below and west. PCs who succeed on the Spot check will notice dust and small amounts of dirt drifting down from the ceiling of the base camp. PCs who succeed at both checks will also feel slight vibrations of the ground around them. Any PC with a Spot or Listen above 25 will notice the effects one round before the monsters arrive, and might have an opportunity to prepare.

As the monsters break into the cavern, pieces of the ceiling will begin to drop, and the base camp cavern will begin to become unstable. PCs should attempt Spot checks (DC 15) to notice that pieces of the ceiling are falling, even after the monsters enter the cavern, and the cavern is in danger of collapsing. A PC who takes a standard action to make a Search check of the ceiling might notice that one of the braces is buckling and needs to be

supported immediately or it will collapse. The staging area will collapse four rounds after the monsters break through the ground. The ceiling is not very tall, and luckily, there are additional beams on the ground near the area at most risk of collapse. There are a few ways PCs can prevent the collapse. The collapse is not dissimilar to a trap, so a Disable Device skill check can be used to prevent the collapse. A Knowledge Architecture and Engineering check can be used to identify the area needing support, as can Knowledge: Dungeoneering. Magic spells that support the ceiling, like *wall of stone*, can be used to stop the collapse. The DM should allow the PCs to utilize any skill or resource that seems reasonable to identify and prevent the collapse.

#### APL 2 (EL 5)

**Ankheg:** hp 28; see *Monster Manual*, page 14.

**Collapsing Ceiling:** CR 2; mechanical; touch trigger; repair reset; DC 15 Reflex save ½ damage (2d6, rocks); multiple targets (all targets in tunnel); Search DC 16; Disable Device DC 16.

#### APL 4 (EL 7)

**Ankheg (2)** hp 28 each; see *Monster Manual*, page 14.

**Collapsing Ceiling:** CR 4; mechanical; touch trigger; repair reset; DC 18 Reflex save ½ damage (4d6, rocks); multiple targets (all targets in tunnel); Search DC 18; Disable Device DC 18.

#### APL 6 (EL 9)

**Umbur Hulk:** hp 71; see *Monster Manual*, page 248.

**Collapsing Ceiling:** CR 6; mechanical; touch trigger; repair reset; DC 20 Reflex save ½ damage (8d6, rocks); multiple targets (all targets in tunnel); Search DC 20; Disable Device DC 20.

#### APL 8 (EL 11)

**Umbur Hulk (2):** hp 71 each; see *Monster Manual*, page 248.

**Collapsing Ceiling:** CR 8; mechanical; touch trigger; repair reset; DC 22 Reflex save ½ damage (10d6, rocks); multiple targets (all targets in tunnel); Search DC 20; Disable Device DC 25.

#### APL 10 (EL 13)

**Purple Worm:** hp 237; see Appendix 5.

**Collapsing Ceiling:** CR 10; mechanical; touch trigger; repair reset; DC 25 Reflex save ½ damage (10d6, rocks); multiple targets (all targets in tunnel); Search DC 25; Disable Device DC 25.

#### APL 12 (EL 15)

**Purple Worm (2):** hp 237 each; see Appendix 6.

**Collapsing Ceiling:** CR 12; mechanical; touch trigger; repair reset; DC 25 Reflex save ½ damage (14d6, rocks); multiple targets (all targets in tunnel); Search DC 27; Disable Device DC 25.

**Conditions:** Gargantuan creatures will be squeezed in the cavern. The purple worm stat blocks in the Appendices have been adjusted for this condition. This has been factored into the EL of the encounter.

**Tactics:** The underground creatures have been controlled and compelled to enter the cavern. Once they arrive, their basic nature asserts itself and they attack to kill and eat, even if they are affected by something that breaks the compulsion. They attack the nearest target, including NPCs, but switch immediately to combat threats. Any monster reduced to 25% of its hit points abandons the effort and flees. The diggers retreat. Treat them all as AC 11 with 5 hit points. Rathskin can assist APL 2 and 4 if the PCs are having difficulty.

**Development:** If Rathskin survives the monster attack and the possible cavern collapse, he will offer to escort the PCs further into the depths. He will be concerned that the digging of the monsters has destabilized the tunnels between the base cavern and the Outpost. Any diggers who are still alive will work to reinforce the base camp, or begin to climb out looking for medical help. None of the monsters left an open tunnel as they burrowed, so there is no way to easily follow their trail. PCs can continue immediately or take a few hours to rest before continuing.

## ENCOUNTER 3A: BROKEN TRAPS

If the PCs stopped at the staging area and were attacked by the monsters, all of the traps in this

encounter have been shifted and knocked askew by the burrowing of the monsters from Encounter 2. The PCs can follow a tight, winding tunnel that is marked by a guide rope. After descending another 50 feet, the PCs will find a spot where the tunnels have collapsed on the guide rope because of the recent digging by the monsters from the previous encounter. With effort, the PCs can shift the rocks around enough to reopen the tunnel and continue their descent. The recent shifting of the tunnels also collapsed rocks on traps that had been set in the tunnels that had been dispelling magic.

As they climb down, the PCs will encounter the remains of a wizard who was using a *gaseous form* spell to descend the tunnels. His gaseous form was floating through a very tight crevasse when the *dispel magic* trap activated, dispelling his *gaseous form* and crushing him gorily inside the small space. While it might appear that the wizard was crushed by recently shifting rocks, it will be obvious that his corpse has been here for a week or more. Soon, PCs will encounter a magical trap that has been smashed between shifting rocks. Less than 50 feet deeper, they will encounter another trap that has been smashed by the shifting tunnels. Even though the traps are no longer active, evidence of the runes remains. The DC to locate the smashed traps is APL + 8. In all, the PCs will encounter three broken dispelling traps.

## ENCOUNTER 3B: ACTIVE TRAPS

If the PCs used magic to bypass the difficulties of the descent and were not at the staging area long enough to attract the attention of the monsters, all of the traps in this encounter are active. The monsters from Encounter 2 have not burrowed through these tunnels, and have not knocked the dispelling traps askew.

PCs will encounter the remains of a wizard who was using a *gaseous form* spell to descend the cracks. His gaseous form was floating through a very tight crevasse when the *dispel magic* trap activated, dispelling his *gaseous form* and crushing him gorily inside the small space. While it might appear that the wizard was crushed by recently shifting rocks, it will be obvious that his corpse has been here for a week or more. Soon, PCs will encounter a magical trap.

Because of the winding tunnels, the traps can only activate when a PC is within 10 feet, and the trap will not generally have line of effect on more than two PCs. Others will be shielded by the twisting tunnels.

For parties that did not fight the monsters in Encounter 2:

They will encounter one (APL 2), two (APL 4) or three (all other APLs) dispelling traps during the descent. The traps are 50 – 75 feet apart.

If a PC is using magic that changes the PC's physical form, the PC will take damage if the magic is dispelled. If the PC indicates that he is trying to avoid very narrow spaces in case his spell is dispelled, all damage is halved. Magic that simply assists the PC in moving through the tight squeeze without changing physical form might be dispelled, but the PC would take no damage from being suddenly dispelled.

### APL 2 (EL5)

**Dispel Magic Trap (1):** CR 5; Search DC 28; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Dispel Magic, targeted, 7th-level wizard, 2d6 crushing damage possible, DC 13 Reflex save half damage); Disable Device DC 28.

### APL 4 (EL7)

**Dispel Magic Trap (2):** CR 5; Search DC 28; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Dispel Magic, targeted, 9th-level wizard, 3d6 crushing damage possible, DC 14 Reflex save half damage); Disable Device DC 28.

### APL 6 (EL9)

**Dispel Magic Trap (3):** CR 6; Search DC 28; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Dispel Magic, targeted, 11th-level wizard, 5d6 crushing damage possible, DC 15 Reflex save half damage); Disable Device DC 28.

### APL 8 (EL11)

**Greater Dispel Magic Trap (3):** CR 8; Search DC 31; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Dispel Magic, targeted, 13th-level wizard, 7d6 crushing damage possible, DC 15 Reflex save half damage); Disable Device DC 31.

#### APL 10 (EL13)

**Greater Dispel Magic Trap:** CR 10; Search DC 31; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Dispel Magic, targeted, 15th-level wizard, 9d6 crushing damage possible, DC 15 Reflex save half damage); Disable Device DC 31.

#### APL 12 (EL15)

**Greater Dispel Magic Trap:** CR 12; Search DC 31; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Dispel Magic, targeted, 17th-level wizard, 11d6 crushing damage possible, DC 15 Reflex save half damage); Disable Device DC 31.

**Development:** The PCs should be able to identify the traps as evidence that someone or something has made efforts to discourage exploration of the tunnels beneath Shibolet. PCs should have the opportunity to recover.

## ENCOUNTER 4: THE OUTPOST

After the PCs have descended a total of 250 feet below Shibolet, they will come to a flat surface of worked stone. This is an exterior wall of a building from the ancient Outpost. PCs have been given hammers and stone chisels to aid them in getting through the wall.

*You descend through the tight, jagged tunnels searching for the wall that was described to you. As you climb down, you see skeletal remains of soldiers and adventurers who were trapped below ground when the collapse first occurred. Small parts of crushed skeletons and the clothes they wore protrude into your path. You pass a half dozen crushed and buried Gran Marchers before coming to the end of the crevasse. Before you is a smooth stone wall, pocked and cracked, but nevertheless intact. There is just enough room for two people to chisel through the wall.*

The tunnel is only five feet wide in front of the wall, but PCs who are not in combat can squeeze and work on the wall. The wall is thick (3 feet) and made of very strong, dense stone and as the PCs work through it, they will see that it has been reinforced with twisted iron bands. The DM should assume that the PCs can eventually blast or chisel through the wall without any particular problem.

*The cavern beyond the wall is damp and chilly. (Assuming a light source) As the light enters the cavern, you can see that the room beyond is mostly intact, though huge chunks of rock and piles of mud have broken through parts of the ceiling and walls. The floor is tilted, and most of the items that were once in this room have slid against the wall to your left, as has a lot of mud and small stone.*

This room was once a temple to Vecna. It was modest, with low ceilings and simple adornments. When Gran March first discovered the Outpost, clerics took the time to remove the *deseccration* on this temple, so it is no longer dedicated to the Whispered One. Most of the trappings here are mundane and have been ruined by the collapse and muddy runoff.

After just a few moments of searching, the PCs will notice the following oddity:

*On the east wall, there is a large hole, about eight feet off the ground. It is roughly circular and extends through part of the wall and part of the ceiling. A large slagheap of smooth stone runs down the wall to puddle on the floor. The hole appears to be very smooth, and is irregularly rounded.*

The round tunnels were formed by large thoqqas, burrowing through the rock and burning an open path in their wake. PCs can make a Knowledge: The Planes skill check at DC 13 to recognize the likely origin of the tunnels. A successful check will also reveal that it was a very large thoqqua, and that it either melted the path more than once or that it was more than one creature. The tunnels are now cool to the touch. They are large enough that a medium sized creature could move through without squeezing (roughly 5 feet in diameter).

If the PCs search for tracks, they will discover the following:

- DC 20: There are scuff marks on the floor of this room that were certainly made after the collapse occurred. The scuff marks are found near the burned hole in the wall/ceiling. The constant drizzle of water and mud through the ceiling has washed away most tracks.
- DC 25: The scuff marks show that whoever made them had clawed feet, and was probably four-legged.

The tracks in the room were left by a canoloth when it jumped down from the hole into the temple. The last time it was here was over a month ago and any solid identifying trail has been obscured.

The door to the temple has been smashed, and rock blocks the exit. But PCs can look beyond the rock and see pieces of what was once the cavern of the Outpost. PCs who played The Commandant's Fist ((GRM05-BI-01, ConCarolinas 2005) can be reminded that the Outpost was a series of buildings built on rocky hills inside a huge underground cavern. There were tunnels between some of the buildings, but there was also some open space inside the cavern. The cavern has mostly collapsed, but PCs can see what they suspect are the edges of other buildings among the collapsed cavern. The buildings have collapsed at varying depths and the PCs can see very little by looking outside the doors into the collapsed cavern.

If the PCs enter the thoqqua tunnels:

***The tunnels are smooth stone, with the occasional small gap where the rock has cracked and fallen apart since the tunnels were burned. The tunnel meanders, twisting from side to side and rising and falling. Whatever made this tunnel did not travel in a straight line. A side tunnel splits off, dropping quickly downward. Ahead you can see where yet another tunnel has split off, moving level to the tunnel you are currently in.***

There is a lot of the Outpost to explore, and a lot of what the PCs find will be repetitious. Even though only two buildings will be described, the DM should give the players the sense that their PCs spend a very long time searching through the tunnels and between more than a dozen partially collapsed buildings. Unless the players indicate otherwise, assume that the PCs search the area thoroughly and can feel fairly confident that they have properly searched the areas not described.

***Your search has covered numerous buildings through dozens of scorched tunnels. It becomes apparent after a while that whoever created the tunnels had to dig through the ground mostly blind. Each building you searched was partially crushed, some almost completely. Each building yielded the same lack of information. In a few you found evidence that someone has been here within the past couple of months, but no real trace of who or what.***

***You come to a building that is larger and less damaged than the others. The tunnel opens out to the floor level. As you pass through the walls of this building, you see that the walls are thicker than on any other building, and a strong dark metal is reinforcing the walls. This floor is sloped, but the building seems to be structurally intact, despite being dropped through the earth and crushed by tons of rock.***

***You enter a large chamber with a low ceiling. Tables, chairs and a few rugs are crowded against the south wall where the floor slopes downward. This room appears to have been either a dining hall or a meeting room. The large table and chairs against the south wall are heavy and opulent. Beyond this room, you see another large room with furniture lying askew. Empty bookshelves line the walls in that distant, dark room. Some pictures on the walls are tilted slightly, while others have dropped to the floor, their ancient wooden frames smashed and scattered across the sloped floor.***

PCs who played The Commandant's Fist ((GRM05-BI-01, ConCarolinas 2005), should be told that they never entered this building in their conflict with the vampires or with the yugoloths.

Tracking, DC 30 will reveal that someone was inside the meeting hall within the past few months. Some of the traces look to be scuffs from boots, others from claws.

Throughout the meeting hall will also be signs that there was fighting a few months back. The yugoloths returned to this building many months after the cavern far below was collapsed and began taking vampires and most everything of value. Many vampires fought back, and many fled. There are old traces of blood (mostly yugoloth) from the fighting. Signs of conflict are about a year old and the building has shifted some since the main collapse, obscuring tracks and evidence inside the building.

In the room are lots of paintings and broken sculptures. Most of the sculptures are statues of humans in various poses. None of the artwork here is especially religious in significance. It is mostly art for aesthetic purposes. These large rooms were where the vampires of the Outpost spent much of their time in contemplation and discussion. PCs might note that some of the artwork here looks ancient while other pieces look very modern. The vampires of the Outpost

maintained secret contacts in Shiboeth during the city's entire existence, and occasionally had art and literature brought down.

There were six portraits of Flan men and women hanging in this room. Two are smashed and rotted beyond repair. The other four glow faintly of magic if detected. They have been protected from the ravages of the centuries by *unguent of timelessness*.

Two of the portrait subjects might be familiar to the PCs.

One is a lean Flan man, with broad, handsome features and long, black hair pulled back into a pony-tail. He wears fine clothing, a bejeweled rapier and is holding an owl with lifeless black eyes. PCs who played GRM6-01, *All That Is Secret and Hidden* will recognize him as Boramante, a leader of the Outpost vampires.

The other is also a Flan man, but with a hard, scarred face and short, cropped hair. He wears very ornate chainmail and a long, broad sword with an oversized hilt. PCs who played GRM6-03, *Crystal Clear* will recognize him as Acan, a vampiric warrior. The sword in the portrait was his magical *ghost touch* bastard sword that was available for purchase on the AR from GRM6-03. PCs might not be aware that Acan was from the Outpost, as he did not talk about himself. Propped against his leg is a shield that displays the heraldry of a dark blade and a grasping skeletal hand. PCs with Knowledge (local - Sheldomar Valley Metaregion) might recognize (DC 30) the symbol as belonging to the Death Knights of Kas, the Bloody-Handed, lieutenant of Vecna during the Occluded Empire. The Death Knights were a group of elite vampiric warriors that served Kas.

One of the portraits is of a very old white-haired Flan woman who looks graceful and serene at first glance. As a viewer spends more time studying the extraordinary work, some of the details of what the artist captured become increasingly dominant. Her eyes hold a cold, spiteful emptiness that pull the viewer into them. The eyes on the canvas have an imperfect reflective quality to them, and the viewer can almost see a soft outline of his own reflection in her blackened eyes. Her soft withered hands end in short, sharp nails. Her delicate smile takes on a sneering quality after a few moments of contemplation. The old crone is wearing simple peasant's clothing that appears to be extremely well made. On closer inspection, the peasant's clothing seems so well made and tailored that it is

not likely that it was truly made by or for a poor peasant woman. The comb holding her hair in place is a simple wooden design of a flower. Finely traced into the strands of her hair are the teeth of the comb, showing a slightly different shade of white than her hair. The teeth of the hair comb seem to be bone, not wood.

The fourth portrait is a sickly looking young Flan man seated in a plain wooden chair near a tree. He is wearing ancient looking vestments of the Whispered One. He maintains a certain dignity in his oversized vestments despite his weak chin and puffy eyes. His hair is short and clean. His crossed hands show delicate fingers and groomed fingernails. His painting is the smallest of the remaining four, and hangs lower than the other three.

The room with all of the empty bookshelves was clearly once a library of sorts. It has been cleared of all books and artworks.

In many of the upper and outlying rooms, there are coffins. In some rooms, there are simple stone biers with no casket. Most of the coffins are simple, though some are rather heavy and ornate. Three of the coffins are made of bronze and require considerable strength to open. There are no details that betray who might have been in each coffin.

If the PCs search the meeting hall, they might find two secret vaults, search DC 30. PCs can take 20 on the search checks. These normally well-hidden vaults have been slightly exposed because of the shifting of the building. Opening the vaults will reveal a dozen empty shelves.

Inside one of the vaults is a third secret vault. The third vault is actually sealed up behind a wall inside the second vault. It is very hard to find, and recent shifts have not done much to uncover the third secret vault. A Search check DC40 is required to locate the third vault. PCs must remove parts of the stone wall to expose the vault door.

It takes many hours to search the hall, even if they do not find the third vault. If they did not find the third vault, PCs should be encouraged to rest for the evening in the Outpost meeting hall. During the night, the ground will shift again, dropping the Meeting Hall again. There is no danger to the PCs, but it will shift the walls again, and expose the third vault in case PCs did not locate it previously. The DM should indicate that the PCs hear some unusual crackling inside the walls to lure them back toward any undiscovered vaults. Once the

walls shift again, the first two vaults are automatically exposed and the Search DC to find the third vault drops to 20.

When the third vault is opened, a faint rushing of air will pour into the ages-closed vault. The vault is only six feet wide, with small shelves inside taking up much of that room. The PCs will smell the ancient, dry air and the fragile, dried old wood and parchment. It does not appear to have been disturbed in centuries.

#### Inside the third vault:

- Six scrolls written on thick, heavy cloth of some kind. The scrolls will begin to crumble if the PCs try to open them. They do not detect as magical. If the PCs use great care, they can carefully open the scrolls. The six scrolls are not all related to each other, but the DM should not prevent PCs from drawing their own conclusions. Two of the scrolls have drawings of skeletal warriors wearing ornate armor with obscured heraldry. One of the scrolls is an account, in Flan, of fiendish warriors serving an ambitious wizard king. There are two scrolls that describe separate meetings between The Whispered Lord (Vecna) and someone named Astarte. The latter name is written in ornate Infernal. They seemed to be trading secrets and minions. The last scroll is a list of names – half are written in Flan, and the other half are written in ornate Infernal. This list is provided in Player Handout 3. The name Malkisharn is on the list. Malkisharn was a dread wraith that plagued Gran March many decades ago, and again recently. His undead spirit has been captured (*GRM6-03, Crystal Clear*) and might be in the possession of one of the PCs at the table.
- A number of tabards with various heraldic emblems stacked up on a shelf. All of them are fragile and start to fall apart if moved. One of the pieces looks like a tabard with a skeletal owl's head. PCs who played *GRM6-07, Athenaeum*, will recognize it as a similar design worn by Master Vigilant Marax, an ultroloth who claimed that the Knights of the Watch were copycats of an older, daemonic order of knights. All of the tabard fragments look authentically ancient.
- A flask made of heavy iron, inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs and special symbols. This is, indeed, an *iron flask*. It radiates strong conjuration magic, and it also radiates overwhelming (11+ hit die outsider) evil. Any PC touching the flask will feel a powerful sense of foreboding. A Spellcraft or Knowledge Arcana check, DC5 will indicate that this is an *iron flask*, and tampering with it could release a balor, a pit fiend or worse. Warn the PCs that learning the command word for iron flasks can be tricky, and divination spells can be misdirected. Even PCs without arcane skills can feel that the flask radiates danger and power. The PCs cannot reliably determine the command word within the limits of this scenario. If they open the flask, the deathdrinker, Astaroth (Appendix 8) emerges, kills the PC who freed him and teleports quickly away. Hopefully, PCs will turn this item over to proper authorities. The DM should note who the PCs turn the item over to, if anyone, at the conclusion of the scenario. If the PCs turn it over to any of the authorities of Gran March, including the Order of World Travelers, they are given a reward of 500 gp.
- The following well-preserved scrolls are also inside the vaults, protected within bone tubes: Each APL includes the listed scroll in addition to the scrolls at lower APLs.
  - APL 2: Scroll of *Death's Call*
  - APL 4: Scroll of *Boiling Blood*
  - APL 6: Scroll of *Hood of the Cobra*
  - APL 8: Scroll of *Vecna's Malevolent Whisper*
  - APL 10: Scroll of *Lightning Leap*
  - APL 12 Scroll of *Endless Slumber*

To all appearances, this vault has been undisturbed for many centuries. There are no tracks inside and none of the faint dust has been disturbed. However, if the PCs attempt to search the vault before entering it and succeed on a Search check, DC 50, they will get the impression that the vault has been disturbed more recently. The layers of dust on some of the objects look



slightly uneven, but not so much as to provide positive evidence of what was disturbed, added or taken. They might get the conclusion that if anyone was here, they were nearly imperceptible in their passing, or they used strong magic to cover their tracks.

If the PCs do not discover the third vault until after the late night wall shift, the vault is contaminated with debris, and there is no way to learn that someone had been inside recently. It is unlikely that a party that fails the DC 30 Search check to locate the vault would succeed on the required DC50 check to note that the vault had been disturbed recently anyway. It is also unlikely that lower APLs found the third vault, so there is no scenario reward associated directly with discovering the vault unassisted. The high Search DC for the third vault is meant to give credibility to the fact that the yugoloths missed it in their search, while allowing for PCs to find it under different circumstances.

**Development:** The PCs should be able search the Outpost buildings and discover the remains of the vampiric society that lived here for centuries. They should discover the vaults. In the Meeting Hall, they also discover an enlarged tunnel that leads deeper into the depths of the Oerth.

## ENCOUNTER 5: DEAD END

The PCs should resume their descent into the depths below Shibolet. After another few hours, the tunnel they are climbing down will widen into a sloped passage. It will be obvious that something has widened the tunnel about 200 feet below the Outpost. Tracking and stoneworking skills will indicate that the tunnels have been excavated recently.

The ground will level off and the PCs will encounter a massive stone door and guardians.

***The descent has been difficult, but after what felt like hundreds of feet, the tunnel levels off into a wider passage. You can see signs of excavation in the widening tunnel ahead and abruptly, the cramped tunnels open into a long, shaped cavern. You stand in a huge tunnel (25 ft. tall) that is recently constructed. The tunnel construction winds downward. Except for your movements, all is silent.***

Allow the PCs to respond to this change in environment. The voors ahead will not move away

from their post to investigate the noise. Once the PCs get within sight of the bronze door and the yugoloths:

***Through the dark, you see a massive bronze door, ancient and obscenely sculpted. Standing in front of it is something that has noted your presence.***

The voor(s) are stationed at the door and have been instructed to kill any non-fiends in the tunnel. Behind the voors is a huge bronze door. It portrays a scene of a tall, female ultroloth handing a pair of scrolls down to a supplicating human who is wearing chainmail armor and carrying a shield emblazoned with the argent owl of the Knights of the Watch. PCs might recognize the human as possibly being Trilesimain, the founder of the Knights of the Watch.

The voors cannot be reasoned with. They attack.

### APL 2 (EL 4)

**Voor:** hp 37; see *Appendix 1* or *Monster Manual IV*, page 193.

### APL 4 (EL6)

**Voors (2):** hp 37 each; see *Appendix 2* or *Monster Manual IV*, page 193.

### APL 6 (EL 8)

**Dreadful Lasher:** hp 123; see *Appendix 3* or *Monster Manual IV*, page 193.

### APL 8 (EL 10)

**Advanced Dreadful Lasher:** hp 142; see *Appendix 4* or *Monster Manual IV*, page 193.

**Voors (2):** hp 37 each; see *Appendix 4* or *Monster Manual IV*, page 193.

### APL 10 (EL 12)

**Advanced Dreadful Lashers (2):** hp 161 each; see *Appendix 5* or *Monster Manual IV*, page 193.

### APL 12 (EL 14)

**Advanced Dreadful Lashers (2):** hp 180 each; see *Appendix 6* or *Monster Manual IV*, page 193.

**Tactics:** The Voors are relentless guardians. They attack anything that enters the area. They will likely hear the PCs coming, but will not venture out to meet them. They will climb across the walls and ceiling (climb 20 ft.) to avoid any obstacles on the ground. They will get in close with front rank

combatants and will try to reach anyone standing back with their tentacle attacks. If the PCs flee the area, the voors will not pursue beyond the cavern with the bronze door the first time they flee. If the PCs try to use hit and retreat tactics again, the voors chase them until they catch them

**DM NOTE:** Please note that the vooor is blind, using Blindsense to locate targets. This gives the vooor a 50% miss chance on all attacks. It also cannot take attacks of opportunity even though it has combat reflexes. An errata has been requested. As of the release of this scenario, the vooor has Blindsense with the accompanying 50% miss chance on all attacks and cannot utilize combat reflexes to take attacks of opportunity.

**Development:** The bronze door the voors are guarding is 20 ft. tall and 4 ft. thick. No hinges are visible. There is a massive handle 12 ft above the ground. The door does not open, because there is no doorway. Behind the door is more stone. The door is set in the stone wall and is a deliberate dead end. There is no specific mechanism for beating down the door, DMs should adjudicate as needed. Once PCs have devised a satisfactory way to look beyond the door, inform them that they are facing a flat stone wall.

## ENCOUNTER 5A: VERY DEAD END

If the PCs have a way to search underground beyond the tunnels and crevasses, they might discover the collapsed cavern where the bronzed mithril gate to Gehenna stood. The cavern that once held the gate was collapsed, but over the months, industrious yugoloths have tunneled and dug, removing tons of rock through the gate to open a new cavern. The cavern is 300 hundred feet south of the chamber with the voors and the bronze door dead end. This cavern is currently brimming with activity. The DM should be clear to PCs locating this cavern that the creatures inside this new cavern are too numerous to confront. Magical spells that allow PCs to look into the cavern from a distance will eventually be detected and dispelled. The PCs will notice that the new cavern is very well supported now by massive columns, so another engineered collapse is unlikely. Reporting this information topside should be encouraged. Any PCs who attempt to fight the cavern full of yugoloths might be killed or captured.

**All APLs:**

**Advanced Nycaloth (10):** hp 275; see *Appendix 7*.

**Advanced Mezzoloth (25):** hp 300; see *Appendix 7*.

**Nycaloth (50):** hp 161; see *Appendix 7*.

**Mezzoloth (100):** hp 95; see *Appendix 7*.

**Advanced Dreadful Lashers (50):** hp 180; see *Appendix 7*.

**Tactics:** The entire cavern is surrounded by voors stationed within reach of every wall. The voors are absolute in their guard duty and will attack anything that enters the cavern. Their blindsense overcomes most stealth. Any PC spotted will be overwhelmed without mercy by as many monsters as can reach them.

**Developments:** Any PC spotting this cavern should retreat to share what he has learned with the authorities of Gran March. If a PC attempts to fight this untiered encounter, the DM should have the yugoloths react appropriately to the intrusion. If the PC is killed and taken, ask the player if the PC would allow himself to be raised by unknown powers. If the PC refuses the *raise dead*, then the PC is out of play. If the PC accepts the *raise dead*, the usual effects are applied. The PC also receives the AR for A Dangerous Thing.

## ENCOUNTER 6: SURFACE

The return trip to the surface should take as long as the descent. PCs can rest again if they feel that it will take them long enough. When they get back to the surface, they will be encouraged to report back to Trevian Buchall at the chapterhouse of the Order of World Travelers. If the PCs have learned about the cavern full of yugoloths beneath the city, they might be inclined to report to other authorities first. Those authorities should encourage the PCs to follow up with Buchall as well, as The Order of World Travelers is responsible for the search. PCs with meta-org ties might be reminded that their superiors made a point of directing them to report their findings first to Buchall to avoid any appearance of political maneuvering.

*You pass through the sunny, spacious streets of Shibolet, making your way to the chapterhouse of the Order of World Travelers. Entering the large manor house, you again note the aroma of freshly built walls, but this time it is marred by the stench of sulfur.*

***In the trophy room to your left, you hear the laughter of children and the droning of Trevian Buchall's voice.***

Refer to Map#3 for a layout of the Chapterhouse trophy room. Exact locations for the NPCs are not provided, as PC actions will likely cause the NPCs to move around prior to combat. The children will be all over the room, Euryale will be standing with her mezzoloth and vooor bodyguards away from the PCs, the fiendish soldiers will be away from Euryale (but surrounded by children as well) and Buchall will move between trophy cases as he speaks.

***There are at least 20 children in the room. They are sitting on chairs, peeking into glass cases, running around the sofas playing tag, looking at the mounted heads on the walls and generally being children inside a museum. Trevian Buchall is standing near a display case, gesturing with trembling hands at the objects within. His voice also trembles as he talks in a practiced rhythm about the contents of the case to a black-skinned, hairless female creature with an elongated head and large, swirling eyes. Standing near the elegant, hairless fiend are a 7 foot tall daemon with four arms and insectoid features, and a squat monster with a half-dozen tentacles writhing lazily around the children. She is also accompanied by two men wearing uniforms of the Gran March army. One is dressed as a Spell Sergeant. He looks mostly human, but he also has smooth, dark skin and silvery eyes. The other soldier is a stout half-orc, but with multi-faceted eyes and an extra pair of segmented arms. The children seem to be oblivious to the daemons, romping around the trophy room without a care. The tall, hairless fiend turns her swirling eyes in your direction, "Ahh, you have arrived." She caresses a small girl's blond hair, as the girl smiles up at the fiend with adoration. "Trevian, your tour is fascinating, do not stop." Buchall continues to point at artifacts in the cases and detail their history as the fiend turns from him to regard you. "A year ago, a bronze archway sitting dormant in an archive basement blazed unexpectedly to life, killing many. Among us were explorers who were willing to enter this portal to learn about the possible dangers from the world beyond. We came quietly, and peacefully. We discovered much from the vampires we encountered. Then, your***

***Archdean of Syrloch and her soldiers came, and attacked."***

***"Did you know that two millennia ago, our peoples met on this very soil to exchange knowledge? We walk the same paths as our ancestors, without even knowing. Do you wonder what they discussed? How they got beyond what had to be their initial distrust? Why so little evidence of this exchange remains, for either culture? I find that utterly fascinating. You?" Trevian Buchall continues to provide a rambling, nervous lecture on the items within the trophy room. The small blond girl looks at your group with concern, clinging to the fiend's hand. "Don't worry little one – they wouldn't hurt you." She says soothingly. She looks to you, waiting to see if you are going to prove her wrong.***

PC's can attempt a Knowledge: Planes skill check to recognize the yugoloths in the Chapterhouse. The female speaking is an ultroloth and her immediate bodyguards are a mezzoloth and a vooor. The men in the Gran March uniforms appear to be half-fiends with yugoloth characteristics. PCs may have encountered such half-fiend soldiers before in *GRM6-07, Athenaeum*. Those half-fiends were pretending to have once been human soldiers. These soldiers have a more sinister origin.

DC 10: These are yugoloths. It further reveals standard yugoloth traits. The female is an ultroloth and the insectoid one near her is a mezzoloth. The men in the Gran March uniforms are some kind of half-fiend, probably.

DC15: Mezzoloths can cast cloudkill. That would cover most of the room, and would certainly kill every child within. Ultroloths cast a variety of lethal area of effect spells. Voors have Blindsense, and will notice any invisible or hiding PCs without need for a Spot check. They have tremendous reach and could kill a lot of children quickly if provoked.

DC20: Like most fiends, more powerful yugoloths seem to take perverse pleasure in conversing with mortals. They are cunning and manipulative, and often mix truth and deception in the same sentence. They frequently share some of their lore with mortals, but should always be suspected of serving their own evil interests.

The female ultroloth is named Euryale (yöð-rī'ə-lē). She acts gracious, but hateful and evil. She will absolutely not get close to the PCs, even

if she is far more powerful than the party. She will always keep the other yugoloths and as many children between her and the PCs as possible. She enjoys talking to mortals, but only if they are properly bound and unarmed. She considers humans, elves, dwarves and the like to be disgusting, slimy beasts. Some of the small ones (children) are cute, like pets, but the adult ones are untrustworthy and disgusting.

The once-human man in the Gran March uniform is SpSgt. Whilvers. He was captured by the yugoloths when the 3<sup>rd</sup> Battle went to the cavern below Shiboeth to confront the yugoloths months ago. He was tortured for information and subjected to various experiments. He is now *improved*. He has converted to his daemonic masters and has told the yugoloths everything he knows about Gran March and its history. He has led Euryale to Trevian Buchall, the most knowledgeable man he knew of on the history of the Occluded Empire.

The half-orc in the Gran March uniform is Corporal Grinden. He was captured alongside SpSgt Wilvers. He was also *improved*. He wears a squire pin of the Knights Vigilant, a group of yugoloths led by the ultroloth, Master Vigilant Marax, that claim the Knights of the Watch are a copy of their Order. Cpl. Grinden always disliked the Watchers to begin with and is eager to kill anyone associated with them.

The children are under the influence of a *mass suggestion* spell. They are here to play in the nice, big house with their new friends, the people in the scary costumes. Buchall is likewise under the effects of a *suggestion*, to provide a tour of the Chapterhouse, describing the trophies and artifacts and their origins. Buchall is clearly under great duress, and understands the nature of the fiends. He is also terrified for the children. The children are having fun, and will obey Euryale, as she gave them sweets and is letting them play with all the toys in this big house. They have no true concept of the nature of the daemons.

If the PCs take any aggressive action or begin spellcasting, Euryale will almost certainly begin killing children. If a PC begins spellcasting, she will tell them that unless they stop, the PC casting will be killing children. If the DM is feeling generous and Euryale can tell that the PC is casting a harmless spell (Spellcraft +29), she might hesitate. Any combat preparation spell or any spell that will release the children or Buchall from the *suggestion* will provoke a lethal response from her. PCs who try to get too close or who try to

herd the children might get a child killed. She will not kill any hostage unless the PCs initiate violence or spellcasting, but she will make it clear that this is a hostage situation and trying to be devious will get children killed. She is no fool (Sense Motive +29), and she will know if PCs are trying to make tactical maneuvers while acting innocent or if they are trying to bluff their way into a better position. The DM should make sure that the PCs understand that they have little chance of rescuing all the children before the yugoloths can react.

#### **If the PCs provoke a fight with the children present:**

APLs 2 and 4

- Euryale will cast a quickened *scorching ray* to kill three children, and teleport away.
- The mezzoloth will cleave through 4 children in round 1 and teleport away in round 2.
- Neither Euryale nor the mezzoloth will attack the PCs.
- The two soldiers will attack the PCs, working to foul any rescue efforts while killing children.

#### **APLs 6+**

- The mezzoloth will *cloudkill* the room (avoiding the PCs) on round one and *teleport* away in round 2.
- Euryale will use her staff of fire to cast *fireball* (also avoiding PCs) and then use her *quickened greater teleport* to leave in round 1.
- SpSgt Wilvers will readily use Area of Effect spells to kill children as well as PCs.

#### **APL8+,**

- Same tactics as APL6+, and add Corporal Grinden using his cleave feat to attack a child first, cleaving into PCs.

The yugoloths would prefer to accomplish other goals, but if the PCs challenge their bluff, they will butcher children, knowing it will cause problems for the PCs.

#### **Euryale**

Euryale wants to accomplish the following:

- She wants to establish a rapport with the PCs. She is hoping to condition the PCs into the habit of negotiating with her rather than attacking her on sight.
- She wants the PCs to understand that she will not kill the children she holds hostage as long as they do not provoke violence.
- She wants to plant the seed of an idea that there is a group of evil outsiders dedicated to exploring new lands and learning about foreign cultures, not unlike the Order of World Travelers.
- She wants to find a mortal who knows a lot about Vecna and the Occluded Empire. Trevian Buchall has been suggested, but she will gladly accept someone else who is more reliably knowledgeable.

Euryale takes the following approach:

- What did the PCs find in the Outpost? (she does not reveal how she knows).

It is unlikely, but the PCs might reveal that they found the hidden third vault. If they do, she will become much more interested in what they have to say or display. She will attempt to bargain with the PCs to get possession of whatever they found. She has no real interest in the items; she just wants to lure the PCs into bargaining with her in good faith. She wants to establish a pattern of conversation and guarded exchange, so the PCs get comfortable in dealing with her, in case she needs to do it for something valuable in the future. Her sense motive skill is exceptional (+29), so PCs might be able to see that she can sense their truths and lies.

- The PCs might think she is most interested in the *iron flask*, and hide it from her. She would like to have it, but not at the expense of building a rapport them.
- If the PCs mention the scroll with the name Astarte, she will press for more information. She does not recognize the name.
- As a negotiating chip, she will call to one of the children, smile sweetly at him or her, and tell that child to run outside and play. If the DM wishes, the child can go over to Euryale, and try to hug her in gentle protest. She would prefer to strike the loathsome little mortal down, but she will maintain the veneer of sweetness. PCs might note her disgust and

understand that she has no compassion for human children, despite her candy-coated words.

- She will trade one child hostage per item, even offering up a freed hostage first in good faith.

While unlikely, the PCs may want to ask Euryale questions as well. She is glad to share information. She will provide the following to the PCs:

- The yugoloths are travelers from Gehenna. They came to “this place” when a gate that had lain dormant for time unrecorded suddenly flared to life on their home. They were exploring the possible dangers from the other side of the gate, and were attacked by bloodthirsty humans.
- Euryale and her fellows are travelers who explore worlds and planes. This is her first trip to Oerth. (She is referring to the last few months, not just to today).
- If asked about Master Vigilant Marax, she will indicate that they work together. She does not work *for* him, or vice versa. She will not be interested in talking about him.
- She is intrigued by foreign lands and the customs of the natives. This plane has not been explored fully and represents new opportunities for learning (In her opinion). She would delight in learning more about this primitive world, and knows that she could bring tremendous opportunities to the people here.
- As an example, she was surprised to learn that the mortals here hold the lives of their spawn (she is referring to the children) in such high regard. Placing such value on their lives when the young are not even from their own breeding is fascinating.
- There have been a small few explorers of her kind that have come to Oerth during the past few thousand years, but there has been no real study of note.
- It is intriguing to her that she has evidence that at least one of her kind came to this world a few short millennia ago and exchanged greetings and cultural knowledge with “one of your esteemed kings.” She is referring to Vecna and will say so if asked.

- If the PCs are agitated by her reference to Vecna as “their king”, she will act a bit confused, but conciliatory. She had heard that this king went on to achieve some sort of deific designation, so she assumed that he was an honored part of the PCs’ history.
- She is well aware that Vecna is widely despised, but will play the part of the innocent commentator. Bluff +33. Beyond large ideas like Vecna’s evil, she is not actually as well-informed about Gran March as she pretends. She is uncertain as to the timeline of events in the Sheldomar Valley, the evolution of the various nations and even what primary deities are worshipped here.
- They have been unable to identify the yugoloth who journeyed to Oerth to exchange culture with “your Vecna”, but as an explorer, she is intrigued by the glimpse into the past that shows that her people were here thousands of years ago. What an opportunity they have to exchange cultures again, 2,000 years or more since the last sustained contact!
- She admits that she is intrigued with learning more about the Occluded Empire. Any PC who volunteers information or admits to being knowledgeable about events in the Sheldomar Valley during that time will have her full attention. She will talk warmly with that PC, and might extend an invitation to that PC to join her in her travels.
- Any PC who admits to carrying the Prison of Malkisharn from *GRM6-03, Crystal Clear* will get her attention. She is not familiar with Malkisharn or the crystal imprisoning him, but if the PCs tell her about the dread wraith from Vecna’s time, she will want to kidnap that PC and take the crystal above all other targets.
- If asked, she will acknowledge that Archdean Kaema Thuldir was killed in Gehenna and the body was given to Morgraze. She will not elaborate further.

She is passionate about the following questions:

- Don’t you wonder what our respective predecessors discussed? What they exchanged? How they communicated?

How they got beyond initial distrust, and forged a relationship?

- She knows some of the details of the exchange between this ancient king and the traveler from her world. A deal of some sort was struck between the two after some years of communicating. The yugoloth delivered his end of the bargain, and the Oerth king was betrayed before he could fulfill his end of the bargain. Evidence points to the notion that the yugoloth left this world without ever seeing his payment.

### **Trevian Buchall**

While Euryale is talking with the PCs, Trevian Buchall will be droning on in the background. Once in a while, the DM should interject some of Buchall’s lecture into any conversation the PCs are having with the fiends. While he is talking in the background the entire time, these portions of his lecture might catch the attention of any PC who was given Player Handout 2 before the scenario began. Some of Buchall’s statements will conflict with history as the PC’s know it. Buchall is not making errors on purpose, he is nervous and his memory is fading in his old age. If a PC corrects him with accurate information from the Player Handout, he will concede to the PC’s accurate recollection. If none of the PCs received the information in Player Handout 2, this part becomes less significant, and the DM can gloss over it.

The DM should give any PC who has the knowledge skill an opportunity to correct Buchall. This will bring the PC to the attention of Euryale and put them at risk for being kidnapped in Buchall’s place.

***All the while, Trevian Buchall has been talking nervously in the background, adding to the noise in the large room. He is currently pointing to a cracked human skull on a shelf that has a piece of a broken spearhead next to it.***

If a PC received the DC5 information, the following can also be read at some point:

***“...luckily, not all the relics pulled from the ground are malevolent. Care should be taken though, since when they began to dig the foundation of Shibolet, they did find a couple of evil things - the Eye of the Whispered One and the Sword of the Bloody-Handed One.”***

The error here is omission. The Hand of Vecna was also found.

If a PC received the DC10 information, the following can also be read at some point:

***“The untried army of Keoland came north to fight the Whispered One, and found him reputedly slain already.”***

There is no error here. PCs might wish to speak up to support Buchall's comments, though.

If a PC received the DC15 information, the following can also be read at some point:

***“The Keoland villages were attacked by Kas and his undead warriors. At one of them, I forget the name, Vecna had everyone but the leaders killed. He sent the leaders back to the king to warn him away.”***

The error here is simple forgetfulness. The village was named Fleeth.

If a PC received the DC20 information, the following can also be read at some point:

***“This particular skull and spearhead come from what is believed to be one of the area's more gruesome events. A group of Suel migrants trespassed on Vecna's realm, and he had their heads removed and jammed onto spears in the ground. He animated the skulls to scream for a year, warning away all other travelers.”***

The error here is just bad information. The skulls were animated for seven years.

If a PC received the DC25 information, the following can also be read at some point:

***“The poor migrants were a house of Suel nobles, the Takeri. Every one of them was killed, ending the line of House Takeri.”***

The House was Kateri.

#### **SpSgt Wilvers and Cpl. Grindren**

If PCs are taking the time to address Euryale, the DM should occasionally mention the two half-fiend Gran March soldiers. Cpl Grindren will be staring balefully at any PC who openly displays a symbol of the Watchers. SpSgt Wilvers will gladly talk to any PC who wants to do so. Grindren has been affected by his *improvement*, to half-

mezzoloth (-2 Int), and prefers to not talk. If the PCs speak to Wilvers or Grindren:

- Wilvers will inform the PCs that they were members of the 3<sup>rd</sup> Battle that went below Shiboeth and were taken by the yugoloths.
- They were questioned and tortured.
- They were wrong to work with Gran March and have seen the error of their ways.
- He and Cpl. Grindren were improved by the Lord Morgraze (he will not describe this any further).
- They are here to perform the bidding of Master Vigilant Marax. He will not clarify this.

Euryale will gladly allow the PCs to talk to Wilvers if they wish.

#### **The Invitation/Kidnapping**

After Euryale has had a chance to accomplish a couple of her goals she will determine which mortal she wants to claim. If it is one of the PCs, and they have discussed that PCs knowledge of the Occluded Empire in a friendly way, she will warmly invite the PC to join her in her otherworldly travels. She will only accept a single PC, and she will be alert for deceit. She will be charming, and ask the PC something like, “Would you consider joining me for a time to travel to exotic dimensions and share knowledge?” In the unlikely event that a PC accepts, she will scrutinize the PCs honest intentions (Sense Motive +29), and if the PC is sincere, she will rise and seek to depart with that PC. She will order Wilvers and Grindren to stay and watch over the children and other PCs. No other PCs are welcome to go with her. After two minutes, if she has not alerted them of any treachery, they are to depart without attacking anyone unless they are about to be attacked. She is being sincere in this order. Once the children leave the room, it will just be Buchall, two half-fiend soldiers and the PCs. The PCs should certainly feel safe attacking the soldiers at this point if they wish.

If there is not a suitable or agreeable PC, she will resort to more direct tactics. Once she has accomplished a couple of her goals, she will abruptly order the children from the room. Once they are mostly gone, she orders the soldiers to attack and she flees.

***Euryale says to you, “Remember that I deal in good faith. Human children – leave.” As the children begin to depart, she turns to the fiends wearing the army tabards and says, “Master Vigilant Marax has explained your task?” The half-fiends nod. “Excellent. I choose that one.” She points to*** (either Buchall or a PC who showed superior history knowledge). ***With that, she disappears, as do her monstrous bodyguards. The fiendish soldiers attack.***

#### **APL 2 (EL 4)**

**SpSgt. Wilvers:** 9 hp; see *Appendix 1*

**Corporal Grindern:** 14 hp; see *Appendix 1*

#### **APL 4 (EL6)**

**SpSgt. Wilvers:** 22 hp; see *Appendix 2*

**Corporal Grinden:** 28 hp; see *Appendix 2*

#### **APL 6 (EL 8)**

**SpSgt. Wilvers:** 35 hp; see *Appendix 3*

**Corporal Grinden:** 47 hp; see *Appendix 3*

#### **APL 8 (EL 10)**

**SpSgt. Wilvers:** 48 hp; see *Appendix 4*

**Corporal Grinden:** 66 hp; see *Appendix 4*

#### **APL 10 (EL 12)**

**SpSgt. Wilvers:** 61; see *Appendix 5*

**Corporal Grinden:** 103 hp; see *Appendix 5*.

#### **APL 12 (EL 14)**

**SpSgt. Wilvers:** 74 hp; see *Appendix 6*

**Corporal Grinden:** 126 hp; see *Appendix 6*

**Tactics:** Under no circumstances will Euryale stay and fight the PCs. She will depart immediately if violence seems imminent. If the PCs manage to prevent her from teleporting away, she will do whatever is necessary to flee on foot, and her mezzoloth and vooor bodyguards will cover her retreat. They are not included in the EL of the encounter, as the PCs would be required to go to extraordinary measures to draw them into a fight.

The moment Euryale orders them out, the children leave. Assume that they are exiting as combat breaks out. Neither of the fiendish soldiers will attack the children or waste attacks of opportunity on the children. They concentrate their efforts on the threat in the room (the PCs).

If it is a kidnapping, the half-fiend soldiers will attempt to kidnap either Trevian Buchall or the PC who demonstrated superior knowledge of the Occluded Empire. Cpl. Grindren will strike to subdue that PC. Once he has landed two non-lethal attacks on the PC, he will switch to lethal attacks, hoping that the non-lethal damage will provide a buffer against lethal damage. All other PCs will be incapacitated or driven off. SpSgt. Wilvers and Corporal Grindren are wearing Spellguard Rings, so SpSgt. Wilvers does not need to be careful about where he places a few of his area of effect spells. They will try to kidnap their designated target, shackle him, put an ioun stone around his head and put him into a bag of holding. They will depart on foot as quickly as possible. They know that they will receive further instructions telepathically once they are out, and have no additional information on where they were to go with their kidnap victim.

**Development:** If a PC is taken or willingly accompanies Euryale, that PC will receive A Dangerous Thing on the separate AR. It will require additional bookkeeping for the player and DM, so the DM should be sure to determine the effects for that PC. If Trevian Buchall is taken, he cannot be contacted by any means.

## **CONCLUSION**

The PCs should try to avoid destroying the Chapterhouse, prevent the fiends from kidnapping anyone and prevent any children from being killed. They might also think to make efforts to take SpSgt. Wilvers alive for questioning. They must also decide what to do with anything they found during their exploration

### **CONCLUSION: A - EURYALE FOILED**

If the PCs prevented anyone from being taken and saved all children from being killed, they have foiled the plans of Euryale.

***You foiled the plots of Euryale. You might suspect that there was more to her plans than meet the eye, but you have prevented the fiends from kidnapping anyone and you prevented any children from being killed. Trevian Buchall is beside himself with worry that the yugoloths will return to resume their plans. Nevertheless, he begins to vigorously follow up on the information you have given him regarding the caverns below Shibolet with the army, the electors and the various churches. He also tells those groups about***



*your experiences with the ultroloth Euryale. He thanks you for your tremendous contribution and asks if The Order of World Travelers might call upon you again.*

*You also discover that one of the children in the Chapterhouse was the daughter of a trusted advisor to Baron Doulanfon. You receive word that he is also grateful for your extraordinary actions, and wishes to offer a small token of his gratitude on behalf of the mothers and fathers of Shiboeth.*

### **CONCLUSION: B - KIDNAPPED**

If the PCs did not prevent anyone from being taken, but saved all children from being killed, they have achieved a reasonable success.

*The fiends in service to Euryale were too strong to stop from taking (either the PC or Trevian Buchall). Despite the bitterness of having someone kidnapped from your grasp, you prevented any children from being killed.*

*Word of your experience underneath Shiboeth and with the ultroloth Euryale reach other members of The Order of World Travelers, the army, the electors and the various churches. You suspect that at least one of those groups will call upon you again.*

*You also discover that one of the children in the Chapterhouse was the daughter of a trusted advisor to Baron Doulanfon. You receive word that he is also grateful for your actions, and wishes to offer a small token of his gratitude on behalf of the mothers and fathers of Shiboeth.*

### **CONCLUSION: C – LIVES LOST**

If the PCs prevented anyone from being taken, but any children were killed, they have achieved a slight success.

*While you foiled the plot of Euryale to kidnap a scholar, young, innocent lives were lost. Children that the fiends were using as a shield were killed. Trevian Buchall is beside himself that young lives were lost in the Chapterhouse he wanted to be a safe haven for learning. Nevertheless, he begins to vigorously follow up on the information you have given him regarding the caverns below Shiboeth with the army, the electors and the various churches. He also tells those groups about your experiences with the ultroloth Euryale. He*

*thanks you for your tremendous contribution and asks if The Order of World Travelers might call upon you again.*

*You discover that one of the children in the Chapterhouse was the daughter of a trusted advisor to Baron Doulanfon. You receive word that he is very unhappy with your actions. Word travels quickly and it is not long before you notice many doors in Shiboeth closed to you.*

### **CONCLUSION: D - KIDNAPPED AND LIVES LOST**

If the PCs did not prevent anyone from being taken, and children were killed, they have failed.

*The fiends in service to Euryale were too strong to stop from taking (either the PC or Trevian Buchall). But much worse, children were killed because of your actions.*

*Word of your experience underneath Shiboeth and with the ultroloth Euryale reach other members of The Order of World Travelers, the army, the electors and the various churches.*

*You discover that one of the children in the Chapterhouse was the daughter of a trusted advisor to Baron Doulanfon. You receive word that he is very unhappy with your actions. Word travels quickly and it is not long before you notice many doors in Shiboeth closed to you.*

### **CONCLUSION: E – PCS DO NOT RETURN TO THE CHAPTERHOUSE**

If the PCs do not return to the Chapterhouse to report to Trevian Buchall, Euryale takes him and leaves. The scenario assumes that she will wait for the PCs to return, but she will not wander out into Shiboeth looking for them, and she will not wait more than a few hours.

*You learned a lot on your trip underground, and you report to those you feel should be informed. They are very interested in your information and promise to follow up on what you have told them.*

*You learn some time later that Trevian Buchall at the Chapterhouse of the Order of World Travelers has gone missing. Some children have told stories of a silvery-eyed, black skinned woman who was very nice to*

*them and took Trevian with her to go exploring. No trace of Trevian can be found.*

### **ALL CONCLUSIONS – IRON FLASK**

The DM should ask what they do with iron flask, especially if it was not opened. If Buchall is not kidnapped and the PCs turn it over to him, he will want to take it to the Baron immediately. PCs can influence his decision with persuasive arguments. He will not simply turn it over to the PCs. If Buchall has been kidnapped, the PCs will need to decide what to do without his input.

### **ALL CONCLUSIONS – IF SPELL SERGEANT WILVERS OR CORPORAL GRINDREN ARE TAKEN ALIVE**

PCs who were working on behalf of a regional or meta-regional meta-org will be contacted with the following information. The DM should consider sharing this with those PCs away from any PC who was not working for a meta-org.

*You turned the half-fiends who masqueraded as Gran March soldiers over to the authorities. Not long after, you received a disturbing bit of news from your superiors at (meta-org here) that you have been asked to keep to yourself; the half-fiends who were pretending to be (either/or) Spell Sergeant Wilvers and Corporal Grindren have been examined and interrogated. As disturbing as it seems, their claims have been verified.*

*These yugoloth tainted half fiends were, in fact, once Gran March soldiers. Somehow, these soldiers were transformed into fiends.*

**The End**

## **EXPERIENCE POINT SUMMARY**

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### **Encounter 2 or 3**

Defeat the burrowing monsters and stop the ceiling collapse or overcome the traps in the tunnels

APL 2: 150 xp.

APL 4: 210 xp  
APL 6: 270 xp  
APL 8: 330 xp  
APL 10: 390 xp  
APL 12: 450 xp

### **Encounter 5**

Defeat the voor guardians

APL 2: 120 xp.  
APL 4: 180 xp  
APL 6: 240 xp  
APL 8: 300 xp  
APL 10: 360 xp  
APL 12: 420 xp

### **Encounter 6**

Defeat the fiendish soldiers without killing any children, or negotiate peacefully with Euryale (half experience for defeating soldiers with children deaths)

APL 2: 120 xp.  
APL 4: 180 xp  
APL 6: 240 xp  
APL 8: 300 xp  
APL 10: 360 xp  
APL 12: 420 xp

### **Story Award**

Explored the Outpost and discovered the truth of the dead-end tunnel

APL 2: 60 xp.  
APL 4: 120 xp  
APL 6: 180 xp  
APL 8: 240 xp  
APL 10: 300 xp  
APL 12: 360 xp

### **Discretionary Roleplaying Award**

APL 2: 60 xp.  
APL 4: 120 xp  
APL 6: 180 xp  
APL 8: 240 xp  
APL 10: 300 xp  
APL 12: 360 xp

### **Total possible experience**

APL 2: 450 xp.  
APL 4: 675 xp.  
APL 6: 900 xp.  
APL 8: 1,125 xp.  
APL 10: 1,350 xp.  
APL 12: 1,575 xp.

## **TREASURE SUMMARY**

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description,

giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

#### Encounter 4:

APL 2: L: 0 gp, C: 500 gp, M: Scroll of *Death's Call* (2 gp)

APL 4: L: 0 gp, C: 500 gp, M: Scroll of *Death's Call* (2 gp), Scroll of *Boiling Blood* (13 gp)

APL 6: L: 0 gp, C: 500 gp, M: Scroll of *Death's Call* (2 gp), Scroll of *Boiling Blood* (13 gp), Scroll of *Hood of the Cobra* (31 gp)

APL 8: L: 0 gp, C: 500 gp, M: Scroll of *Death's Call* (2 gp), Scroll of *Boiling Blood* (13 gp), Scroll of *Hood of the Cobra* (31 gp), Scroll of *Vecna's Malevolent Whisper* (58 gp)

APL 10: L: 0 gp, C: 500 gp, M: Scroll of *Death's Call* (2 gp), Scroll of *Boiling Blood* (13 gp), Scroll of *Hood of the Cobra* (31 gp), Scroll of *Vecna's Malevolent Whisper* (58 gp), Scroll of *Lightning Leap* (94 gp)

APL 12: L: 0 gp, C: 500 gp, M: Scroll of *Death's Call* (2 gp), Scroll of *Boiling Blood* (13 gp), Scroll of *Hood of the Cobra* (31 gp), Scroll of *Vecna's Malevolent Whisper* (58 gp), Scroll of *Lightning Leap* (94 gp), Scroll of *Endless Slumber* (138 gp)

#### Encounter 6:

APL 2: L: 24 gp, C: 0 gp, M: Spellguard Rings (333 gp), *Cloak of Resistance* +1 (83 gp), *iridescent spindle ioun stone* (1,500 gp), *bag of holding type II* (417 gp).

APL 4: L: 36 gp, C: 0 gp, M: Spellguard Rings (333 gp), *Gloves of Dexterity* +2 (333 gp), *Chain Mail* +1 (108 gp), *iridescent spindle ioun stone* (1,500 gp), *bag of holding type II* (417 gp).

APL 6: L: 26 gp, C: 0 gp, M: Spellguard Rings (333 gp), *Chain shirt* +1 (104 gp), *Buckler* +1 (97 gp), *Gloves of Dexterity* +2 (333 gp), *Chain mail* +2 (358 gp), +1 *Longspear* (192 gp), *Ring of protection* +1 (167 gp), *iridescent spindle ioun stone* (1,500 gp), *bag of holding type II* (417 gp).

APL 8: L: 26 gp, C: 0 gp, M: Spellguard Rings (333 gp), *Chain shirt* +1 (104 gp), *Buckler* +1 (97 gp), *Gloves of Dexterity* +2 (333 gp), *Cloak of Charisma* +2 (333 gp), *Chain mail* +2 (358 gp), +1 *bane (human) longspear* (692 gp), *Ring of protection* +1 (167 gp), *iridescent spindle ioun stone* (1,500 gp), *bag of holding type II* (417 gp).

APL 10: L: 26 gp, C: 0 gp, M: Spellguard Rings (333 gp), *Chain shirt* +2 (354 gp), *Buckler* +2 (347 gp), *Gloves of Dexterity* +2 (333 gp), *Cloak of Charisma* +2 (333 gp), *Chain mail* +2 (358 gp), +1 *bane (human) longspear* (692 gp), *Ring of protection* +1 (167 gp), *Gauntlets of Ogre Power* (333 gp), *Amulet of Health* +2 (333 gp), *iridescent*

*spindle ioun stone* (1,500 gp), *bag of holding type II* (417 gp).

APL 12: L: 26 gp, C: 0 gp, M: Spellguard Rings (333 gp), *Mithril breastplate +3* (1,083 gp), *Buckler +2* (347 gp), *Gloves of Dexterity +2* (333 gp), *Cloak of Charisma +4* (1,333 gp), *Full plate +3* (888 gp), *+1 bane (human) longspear* (692 gp), *Ring of protection +1* (167 gp), *Gauntlets of Ogre Power* (333 gp), *Amulet of Health +2* (333 gp), *iridescent spindle ioun stone* (1,500 gp), *bag of holding type II* (417 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 24 gp, C: 500 gp, M: 2,335 gp – Total: 2,859 gp (450 gp).

APL 4: L: 36 gp, C: 500 gp, M: 2,706 gp – Total: 3,243 gp (650 gp).

APL 6: L: 26 gp, C: 500 gp, M: 3,548 gp – Total: 4,074 gp (900 gp).

APL 8: L: 26 gp, C: 500 gp, M: 4,439 gp – Total: 4,965 gp (1,300 gp).

APL 10: L: 26 gp, C: 500 gp, M: 5,700 gp – Total: 6,226 gp (2,300 gp).

APL 12: L: 26 gp, C: 500 gp, M: 8,095 gp – Total: 8,622 gp (3,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

**Acknowledgement of the Order of World Travelers:** This PC climbed into the sinkhole in Shiboletth to help the Order of World Travelers. The Order has granted this PC access to some of the items gathered from their world travels. The items in the Access section below marked with <sup>OWT</sup> have frequency: adventure.

**Favor of the Order of World Travelers:** The PCs prevented Trevian Buchall from being taken by the ultroloth, Euryale. The item access below granted with the Acknowledgement of the Order of World Travelers is increased to regional.

**Favor of PC's Represented Meta-Org:** This PC was asked to assist the Order of World Travelers on behalf of an officially recognized Gran March meta-org. Indicate the meta-org here: \_\_\_\_\_ If the PC does not have the Ire of Baron Doulanfon on this AR, the PC may choose between an influence point with their

specific meta-org or the PC may receive a 20% discount on the items on this AR made available by the Acknowledgement of the Order of World Travelers (marked with OWT in the item access section below). Frequency restrictions are unchanged by this favor.

**The Ire of PC's Represented Meta-Org:** This PC disobeyed the instructions of his superiors and failed to turn over all information and findings to the Order of World Travelers. Baron Doulanfon was extremely displeased by this, and the PC's superiors suffered that displeasure. The PC cannot receive any Favors, Acknowledgment or Commendations on this AR.

**Favor of Baron Doulanfon:** The Baron of Shiboletth is impressed that the PCs saw two dozen children safely though a dangerous situation with powerful evil outsiders. This PC can spend this Favor to gain one time access to one of the following armor upgrades for 90% of standard cost: *Ghost Touch*, *Invulnerability*, *Moderate Fortification*. Mark this favor as USED when it has been spent.

**The Ire of Baron Doulanfon:** This PC provoked evil outsiders who were surrounded by innocent children of Shiboletth. One of the children who died because of the reckless actions of the PC was the granddaughter of a close friend to Baron Doulanfon. The Baron is greatly displeased with the PC. The PC is no longer able to purchase or upgrade any magic items during or following any scenario that takes place in Shiboletth. The costs for NPC spellcasting in Shiboletth doubles (this does not affect component costs).

**Military Commendation:** For active duty Gran March PCs. The PC is issued a commendation for valiant actions in confronting this growing enemy of Gran March.

On a separate AR (one per table):

**A Dangerous Thing:** Your knowledge brought you to the attention of Euryale, an ultroloth explorer. You vaguely recall being taken prisoner by the yugoloths and dragged somewhere in Gehenna. You managed to escape, but not before you were questioned by a massive nycaloth named Lord Raum and a jackal-headed fiend name Morgraze. You were tortured viciously and subjected to invasive mental magic. You have a distant memory of a hairless, black-skinned creature carrying you through a portal while being pursued by hellish hounds. You do not recall the name of your rescuer, but you recall that she was a shadowy ultroloth, and she returned your

possessions to you. Additionally, there is a ruby among your possessions that you do not recall having before your capture.

Your imprisonment and escape have taken 6 TUs. During your imprisonment, you were subject to both tortures and fiendish experiments by the withered fiend Morgraze. Morgraze and his minions took information and memories from you by force, and began a process on your flesh and spirit that they called “improving.”

The PC has undergone the beginning of the torturous process of becoming half-yugoloth. Fortunately, it was interrupted before it progressed very far. The PC must make a Will Save, DC 8+APL without benefit of magic items to determine the severity of the impact the torture had on his sanity.

If the PC succeeded at the Will save, the following effects and abilities are now effective:

- A permanent loss of 3 skill points to Knowledge (local - Sheldomar Valley Metaregion). If PC has less than 3 skill points in this knowledge, other skills are lost in addition to any Knowledge (local - Sheldomar Valley Metaregion). This point loss cannot be repaired, but additional skill points can be spent on this skill as normal.
- +1 profane bonus to natural armor
- +2 profane bonus to saves versus poison
- PC is not evil, but now takes 1d6 holy damage from weapons with the *holy* descriptor
- *Holy Smite* and *Holy Word* spells treat the PC as non-good, regardless of actual alignment
- Holy water burns the PC like acid, doing half the damage it would normally inflict on an evil outsider
- -2 penalty to saving throws versus the Hellscepter or its wielder.

If the PC failed the Will save, the following effects and abilities are now effective:

- A permanent loss of 5 skill points to Knowledge (local - Sheldomar Valley Metaregion). If PC has less than 5 skill points in this knowledge, other skills are lost in addition to any Knowledge (local - Sheldomar Valley Metaregion). This point

loss cannot be repaired, but additional skill points can be spent on this skill as normal.

- +1 profane bonus to natural armor
- +2 profane bonus to saves versus poison
- PC is not evil, but now takes 1d6 holy damage from weapons with the holy descriptor
- *Holy Smite* and *Holy Word* spells treat the PC as non-good, regardless of actual alignment
- Holy water burns the PC like acid, doing half the damage it would normally inflict on an evil outsider
- -4 penalty to saving throws versus the Hellscepter or its wielder
- PC has gained the Smite Good (Su) ability. Once per day the PC can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe. The PC is aware that using this ability strengthens the evil yugoloth nature within and might have dire consequences in the future. Each use of this ability should be recorded on this AR and will require an *atonement* spell if used by any good-aligned PC with divine PC class casting abilities. All divine spellcasting abilities are lost until the *atonement* is received. After two atonements, no NPC will cast the spell on the PC again. The PC cannot take a new level in any class that has divine spellcasting abilities if the PC has used the Smite Good ability without having it repaired by *atonement*.

The PC also gathered information from the yugoloths during the torture. They seemed particularly interested in the following subjects:

- Fhar'anod and its contents
- Passwords used throughout Fhar'anod
- Haradaragh
- Any locations inside the Sheldomar Valley where artifacts and writings from the Occluded Empire have been found or where unearthed writings are being housed.

Though not specifically included in the questioning, they seemed to be searching for

information on a bargain made between Vecna and someone named Astarte during the time of the Occluded Empire.

### Item Access

APL 2:

- *Spellguard rings* (Frequency; Adventure)
- *Scroll of Death's Call* (Frequency; Adventure)
- *Heward's Fortifying Bedroll*<sup>OWT</sup>
- *iridescent spindle ioun stone* (Frequency; Adventure)
- *bag of holding type II* (Frequency; Adventure)

APL 4: (All of APL 2 plus the following)

- *Scroll of Boiling Blood* (Frequency; Adventure)
- *Stone of Alarm*<sup>OWT</sup>

APL 6: (All of APLs 2,4 plus the following)

- *Scroll of Hood of the Cobra* (Frequency; Adventure)
- *Horseshoes of the Zephyr*<sup>OWT</sup>

APL 8: (All of APLs 2-6 plus the following)

- *+1 bane (human) longsword*
- *Scroll of Vecna's Malevolent Whisper* (Frequency; Adventure)
- *Cape of the Mountebank*<sup>OWT</sup>

APL 10: (All of APLs 2-8 plus the following)

- *Scroll of Lightning Leap* (Frequency; Adventure)
- *Glove of Storing*<sup>OWT</sup>

APL 12: (All of APLs 2-10 plus the following)

- *Scroll of Endless Slumber* (Frequency; Adventure)
- *Winged Boots*<sup>OWT</sup>

## APPENDIX 1 – APL 2

### ENCOUNTER 2

**ANKHEG** **CR 3**  
 N Large Magical Beast  
**Init** +0; **Senses** Darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Listen** +6, **Spot** +3

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**AC** 18, touch 9, flat-footed 18  
 (-1 size, +9 natural)  
**hp** 28 (3 HD)  
**Fort** +6, **Ref** +3, **Will** +2

---

**Speed** 30 ft. (6 squares), burrow 20 ft.  
**Melee** bite +7 (2d6+7 plus 1d4 acid)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +12  
**Special Actions** Improved grab, Spit acid

---

**Abilities** Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6  
**Feats** Alertness, Toughness  
**Skills** Climb +8, **Listen** +6, **Spot** +3

---

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

**Description** The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

### ENCOUNTER 5

**VOOR** **CR 4**  
 NE Large Evil Outsider (evil, extraplanar, yugoloth)  
**Init** +2; **Senses** Blind, Blindsense 120 ft., **Listen** +11  
**Languages** Abyssal, Infernal; telepathy 100 ft.

---

**AC** 17, touch 11, flat-footed 15  
 (-1 size, +2 Dex, +6 natural)  
**hp** 37 (5 HD); **DR** 5/good  
**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects  
**Resist** Cold 10, electricity 10; **SR** 15  
**Fort** +7, **Ref** +6, **Will** +3

---

**Speed** 30 ft. (6 squares), climb 20 ft.  
**Melee** 4 piercing tentacles +10 each (1d6+6) and 2 claws +8 each (1d6+3)  
**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Base Atk** +5; **Grp** +19

**Atk Options** Multiattack, aligned strike (evil), Rend 2d6+9

**Abilities** Str 22, Dex 15, Con 17, Int 5, Wis 8, Cha 7

**SQ** Scentless, yugoloth traits

**Feats** Combat Reflexes, Multiattack

**Skills** Climb +22, Diplomacy +0, **Listen** +11, Move Silently +10, Sense Motive +7, Survival +7

**Rend (Ex)** A voor that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

**Scentless (Ex)** A voor exudes no natural smell and is usually undetectable by scent. A voor that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

### ENCOUNTER 6

**SPELLSERGEANT WILVERS** **CR 2**

Male Half-Fiend (Human/Uitroloth) Warmage 1

NE Medium evil outsider (yugoloth)

**Init** +3; **Senses** Darkvision 60 ft.

**Languages** Common, Infernal, Flan

**AC** 20, touch 13, flat-footed 17

(+3 Dex, +4 chain shirt, +1 buckler, +2 natural)

**hp** 9 (1 HD);

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 11

**Fort** +4, **Ref** +4, **Will** +2

**Speed** 30 ft. (6 squares)

**Melee** short spear +0 (1d6) and claw -5 (1d4)

**Ranged** dagger +3 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +0; **Grp** +0

**Atk Options** Point Blank Shot, Precise Shot, smite good

**Warmage Spells Known** (CL 1st):

1st (4/day)— *Accuracy*, *Burning Hands*, *Chill Touch*, *Fist of Stone*, *Hail of Stone*, *Magic Missile*, *Orb of Acid (lesser)*, *Orb of Cold, (lesser)* *Orb of Electricity, (lesser)* *Orb of Fire, (lesser)* *Orb of Sound, (lesser)* *Shocking Grasp*, *True Strike*

0 (5/day)— *Acid Splash*, *Disrupt Undead*, *Light*, *Ray of Frost*

**Spell-Like Abilities** (CL 1st): *disguise self* 3/day

**Abilities** Str 11, Dex 16, Con 16, Int 18, Wis 8, Cha 19

**SQ** *disguise self* 3/day, Warmage Edge (+4 damage)

**Feats** Point Blank Shot, Precise Shot

**Skills** Concentration +7, Intimidate +8, Knowledge (Arcana) +8, Knowledge (local – Sheldomar Valley)

Metaregion) +6, Profession (soldier) +5, Ride +5, Spellcraft +8

**Possessions** Spellguard Rings, cloak of resistance +1, chain shirt, buckler, short spear, dagger, symbol of Syrloch, bag of holding type II, iridescent spindle ioun stone

**Description** Spell Sergeant Wilvers is a tall, lean Oerdian man with short dark hair and strong, handsome features. His skin is turning black and his eyes look silvery and overlarge. He looks unnatural, but still appears more human than fiend.

**Source** Warmage (Complete Arcane)

#### **CORPORAL GRINDEN**

**CR 2**

Male Half-fiend (half-orc/mezzoloth) fighter 1

NE Medium evil outsider (yugoloth)

**Init** +2; **Senses** Darkvision 60 ft.

**Languages** Common, orcish

**AC** 19, touch 12, flat-footed 17

(+2 Dex, +5 chainmail, +2 natural)

**hp** 14 (1 HD)

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 11

**Fort** +6, **Ref** +2, **Will** -1

**Speed** 20 ft. in chain mail (6 squares), base movement 30 ft.

**Melee** longspear +6 (1d8+7) and claw +1 (1d4+5) or short sword +6 (1d6+5) and claw +1 (1d4+5) or 4 claws +6 (1d4+5)

**Ranged** dagger +3 (1d4+5)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Base Atk** +1; **Grp** +6

**Atk Options** Combat Reflexes, Power Attack, smite good, *cause fear* 3/day

**Spell-Like Abilities** (CL 1st): *cause fear* 3/day

**Abilities** Str 21, Dex 14, Con 19, Int 6, Wis 9, Cha 8

**Feats** Combat Reflexes, Power Attack

**Skills** Climb +7, Jump +7

**Possessions** chain mail, longspear, short sword, dagger, a small pin of the Knights Vigilant

**Description** Corporal Grinden was once a half-orc in the 3<sup>rd</sup> Battle. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He still wears his uniform proudly, along with his new squire pin (Knights Vigilant), but his loyalty is now promised to an ultroloth named Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch in particular, but he will follow SpSgt. Wilvers' orders.



## APPENDIX 2 – APL 4

### ENCOUNTER 2

**ANKHEG** **CR 3**  
 N Large Magical Beast  
**Init** +0; **Senses** Darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Listen** +6, **Spot** +3

---

**AC** 18, touch 9, flat-footed 18  
 (-1 size, +9 natural)  
**hp** 28 (3 HD)  
**Fort** +6, **Ref** +3, **Will** +2

---

**Speed** 30 ft. (6 squares), burrow 20 ft.  
**Melee** bite +7 (2d6+7 plus 1d4 acid)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +12  
**Special Actions** Improved grab, Spit acid

---

**Abilities** Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6  
**Feats** Alertness, Toughness  
**Skills** Climb +8, **Listen** +6, **Spot** +3

---

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

**Description** The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

### ENCOUNTER 5

**VOOR** **CR 4**  
 NE Large Evil Outsider (evil, extraplanar, Yugoloth)  
**Init** +2; **Senses** Blind, Blindsense 120 ft., **Listen** +11  
**Languages** Abyssal, Infernal; telepathy 100 ft.

---

**AC** 17, touch 11, flat-footed 15  
 (-1 size, +2 Dex, +6 natural)  
**hp** 37 (5 HD); **DR** 5/good  
**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects  
**Resist** Cold 10, electricity 10; **SR** 15  
**Fort** +7, **Ref** +6, **Will** +3

---

**Speed** 30 ft. (6 squares), climb 20 ft.  
**Melee** 4 piercing tentacles +10 each (1d6+6) and 2 claws +8 each (1d6+3)  
**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Base Atk** +5; **Grp** +19

**Atk Options** aligned strike (evil), Rend 2d6+9

**Abilities** Str 22, Dex 15, Con 17, Int 5, Wis 8, Cha 7

**SQ** Scentless, yugoloth traits

**Feats** Combat Reflexes, Multiattack

**Skills** Climb +22, Diplomacy +0, **Listen** +11, Move Silently +10, Sense Motive +7, Survival +7

**Rend (Ex)** A voor that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

**Scentless (Ex)** A voor exudes no natural smell and is usually undetectable by scent. A voor that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

### ENCOUNTER 6

**SPELLSERGEANT WILVERS** **CR 4**

Male Half-Fiend (Human/Ulroloth) Warmage 3

NE Medium evil outsider (yugoloth)

**Init** +4; **Senses** Darkvision 60 ft.

**Languages** Common, Infernal, Flan

**AC** 21, touch 14, flat-footed 17

(+4 Dex, +4 chain shirt, +1 buckler, +2 natural)

**hp** 22 (3 HD);

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 13

**Fort** +4, **Ref** +5, **Will** +2

**Speed** 30 ft. (6 squares)

**Melee** short spear +1 (1d6) and claw -4 (1d4)

**Ranged** dagger +5 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +1

**Atk Options** Point Blank Shot, Precise Shot, smite good, darkness 3/day

**Warmage Spells Known** (CL 3rd):

1st (6/day)— *Accuracy*, *Burning Hands*, *Chill Touch*, *Fist of Stone*, *Hail of Stone*, *Magic Missile*, *Orb of Acid* (lesser), *Orb of Cold*, (lesser) *Orb of Electricity*, (lesser) *Orb of Fire*, (lesser) *Orb of Sound*, (lesser) *Shocking Grasp*, *Tenser's Floating Disc*, *True Strike*  
 0 (6/day)— *Acid Splash*, *Disrupt Undead*, *Light*, *Ray of Frost*

**Spell-Like Abilities** (CL 3rd): *disguise self* 3/day, *darkness* 3/day

**Abilities** Str 11, Dex 18, Con 16, Int 18, Wis 8, Cha 19

**SQ** *disguise self* 3/day, Warmage Edge (+4 damage)

**Feats** Point Blank Shot, Precise Shot, Skill Focus (Concentration)

**Skills** Concentration +12, Intimidate +10, Knowledge (Arcana) +10, Knowledge (local – Sheldomar Valley Metaregion) +7, Profession (soldier) +7, Ride +7, Spellcraft +10

**Possessions** Spellguard Rings, gloves of dexterity +2, chain shirt, buckler, short spear, dagger, symbol of Syrloch, bag of holding type II, iridescent spindle ioun stone

---

**Description** Spell Sergeant Wilvers is a tall, lean Oerdian man with short dark hair and strong, handsome features. His skin is turning black and his eyes look silvery and overlarge. He looks unnatural, but still appears more human than fiend.

**Source** Warmage (Complete Arcane)

---

#### CORPORAL GRINDEN

CR 4

Male Half-fiend (half-orc/mezzoloth) fighter 3

NE Medium outsider (yugoloth)

**Init** +2; **Senses** Darkvision 60 ft.

**Languages** Common, orcish

---

**AC** 20, touch 12, flat-footed 18  
(+2 Dex, +6 +1 chainmail, +2 natural)

**hp** 28 (3 HD)

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 13

**Fort** +7, **Ref** +3, **Will** +0

---

**Speed** 20 ft. in chain mail (6 squares), base movement 30 ft.

**Melee** longspear +10 (1d8+7) and claw +3 (1d4+5) or short sword +9 (1d6+5) and claw +3 (1d4+5) or 4 claws +8 (1d4+5)

**Ranged** dagger +5 (1d4+5)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Base Atk** +3; **Grp** +8

**Atk Options** Combat Reflexes, Power Attack, smite good, *cause fear* 3/day, darkness 3/day

**Spell-Like Abilities** (CL 3rd): *cause fear* 3/day, *darkness* 3/day

---

**Abilities** Str 21, Dex 14, Con 19, Int 6, Wis 9, Cha 8

**Feats** Combat Reflexes, Power Attack, Weapon Focus (longspear), Weapon Focus (short sword)

**Skills** Climb +8, Jump +8

**Possessions** +1 chain mail, masterwork longspear, short sword, dagger, a small pin of the Knights Vigilant

---

**Description** Corporal Grinden was once a half-orc in the 3<sup>rd</sup> Battle. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He still wears his uniform proudly, along with his new squire pin (Knights Vigilant), but his loyalty is now promised to an ultroloth named Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch in particular, but he will follow SpSgt. Wilvers' orders.

## APPENDIX 3 – APL 6

### ENCOUNTER 2

**UMBER HULK** **CR 7**  
 CE Large Aberration  
**Init** +1; **Senses** Darkvision 60 ft., Tremorsense 60 ft.  
 Listen +11,  
**Languages** Terran

---

**AC** 18, touch 10, flat-footed 17  
 (-1 size, +1 Dex, +8 natural)  
**hp** 71 (8 HD)  
**Fort** +8, **Ref** +3, **Will** +6

---

**Speed** 20 ft. (4 squares), burrow 20 ft.  
**Melee** 2 claws +11 (2d4+6) and bite +9 (2d8+3)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +6; **Grp** +16  
**Special Actions** Confusing gaze

---

**Abilities** Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13  
**Feats** Great Fortitude, Multiattack, Toughness  
**Skills** Climb +12, Jump +5, Listen +11

---

**Confusing Gaze (Su)** *Confusion* as the spell, 30 feet, caster level 8<sup>th</sup>, Will DC 15 negates. The save DC is Charisma based.

### ENCOUNTER 5

**DREADFUL LASHER** **CR 8**  
 NE Huge Outsider (evil, extraplanar, yugoloth)  
**Init** +5; **Senses** Blind, Blindsight 120 ft., Listen +19  
**Languages** Abyssal, Infernal; telepathy 100 ft

---

**AC** 19, touch 9, flat-footed 18  
 (-2 size, +1 Dex, +10 natural)  
**hp** 123 (13 HD) **DR** 10/good  
**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects  
**Resist** Cold 10, electricity 10; **SR** 20  
**Fort** +13, **Ref** +9, **Will** +7

---

**Speed** 30 ft. (6 squares), climb 20 ft.  
**Melee** 4 piercing tentacles +22 each (1d8+11) and 2 claws +21 each (1d8+5)  
**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)  
**Base Atk** +13; **Grp** +36  
**Atk Options** aligned strike (evil), Rend 2d8+16

---

**Abilities** Str 32, Dex 13, Con 21, Int 5, Wis 8, Cha 7  
**SQ** Scentless, yugoloth traits  
**Feats** Combat Reflexes, Improved Initiative, Improved Natural Armor, Multiattack, Weapon Focus (claws)  
**Skills** Climb +35, Diplomacy +0, Listen +19, Move Silently +17, Sense Motive +16, Survival +16

---

**Rend (Ex)** A dreadful lasher that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d8+16 points of damage.  
**Scentless (Ex)** A dreadful lasher exudes no natural smell and is usually undetectable by scent. A dreadful lasher that has been in combat within the past hour

stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193..

### ENCOUNTER 6

**SPELLSERGEANT WILVERS** **CR 6**  
 Male Half-Fiend (Human/Ultraloth) Warmage 5  
 NE Medium evil outsider (yugoloth)  
**Init** +4; **Senses** Darkvision 60 ft.  
**Languages** Common, Infernal, Flan

---

**AC** 23, touch 14, flat-footed 19  
 (+4 Dex, +5 chain shirt, +2 buckler, +2 natural)  
**hp** 35 (5 HD);  
**Immune** Poison  
**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 15  
**Fort** +4, **Ref** +5, **Will** +3

---

**Speed** 30 ft. (6 squares)  
**Melee** short spear +2 (1d6) and claw -3 (1d4)  
**Ranged** dagger +6 (1d4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +2  
**Atk Options** Point Blank Shot, Precise Shot, smite good, darkness 3/day, *desecrate* 1/day  
**Warmage Spells Known** (CL 5th):  
 2nd (5/day)— *Blades of Fire*, *Continual Flame*, *Fire Trap*, *Fireburst*, *Flaming Sphere*, *Ice Knife*, *Melf's Acid Arrow*, *Pyrotechnics*, *Scorching Ray*, *Shatter*, *Whirling Blade*  
 1st (8/day)— *Accuracy*, *Burning Hands*, *Chill Touch*, *Fist of Stone*, *Hail of Stone*, *Magic Missile*, *Orb of Acid (lesser)*, *Orb of Cold, (lesser)* *Orb of Electricity, (lesser)* *Orb of Fire, (lesser)* *Orb of Sound, (lesser)* *Shocking Grasp*, *Tenser's Floating Disc*, *True Strike*  
 0 (6/day)— *Acid Splash*, *Disrupt Undead*, *Light*, *Ray of Frost*

---

**Spell-Like Abilities** (CL 5th): *disguise self* 3/day, *darkness* 3/day, *desecrate* 1/day

---

**Abilities** Str 11, Dex 18, Con 16, Int 18, Wis 8, Cha 20  
**SQ** *disguise self* 3/day, Warmage Edge (+4 damage)  
**Feats** Point Blank Shot, Precise Shot, Skill Focus (Concentration)  
**Skills** Concentration +14, Intimidate +13, Knowledge (Arcana) +12, Knowledge (local – Sheldomar Valley Metaregion) +8, Profession (soldier) +9, Ride +8, Spellcraft +12  
**Possessions** Spellguard Rings, +1 chain shirt, +1 buckler, gloves of dexterity +2, short spear, dagger, symbol of Syrloch, bag of holding type II, iridescent spindle ioun stone

---

**Description** Spell Sergeant Wilvers is a tall, lean Oerdian man with short dark hair and strong, handsome features. His skin is turning black and his eyes look silvery and overlarge. He looks unnatural, but still appears more human than fiend.

**Source** Warmage (Complete Arcane)

---

**CORPORAL GRINDEN** **CR 6**

Male Half-fiend (half-orc/mezzoloth) fighter 5

NE Medium outsider (yugoloth)

**Init** +2; **Senses** Darkvision 60 ft.

**Languages** Common, orcish

---

**AC** 22, touch 13, flat-footed 20

(+2 Dex, +7 +2 chainmail, +1 deflection, +2 natural)

**hp** 47 (5 HD)

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 15

**Fort** +8, **Ref** +3, **Will** +0

---

**Speed** 20 ft. in chain mail (6 squares), base movement 30 ft.

**Melee** longspear +13 (1d8+12) and claw +6 (1d4+6) or short sword +13 (1d6+6) and claw +6 (1d4+6) or 4 claws +11 (1d4+6)

**Ranged** dagger +7 (1d4+6)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longsword)

**Base Atk** +5; **Grp** +11

**Atk Options** Combat Reflexes, Power Attack, smite good, *cause fear* 3/day, *darkness* 3/day, *desecrate* 1/day

**Spell-Like Abilities** (CL 5th): *cause fear* 3/day, *darkness* 3/day, *desecrate* 3/day

---

**Abilities** Str 22, Dex 14, Con 19, Int 6, Wis 9, Cha 8

**Feats** Combat Reflexes, Power Attack, Weapon Focus (longspear), Weapon Focus (short sword), Weapon Specialization (longspear)

**Skills** Climb +10, Jump +10, Swim +8

**Possessions** +2 chain mail, +1 longsword, masterwork short sword, dagger, +1 ring of protection, a small pin of the Knights Vigilant

---

**Description** Corporal Grinden was once a half-orc in the 3<sup>rd</sup> Battle. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He still wears his uniform proudly, along with his new squire pin (Knights Vigilant), but his loyalty is now promised to an ultroloth named Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch in particular, but he will follow SpSgt. Wilvers' orders.

## APPENDIX 4 – APL 8

### ENCOUNTER 2

**UMBER HULK** **CR 7**  
CE Large Aberration  
**Init** +1; **Senses** Darkvision 60 ft., Tremorsense 60 ft.  
Listen +11,  
**Languages** Terran

---

**AC** 18, touch 10, flat-footed 17  
(-1 size, +1 Dex, +8 natural)  
**hp** 71 (8 HD)  
**Fort** +8, **Ref** +3, **Will** +6

---

**Speed** 20 ft. (4 squares), burrow 20 ft.  
**Melee** 2 claws +11 (2d4+6) and bite +9 (2d8+3)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +6; **Grp** +16  
**Special Actions** Confusing gaze

---

**Abilities** Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13  
**Feats** Great Fortitude, Multiattack, Toughness  
**Skills** Climb +12, Jump +5, Listen +11

---

**Confusing Gaze (Su)** *Confusion* as the spell, 30 feet, caster level 8<sup>th</sup>, Will DC 15 negates. The save DC is Charisma based.

### ENCOUNTER 5

**DREADFUL LASHER** **CR 9**  
NE Huge Outsider (evil, extraplanar, yugoloth)  
**Init** +5; **Senses** Blind, Blindsight 120 ft., Listen +21  
**Languages** Abyssal, Infernal; telepathy 100 ft

---

**AC** 20, touch 9, flat-footed 19  
(-2 size, +1 Dex, +11 natural)  
**hp** 142 (15 HD) **DR** 10/good  
**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects  
**Resist** Cold 10, electricity 10; **SR** 20  
**Fort** +14, **Ref** +10, **Will** +8

---

**Speed** 30 ft. (6 squares), climb 20 ft.  
**Melee** 4 piercing tentacles +24 each (1d8+11) and 2 claws +23 each (1d8+5)  
**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)  
**Base Atk** +15; **Grp** +38  
**Atk Options** aligned strike (evil), Rend 2d8+16

---

**Abilities** Str 32, Dex 13, Con 21, Int 5, Wis 8, Cha 7  
**SQ** Scentless, yugoloth traits  
**Feats** Combat Reflexes, Improved Initiative, Improved Natural Armor (x2), Multiattack, Weapon Focus (claws)  
**Skills** Climb +37, Diplomacy +0, Listen +21, Move Silently +19, Sense Motive +17, Survival +17

---

**Rend (Ex)** A dreadful lasher that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d8+16 points of damage.

**Scentless (Ex)** A dreadful lasher exudes no natural smell and is usually undetectable by scent. A dreadful lasher that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

**VOOR** **CR 4**  
NE Large Evil Outsider (evil, extraplanar, Yugoloth)  
**Init** +2; **Senses** Blind, Blindsight 120 ft., Listen +11  
**Languages** Abyssal, Infernal; telepathy 100 ft.

---

**AC** 17, touch 11, flat-footed 15  
(-1 size, +2 Dex, +6 natural)  
**hp** 37 (5 HD) ; **DR** 5/good  
**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects  
**Resist** Cold 10, electricity 10; **SR** 15  
**Fort** +7, **Ref** +6, **Will** +3

---

**Speed** 30 ft. (6 squares), climb 20 ft.  
**Melee** 4 piercing tentacles +10 each (1d6+6) and 2 claws +8 each (1d6+3)  
**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)  
**Base Atk** +5; **Grp** +19  
**Atk Options** aligned strike (evil), Rend 2d6+9

---

**Abilities** Str 22, Dex 15, Con 17, Int 5, Wis 8, Cha 7  
**SQ** Scentless, yugoloth traits  
**Feats** Combat Reflexes, Multiattack  
**Skills** Climb +22, Diplomacy +0, Listen +11, Move Silently +10, Sense Motive +7, Survival +7

---

**Rend (Ex)** A voor that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

**Scentless (Ex)** A voor exudes no natural smell and is usually undetectable by scent. A voor that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

### ENCOUNTER 6

**SPELLSERGEANT WILVERS** **CR 8**  
Male Half-Fiend (Human/Uitroloth) Warmage 7

NE Medium evil outsider (yugoloth)

**Init** +4; **Senses** Darkvision 60 ft.

**Languages** Common, Infernal, Flan

---

**AC** 23, touch 14, flat-footed 19

(+4 Dex, +5 chain shirt, +2 buckler, +2 natural)

**hp** 48 (7 HD);

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 17

**Fort** +5, **Ref** +6, **Will** +4

---

**Speed** 30 ft. (6 squares)

**Melee** short spear +3 (1d6) and claw -2 (1d4)

**Ranged** dagger +7 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +3

**Atk Options** Point Blank Shot, Precise Shot, Sudden Empower, smite good, darkness 3/day, *desecrate* 1/day, *ray of enfeeblement* 3/day

**Warmage Spells Known** (CL 7th):

3rd (5/day)— *Fire Shield*, *Fireball*, *Flame Arrow*, *Gust of Wind*, *Ice Storm*, *Lightning Bolt*, *Poison*, *Ring of Blades*, *Sleet Storm*, *Stinking Cloud*

2nd (7/day)— *Blades of Fire*, *Continual Flame*, *Fire Trap*, *Fireburst*, *Flaming Sphere*, *Ice Knife*, *Melf's Acid Arrow*, *Pyrotechnics*, *Scorching Ray*, *Shatter*, *Whirling Blade*

1st (8/day)— *Accuracy*, *Burning Hands*, *Chill Touch*, *Fist of Stone*, *Hail of Stone*, *Magic Missile*, *Orb of Acid* (lesser), *Orb of Cold*, (lesser) *Orb of Electricity*, (lesser) *Orb of Fire*, (lesser) *Orb of Sound*, (lesser) *Shocking Grasp*, *Tenser's Floating Disc*, *True Strike*

0 (6/day)— *Acid Splash*, *Disrupt Undead*, *Light*, *Ray of Frost*

**Spell-Like Abilities** (CL 7th): *disguise self* 3/day, *darkness* 3/day, *desecrate* 1/day, *ray of enfeeblement* 3/day

---

**Abilities** Str 11, Dex 18, Con 16, Int 18, Wis 8, Cha 22

**SQ** *disguise self* 3/day, Warmage Edge (+6 damage), Sudden Empower

**Feats** Extra Edge, Point Blank Shot, Precise Shot, Skill Focus (Concentration), Sudden Empower

**Skills** Concentration +16, Intimidate +15, Knowledge (Arcana) +14, Knowledge (local – Sheldomar Valley Metaregion) +8, Profession (soldier) +11, Ride +10, Spellcraft +14

**Possessions** Spellguard Rings, +1 chain shirt, +1 buckler, cloak of charisma +2, gloves of dexterity +2, short spear, dagger, symbol of Syrloch, bag of holding type II, iridescent spindle ioun stone

---

**Description** Spell Sergeant Wilvers is a tall, lean Oerdian man with short dark hair and strong, handsome features. His skin is turning black and his eyes look silvery and overlarge. He looks unnatural, but still appears more human than fiend.

**Source** Warmage (Complete Arcane)

**Languages** Common, orcish

---

**AC** 22, touch 13, flat-footed 20

(+2 Dex, +7 +2 chainmail, +1 deflection, +2 natural)

**hp** 66 (7 HD)

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 17

**Fort** +9, **Ref** +4, **Will** +1

---

**Speed** 20 ft. in chain mail (6 squares), base movement 30 ft.

**Melee** longspear +15 (1d8+12 plus *humanbane*) and claw +8 (1d4+6) or short sword +15 (1d6+8) and claw +8 (1d4+6) or 4 claws +13 (1d4+6)

**Ranged** dagger +9 (1d4+6)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Base Atk** +7; **Grp** +13

**Atk Options** Cleave, Combat Reflexes, Power Attack, smite good, *cause fear* 3/day, *darkness* 3/day, *desecrate* 1/day, *see invisibility* 3/day

**Spell-Like Abilities** (CL 7th): *cause fear* 3/day, *darkness* 3/day, *desecrate* 3/day, *see invisibility* 3/day

---

**Abilities** Str 22, Dex 14, Con 19, Int 6, Wis 9, Cha 8

**Feats** Cleave, Combat Reflexes, Power Attack, Weapon Focus (longspear), Weapon Focus (short sword), Weapon Specialization (longspear), Weapon Specialization (short sword)

**Skills** Climb +10, Jump +10, Swim +10

**Possessions** +2 chain mail, +1 humanbane longspear, masterwork short sword, dagger, +1 ring of protection, a small pin of the Knights Vigilant

---

**Description** Corporal Grinden was once a half-orc in the 3<sup>rd</sup> Battle. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He still wears his uniform proudly, along with his new squire pin (Knights Vigilant), but his loyalty is now promised to an ultroloth named Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch in particular, but he will follow SpSgt. Wilvers' orders.

#### CORPORAL GRINDEN

CR 8

Male Half-fiend (half-orc/mezzoloth) fighter 7

NE Medium outsider (yugoloth)

**Init** +2; **Senses** Darkvision 60 ft.

## APPENDIX 5 – APL 10

### ENCOUNTER 2

#### ADVANCED PURPLE WORM (SQUEEZED) CR 12

N Gargantuan Magical Beast

**Init** -2; **Senses** Tremorsense 60 ft. Listen +21

**AC** 15, touch 0, flat-footed 15

(-4 size, -2 Dex, +15 natural, -4 squeezed)

**hp** 237 (19 HD);

**Fort** +18, **Ref** +9, **Will** +5

**Speed** 20 ft. (4 squares), burrow 20 ft., swim 10 ft.

**Melee** bite +24 (2d8+12) and sting +19 (2d6+6 plus poison)

**Space** 20 ft.; **Reach** 15 ft.

**Base Atk** +19; **Grp** +43

**Atk Options** Improved Bull Rush, Power Attack

**Special Actions** Improved grab, swallow whole, poison

**Abilities** Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

**Skills** Listen +21, Swim +20

**Improved Grab (Ex):** To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Poison (Ex):** Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

**Swallow Whole (Ex):** A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Description** The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

### ENCOUNTER 5

#### ADVANCED DREADFUL LASHER CR 10

NE Huge Outsider (evil, extraplanar, yugoloth)

**Init** +5; **Senses** Blind, Blindsight 120 ft., Listen +21

**Languages** Abyssal, Infernal; telepathy 100 ft.

**AC** 20, touch 9, flat-footed 19

(-2 size, +1 Dex, +11 natural)

**hp** 161 (17 HD); **DR** 10/good

**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects

**Resist** Cold 10, electricity 10; **SR** 21

**Fort** +15, **Ref** +11, **Will** +9

**Speed** 30 ft. (6 squares), climb 20 ft.

**Melee** 4 piercing tentacles +26 each (1d8+11) and 2 claws +25 each (1d8+5)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)

**Base Atk** +17; **Grp** +40

**Atk Options** aligned strike (evil), Rend 2d8+16

**Abilities** Str 33, Dex 13, Con 21, Int 5, Wis 8, Cha 7

**SQ** Scentless, yugoloth traits

**Feats** Combat Reflexes, Improved Initiative, Improved Natural Armor (x2), Multiattack, Weapon Focus (claws)

**Skills** Climb +39, Diplomacy +0, Listen +23, Move Silently +21, Sense Motive +19, Survival +19

**Rend (Ex)** A dreadful lasher that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d8+16 points of damage.

**Scentless (Ex)** A dreadful lasher exudes no natural smell and is usually undetectable by scent. A dreadful lasher that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

### ENCOUNTER 6

#### SPELLSERGEANT WILVERS CR 10

Male Half-Fiend (Human/Ultraloth) Warmage 9

NE Medium evil outsider (yugoloth)

**Init** +4; **Senses** Darkvision 60 ft.

**Languages** Common, Infernal, Flan

**AC** 25, touch 14, flat-footed 21

(+4 Dex, +6 chain shirt, +3 buckler, +2 natural)

**hp** 61 (9 HD);

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 19

**Fort** +6, **Ref** +7, **Will** +5

**Speed** 30 ft. (6 squares)

**Melee** short spear +4 (1d6) and claw -1 (1d4)

**Ranged** dagger +8 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +4

**Atk Options** Point Blank Shot, Precise Shot, Sudden Empower, silent spell, smite good, darkness 3/day,

desecrate 1/day, ray of enfeeblement 3/day, scorching ray 3/day

**Warmage Spells Known** (CL 9th):

4th (5/day)— *Blast of Flame, Contagion, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire*

3rd (7/day)— *Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud*

2nd (8/day)— *Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade*

1st (8/day)— *Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid (lesser), Orb of Cold, (lesser) Orb of Electricity, (lesser) Orb of Fire, (lesser) Orb of Sound, (lesser) Shocking Grasp, Tenser's Floating Disc, True Strike*

0 (6/day)— *Acid Splash, Disrupt Undead, Light, Ray of Frost*

**Spell-Like Abilities** (CL 9th): *disguise self* 3/day, *darkness* 3/day, *desecrate* 1/day, *ray of enfeeblement* 3/day, *scorching ray* 3/day

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**Abilities** Str 11, Dex 18, Con 16, Int 18, Wis 8, Cha 23

**SQ** darkvision 60 ft., *disguise self* 3/day, Warmage Edge (+7 damage), Sudden Empower

**Feats** Extra Edge, Point Blank Shot, Precise Shot, Skill Focus (Concentration), Silent Spell, Sudden Empower

**Skills** Concentration +18, Intimidate +18, Knowledge (Arcana) +16, Knowledge (local – Sheldomar Valley Metaregion) +9, Profession (soldier) +13, Ride +12, Spellcraft +16

**Possessions** Spellguard Rings, +2 chain shirt, +2 buckler, gloves of dexterity +2, cloak of charisma +2, short spear, dagger, symbol of Syrloch, bag of holding type II, iridescent spindle ioun stone

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**Description** Spell Sergeant Wilvers is a tall, lean Oerdian man with short dark hair and strong, handsome features. His skin is turning black and his eyes look silvery and overlarge. He looks unnatural, but still appears more human than fiend.

**Source** Warmage (Complete Arcane)

**CORPORAL GRINDEN**

**CR 10**

Male Half-fiend (half-orc/mezzoloth) fighter 9

NE Medium outsider (yugoloth)

**Init** +2; **Senses** Darkvision 60 ft.

**Languages** Common, orcish

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**AC** 22, touch 13, flat-footed 20

(+2 Dex, +7 +2 chainmail, +1 deflection, +2 natural)

**hp** 103 (9 HD)

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 19

**Fort** +12, **Ref** +5, **Will** +4

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**Speed** 20 ft. in chain mail (6 squares), base movement 30 ft.

**Melee** longspear +18 (1d8+13/19-20 plus *humanbane*) and claw +11 (1d4+7) or short sword +18 (1d6+9) and claw +11 (1d4+7) or 4 claws +16 (1d4+7)

**Ranged** dagger +11 (1d4+7)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Base Atk** +9; **Grp** +16

**Atk Options** Cleave, Combat Reflexes, Power Attack, smite good, *cause fear* 3/day, *darkness* 3/day, *desecrate* 1/day, *see invisibility* 3/day, *dispel magic* 1/day

**Spell-Like Abilities** (CL 9th): *cause fear* 3/day, *darkness* 3/day, *desecrate* 3/day, *see invisibility* 3/day, *dispel magic* 1/day

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**Abilities** Str 24, Dex 14, Con 22, Int 6, Wis 9, Cha 8  
**SQ** darkvision 60 ft.

**Feats** Cleave, Combat Reflexes, Improved Critical (longspear), Iron Will, Power Attack, Weapon Focus (longspear), Weapon Focus (short sword), Weapon Specialization (longspear), Weapon Specialization (short sword)

**Skills** Climb +11, Jump +11, Swim +10

**Possessions** +2 chain mail, +1 *humanbane* longspear, masterwork short sword, dagger, +1 ring of protection, Gauntlets of ogre power, Amulet of Health +2, a small pin of the Knights Vigilant

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**Description** Corporal Grinden was once a half-orc in the 3<sup>rd</sup> Battle. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He still wears his uniform proudly, along with his new squire pin (Knights Vigilant), but his loyalty is now promised to an ultroloth named Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch in particular, but he will follow SpSgt. Wilvers' orders.



## APPENDIX 6 – APL 12

### ENCOUNTER 2

#### ADVANCED PURPLE WORM (SQUEEZED) CR 12

N Gargantuan Magical Beast

**Init** -2; **Senses** Tremorsense 60 ft. Listen +21

**AC** 15, touch 0, flat-footed 15

(-4 size, -2 Dex, +15 natural, -4 squeezed)

**hp** 237 (19 HD);

**Fort** +18, **Ref** +9, **Will** +5

**Speed** 20 ft. (4 squares), burrow 20 ft., swim 10 ft.

**Melee** bite +24 (2d8+12) and sting +19 (2d6+6 plus poison)

**Space** 20 ft.; **Reach** 15 ft.

**Base Atk** +19; **Grp** +43

**Atk Options** Improved Bull Rush, Power Attack

**Special Actions** Improved grab, swallow whole, poison

**Abilities** Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

**Skills** Listen +21, Swim +20

**Improved Grab (Ex):** To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Poison (Ex):** Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

**Swallow Whole (Ex):** A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Description** The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

### ENCOUNTER 5

#### ADVANCED DREADFUL LASHER CR 12

NE Huge Evil Outsider (Yugoloth)

**Init** +5; **Senses** Blind, Blindsight 120 ft., Listen +25

**Languages** Abyssal, Infernal

**AC** 20, touch 9, flat-footed 19

(-2 size, +1 Dex, +11 natural)

**hp** 180 (19 HD)

**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects

**Resist** Cold 10, electricity 10; **SR** 22

**Fort** +16, **Ref** +12, **Will** +10

**Speed** 30 ft. (6 squares), climb 20 ft.

**Melee** 4 piercing tentacles +28 (1d8+11) and 2 claws +27 (1d8+5)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)

**Base Atk** +19; **Grp** +42

**Atk Options** Rend 2d8+16

**Abilities** Str 33, Dex 13, Con 21, Int 5, Wis 8, Cha 7

**SQ** Blind, Blindsight 120 ft., Scentless, Telepathy 100 ft.

**Feats** Combat Reflexes, Improved Initiative, Improved Natural Armor (x2), Multiattack, Weapon Focus (claws)

**Skills** Climb +41, Diplomacy +0, Listen +25, Move Silently +23, Sense Motive +21, Survival +21

**Rend (Ex)** A dreadful lasher that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d8+16 points of damage.

**Scentless (Ex)** A dreadful lasher exudes no natural smell and is usually undetectable by scent. A dreadful lasher that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

### ENCOUNTER 6

#### SPELLSERGEANT WILVERS CR 12

Male Half-Fiend (Human/Ulroloth) Warmage 11

NE Medium evil outsider (yugoloth)

**Init** +4; **Senses** Darkvision 60 ft.

**Languages** Common, Infernal, Flan

**AC** 27, touch 14, flat-footed 23

(+4 Dex, +8 mithril breastplate, +3 buckler, +2 natural)

**hp** 74 (11 HD);

**Immune** Poison

**Resist** acid 10, cold 10, electric 10, fire 10; **SR** 21

**Fort** +6, **Ref** +7, **Will** +6

**Speed** 30 ft. (6 squares)

**Melee** short spear +5 (1d6) and claw +0 (1d4)

**Ranged** dagger +9 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +5

**Atk Options** Point Blank Shot, Precise Shot, Silent Spell, Sudden Empower, Sudden Enlarge, smite

good, darkness 3/day, desecrate 1/day, ray of enfeeblement 3/day, scorching ray 3/day, enervation 3/day

**Warmage Spells Known** (CL 9th):

5th (5/day)— *Arc of Lightning, Cloudkill, Cone of Cold, Fire Shield, Mass, Fireburst, Greater, Flame Strike, Prismatic Ray*

4th (7/day)— *Blast of Flame, Contagion, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire*

3rd (8/day)— *Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud*

2nd (8/day)— *Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade*

1st (8/day)— *Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid (lesser), Orb of Cold, (lesser) Orb of Electricity, (lesser) Orb of Fire, (lesser) Orb of Sound, (lesser) Shocking Grasp, Tenser's Floating Disc, True Strike*

0 (6/day)— *Acid Splash, Disrupt Undead, Light, Ray of Frost*

**Spell-Like Abilities** (CL 11th): *disguise self* 3/day, darkness 3/day, desecrate 1/day, ray of enfeeblement 3/day, scorching ray 3/day, enervation 3/day

**Abilities** Str 11, Dex 18, Con 16, Int 18, Wis 8, Cha 25

**SQ** darkvision 60 ft., *disguise self* 3/day, Warmage Edge (+7 damage), Sudden Empower, Sudden Enlarge

**Feats** Extra Edge, Point Blank Shot, Precise Shot, Skill Focus (Concentration), Silent Spell, Sudden Empower, Sudden Enlarge

**Skills** Concentration +20, Intimidate +21, Knowledge (Arcana) +18, Knowledge (local – Sheldomar Valley Metaregion) +9, Profession (soldier) +15, Ride +13, Spellcraft +18

**Possessions** Spellguard Rings, +3 mithril breastplate, +2 buckler, cloak of charisma +4, gloves of dexterity +2, short spear, dagger, symbol of Syrloch, bag of holding type II, iridescent spindle ioun stone

**Description** Spell Sergeant Wilvers is a tall, lean Oerdian man with short dark hair and strong, handsome features. His skin is turning black and his eyes look silvery and overlarge. He looks unnatural, but still appears more human than fiend.

**Source** Warmage (Complete Arcane)

**Resist** DR 5/good, acid 10, cold 10, electric 10, fire 10; **SR** 21

**Fort** +13, **Ref** +5, **Will** +4

**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.

**Melee** longspear +20 (1d8+13/19-20 plus *humanbane*) and claw +13 (1d4+7) or short sword +20 (1d6+9) and claw +13 (1d4+7) or 4 claws +18 (1d4+7)

**Ranged** dagger +13 (1d4+7)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Base Atk** +11; **Grp** +17

**Atk Options** Cleave, Combat Reflexes, Power Attack, smite good, *cause fear* 3/day, darkness 3/day, desecrate 1/day, see *invisibility* 3/day, *dispel magic* 1/day, *cloudkill* 1/day

**Spell-Like Abilities** (CL 11th): *cause fear* 3/day, darkness 3/day, desecrate 3/day, see *invisibility* 3/day, *dispel magic* 1/day, *cloudkill* 1/day

**Abilities** Str 24, Dex 14, Con 22, Int 6, Wis 9, Cha 8

**SQ** darkvision 60 ft.

**Feats** Blindfight, Cleave, Combat Reflexes, Improved Critical (longspear), Iron Will, Power Attack, Weapon Focus (longspear), Weapon Focus (short sword), Weapon Specialization (longspear), Weapon Specialization (short sword)

**Skills** Climb +11, Jump +12, Swim +11

**Possessions** +3 full plate, +1 humanbane longspear, masterwork short sword, dagger, +1 ring of protection, Gauntlets of ogre power, Amulet of Health +2, a small pin of the Knights Vigilant

**Description** Corporal Grinden was once a half-orc in the 3<sup>rd</sup> Battle. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He still wears his uniform proudly, along with his new squire pin (Knights Vigilant), but his loyalty is now promised to an ultroloth named Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch in particular, but he will follow SpSgt. Wilvers' orders.

**CORPORAL GRINDEN**

**CR 12**

Male Half-fiend (half-orc/mezzoloth) fighter 11

NE Medium outsider (yugoloth)

**Init** +2; **Senses** Darkvision 60 ft.

**Languages** Common, orcish

**AC** 25, touch 12, flat-footed 24

(+1 Dex, +11 +3 full plate, +1 deflection, +2 natural)

**hp** 126 (11d10+66 HD)

**Immune** Poison

## APPENDIX 7 – OPTIONAL COMBAT ENCOUNTERS

### ENCOUNTER 2

**ASTAROTH** **CR18**

**MALE DEATHDRINKER**

CE Huge outsider (chaotic, evil, extraplanar)

**Init** +6; **Senses** true seeing; Listen +30, Spot +30

**Aura** unlife (10 ft.)

**Languages** Abyssal, Common

**AC** 35, touch 10, flat-footed 33

(-2 size, +2 Dex, +7 armor, +18 natural)

**hp** 337 (27 HD); **DR** 15/good and lawful

**Immune** negative energy, poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29

**Fort** +23, **Ref** +17, **Will** +17

**Speed** 35 ft. in breastplate (7 squares), base movement 50 ft.

**Melee** +3 adamantine greatsword +41/+36/+31/+26 (4d6+22/17-20)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +27; **Grp** +48

**Atk Options** Cleave, Combat Reflexes, Great Cleave, Power Attack, Quick Draw, Quicken Spell-like Ability (*greater teleport*), Quicken Spell-like Ability (*greater dispel magic*), aligned strike (chaotic, evil), glory in slaughter

**Combat Gear** *oil of align weapon*, *oil of bless weapon*, *oil of corrupt weapon*

**Spell-Like Abilities** (CL 20th):

At will – *air walk* (self only), *greater dispel magic*, *greater teleport* (self plus 50 lb. of objects only)

**Abilities** Str 36, Dex 14, Con 27, Int 10, Wis 11, Cha 11

**SQ** deathdrink

**Feats** Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Quick Draw, Quicken Spell-like Ability (*greater teleport*), Quicken Spell-like Ability (*greater dispel magic*)

**Skills** Concentration +38, Hide +21, Intimidate +30, Jump +40, Knowledge (the planes) +30, Listen +30, Move Silently +29, Spot +30, Survival +0 (+2 on other planes)

**Possessions** combat gear plus +2 breastplate, +3 adamantine greatsword, belt of giant strength +6.

**True Seeing (Su)** As the *true seeing* spell; continuous; caster level 20<sup>th</sup>.

**Aura of Unlife (Su)** Creatures takes 2d6 points of damage at the end of each of the deathdrinker's turns if they are within 10' of it. This is a negative energy effect. Undead are instead healed of a like amount of damage.

**Glory in Slaughter (Ex)** A deathdrinker gains a +5 morale bonus on attack rolls, damage rolls, and saving throws for 1 minute after it kills a worthy opponent (a creature with at least 10 HD).

**Deathdrink (Su)** If a deathdrinker deals enough damage to a creature to kill it, with either its death aura or a melee attack, it instantly heals 1d8 points of damage per HD of the creature it killed.

**Description** This massive creature is the size of a giant, and it sports chipped, antlerlike horns from which hang desiccated bodies and skulls. The creature wears intricate armor, and dark, pitted plates cover legs that end in hooves. Its many-fingered hand holds a broad greatsword.

**Sources** MM IV page 40

### ENCOUNTER 5A

**ADVANCED NYCALOTH** **CR14**

NE Large outsider (Evil, Extraplanar, Yugoloth)

**Init** +2; **Senses** Listen +27, Spot +27

**Languages** Abyssal, Draconic and Infernal, telepathy 100 ft.

**AC** 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +12 natural)

**hp** 275 (22d8 HD); **DR** 10/good

**Immune** acid, poison

**Resist** cold 10, fire 10, electricity 10; **SR** 24

**Fort** +21, **Ref** +15, **Will** +15

**Speed** 40 ft. (8 squares), fly 90 ft. (good)

**Melee** +2 greataxe +29/+24/+19/+14 (3d6+9/x3) and 2 claws +21 (1d6+2 plus bleeding wounds) or 4 claws +26 (1d6+5 plus bleeding wounds)

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

**Base Atk** +22; **Grp** +31

**Atk Options** Cleave, Flyby Attack, Great Cleave, Improved Bull Rush, Power Attack, Bleeding wounds, rake, improved grab, lift-off, summon yugoloth

**Spell-Like Abilities** (CL 20th):

At will – deeper darkness, desecrate, fear (DC 17), invisibility, mirror image, see invisibility, greater teleport (self plus 50 pounds of objects only)

**Abilities** Str 21, Dex 14, Con 26, Int 13, Wis 10, Cha 16

**Feats** Alertness, Cleave, Flyby Attack, Great Cleave, Iron Will, Improved Bull Rush, Mobility(B), Power Attack, Weapon Focus (greataxe)

**Skills** Bluff +17, Concentration +26, Diplomacy +21, Hide +12, Intimidate +32, Jump +25, Knowledge (arcana) +11, Knowledge (the planes) +15, Listen +27, Move Silently +16, Search +15, Sense Motive +14, Spellcraft +13, Spot +27

**Possessions** +2 greataxe

**Bleeding Wounds (Ex):** A wound from a nycaloth's claw attack continues to bleed after the injury was

inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any cure spell or other healing spell (heal, mass heal, and so on).

**Improved Grab (Ex):** To use this ability, a nycaloth must hit with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

**Liftoff (Ex):** A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

**Rake (Ex):** Attack bonus +22, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

**Summon Yugoloth (Ex):** Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloth with a 30% chance of success.

**Description** *Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on the ends of its powerful fingers look like more than a match for all but the best of armors.*

**Sources** MM III page 202

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#### ADVANCED MEZZOLOTH CR14

NE Large outsider (Evil, Extraplanar, Yugoloth)

**Init** +4; **Senses** Listen +25, Spot +25

**Languages** Abyssal, Draconic and Infernal, telepathy 100 ft.

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**AC** 24, touch 9, flat-footed 24  
(-1 size, +3 shield, +12 natural)

**hp** 300 (24 HD); **DR** 10/good

**Immune** acid, poison

**Resist** cold 10, fire 10, electricity 10; **SR** 22

**Fort** +22, **Ref** +14, **Will** +16

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**Speed** 40 ft. (8 squares)

**Melee** +1 trident +33/+28/+23/+18 (2d6+13/19-20) and claw +26 (1d6+8) or 4 claws (1d6+8)

**Ranged** +1 trident +25 (2d6+9/19-20)

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

**Base Atk** +24; **Grp** +36

**Atk Options** Cleave, Great Cleave, Improved Bull Rush, Improved Critical (trident), Power Attack

**Special Actions** summon yugoloth

**Spell-Like Abilities** (CL 20th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – cloudkill (DC 17), dispel magic (+10 dispel check)

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**Abilities** Str 27, Dex 10, Con 26, Int 7, Wis 10, Cha 14

**Feats** Cleave, Great Cleave, Improved Bull Rush, Improved Critical (trident), Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Weapon Focus (trident)

**Skills** Hide +21, Intimidate +27, Knowledge (the planes) +23, Listen +25, Move Silently +25, Spot +25

**Possessions** +1 trident, +1 heavy steel shield

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**Summon Yugoloth (Ex):** Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

**Sources** MM III page 201

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#### NYCALOTH

CR10

NE Large outsider (Evil, Extraplanar, Yugoloth)

**Init** +2; **Senses** Listen +19, Spot +19

**Languages** Abyssal, Draconic and Infernal, telepathy 100 ft.

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**AC** 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +12 natural)

**hp** 161 (14d8 HD); **DR** 10/good

**Immune** acid, poison

**Resist** cold 10, fire 10, electricity 10; **SR** 24

**Fort** +16, **Ref** +11, **Will** +11

---

**Speed** 40 ft. (8 squares), fly 90 ft. (good)

**Melee** +2 greataxe +21/+16/+11 (3d6+9/x3) and 2 claws +13 (1d6+2 plus bleeding wounds) or 4 claws +18 (1d6+5 plus bleeding wounds)

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

**Base Atk** +14; **Grp** +23

**Atk Options** Cleave, Flyby Attack, Power Attack, Bleeding wounds, rake, improved grab, lift-off, summon yugoloth

**Special Actions** Summon yugoloth

**Spell-Like Abilities** (CL 14th):

At will – deeper darkness, desecrate, fear (DC 17), invisibility, mirror image, see invisibility, greater teleport (self plus 50 pounds of objects only)

---

**Abilities** Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16  
**SQ**

**Feats** Alertness, Cleave, Flyby Attack, Iron Will, Mobility(B), Power Attack, Weapon Focus (greataxe)

**Skills** Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19

**Possessions** +2 greataxe

---

**Bleeding Wounds (Ex):** A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points

of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any cure spell or other healing spell (heal, mass heal, and so on).

**Improved Grab (Ex):** To use this ability, a nycaloth must hit with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

**Liftoff (Ex):** A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

**Rake (Ex):** Attack bonus +18, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

**Summon Yugoloth (Ex):** Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloth with a 30% chance of success.

**Description** *Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on the ends of its powerful fingers look like more than a match for all but the best of armors.*

**Sources** MM III page 201

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**MEZZOLOTH** **CR 6**  
NE Large outsider (Evil, Extraplanar, Yugoloth)  
**Init** +5; **Senses** Listen +13, Spot +13  
**Languages** Abyssal, Draconic and Infernal, telepathy 100 ft.

---

**AC** 21, touch 11, flat-footed 20  
(+1 dex, +3 shield, +8 natural)

**hp** 95 (10 HD); DR 10/good

**Immune** acid, poison

**Resist** cold 10, fire 10, electricity 10; **SR** 22

**Fort** +12, **Ref** +8, **Will** +7

---

**Speed** 40 ft. (8 squares)

**Melee** +1 trident +15/+10 (1d8+4/19-20) and claw +13 (1d4+3) or 4 claws (1d4+3)

**Ranged** +1 trident +25 (2d6+9/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – cloudkill (DC 17), dispel magic (+10 dispel check)

---

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14  
**SQ**

**Feats** Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

**Skills** Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13

**Possessions** +1 trident, +1 heavy steel shield

---

**Summon Yugoloth (Ex):** Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

---

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

**Sources** MM III page 201

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**ADVANCED DREADFUL LASHER** **CR 12**  
NE Huge Evil Outsider (Yugoloth)  
**Init** +5; **Senses** Blind, Blindsight 120 ft., Listen +25  
**Languages** Abyssal, Infernal

---

**AC** 20, touch 9, flat-footed 19  
(-2 size, +1 Dex, +11 natural)

**hp** 180 (19d8+95 HD)

**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects

**Resist** Cold 10, electricity 10; **SR** 22

**Fort** +16, **Ref** +12, **Will** +10

---

**Speed** 30 ft. (6 squares), climb 20 ft.

**Melee** 4 piercing tentacles +28 (1d8+11) and 2 claws +27 (1d8+5)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)

**Base Atk** +19; **Grp** +42

**Atk Options** Rend 2d8+16

---

**Abilities** Str 33, Dex 13, Con 21, Int 5, Wis 8, Cha 7

**SQ** Blind, Blindsight 120 ft., Scentless, Telepathy 100 ft.

**Feats** Combat Reflexes, Improved Initiative, Improved Natural Armor (x2), Multiattack, Weapon Focus (claws)

**Skills** Climb +41, Diplomacy +0, Listen +25, Move Silently +23, Sense Motive +21, Survival +21

---

**Rend (Ex)** A dreadful lasher that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d8+16 points of damage.

**Scentless (Ex)** A dreadful lasher exudes no natural smell and is usually undetectable by scent. A dreadful lasher that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

---

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

## APPENDIX 8 – ALL APLS

### INTRODUCTION

#### COMBAT SPECIALIST RATHSKIN CR 3

Male Halfling Rogue2/Ranger1

NG Small humanoid (Halfling)

**Init** +3; **Senses** Listen +7, Spot +0

**Languages** Common, Halfling

**AC** 16, touch 14, flat-footed 13

(+1 size, +3 Dex, +2 armor)

**hp** 20 (3 HD)

**Fort** +5, **Ref** +9, **Will** +1

**Speed** 20 ft. in masterwork leather armor (4 squares), base movement 20 ft.

**Melee** dagger +6 (1d3) and 1d6 sneak

**Ranged** dagger +6 (1d3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** -2

**Atk Options** sneak attack +1d6

**Special Actions**

**Abilities** Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 8

**Feats** Agile, Weapon Finesse

**Skills** Balance +12, Climb +8, Escape Artist +10, Jump +10, Listen +7, Knowledge (Architecture and engineering) +5, Knowledge (dungeoneering) +6, Search +6, Survival +2, Swim +4, Tumble +9, Use Rope +8.

**Possessions** MW leather armor, dagger (4), climbing equipment, torches, rations

**Description** ComSpec Rathskin is a small Halfling, standing just under 3 feet tall and weighing less than 30 pounds. He has not been clean in months, as he spends all his time underground working with the local militia. He has become very dour, and is always tired. He needs a long vacation, but will not shy away from his duty to help the people of Shibolet.

### ENCOUNTER 6

#### EURYALE CR 16

Female ultroloth

NE Medium outsider (Evil, Extraplanar, Yugoloth)

**Init** +3; **Senses** Listen +20, Spot +27

**Languages** Common Abyssal, Draconic, and Infernal, telepathy 100 ft.

**AC** 34, touch 15, flat-footed 31

(+3 Dex, +9 mithril breastplate, +2 deflection, +10 natural)

**hp** 252 (24 HD); **DR** 15/good

**Immune** acid and poison

**Resist** cold 10, fire 10, electricity 10; **SR** 25

**Fort** +23, **Ref** +20, **Will** +23

**Speed** 30 ft. in mithril breastplate (6 squares), base movement 30 ft.

**Melee** weapon +29/+24/+19/+14 (1d8+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +24; **Grp** +25

**Atk Options** Spell-like abilities, staff of fire

**Special Actions** hypnotic gaze, summon yugoloth

**Spell-Like Abilities** (CL 20th):

1/day - symbol of death (DC24)

2/day - *greater teleport*

3/day - binding, geas/quest (DC 23), enervation, mass suggestion (DC 23)

At will - *desecrate*, *disguise self*, *fear* (DC 20), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+26 touch), *ray of exhaustion* (+26 touch), *scorching ray* (+26 touch), *scrying*, *see invisibility*, *suggestion* (DC 20), *wall of fire*

**Abilities** Str 13, Dex 16, Con 22, Int 16, Wis 15, Cha 22

**Feats** Armor Proficiency (light), Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (greater teleport), Quicken Spell-Like Ability (scorching ray), Spell Focus: Enchantment, Weapon Focus: Spell - Ray.

**Skills** Bluff +33, Concentration +27 (+31 casting defensively), Diplomacy +29, Intimidate +29, Knowledge (Arcana) +27, Knowledge (The Planes) +27, Listen +20, Move Silently +21, Search +25, Sense Motive +29, Spellcraft +29, Spot +27, Use Magic Device +33.

**Possessions** +3 longsword, +4 mithril breastplate, Ring of Protection +2, Vest of Resistance +3, Cloak of Charisma +2, Headband of Intellect +2, Staff of Fire (45 charges), Ring of Freedom of Movement.

**Spellbook** spells prepared plus 0—

**Hypnotic Gaze (Su):** Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 25 negates. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*disguise self* (DC17), *deeper darkness*, *desecrate*, *fear* (DC 20), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+26 ranged touch), *ray of exhaustion* (+26 ranged touch), *scorching ray* (+26 ranged touch), *scrying*, *see invisibility*, *suggestion* (DC 20), *wall of fire*; 3/day—*binding* (DC 25), *enervation* (+26 ranged touch), *geas/quest* (DC 23), *mass suggestion* (DC 23); 1/day—*symbol of death* (DC 24). Caster level 20th.

At will, an ultroloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by a 20th-level sorcerer.

**Summon Yugoloth (Ex):** Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

**Immunities (Ex):** Ultroloths are immune to poison and acid.

---

**Telepathy (Su):** Ultroloths can communicate telepathically with any creature within 100 feet that has a language.

**Yugoloth Qualities:** Yugoloths are immune to poison and acid (Ex). Yugoloths have cold, fire, and electricity resistance 10 (Ex). Yugoloths can communicate telepathically with any creature within 100 feet that has a language

---

**Description** Euryale is small for an ultroloth, with distinctly feminine characteristics. She wears a very ornate breastplate that looks more like a decorative piece than functional armor. She also carries a slender staff with fiery carvings along its length. She comes across as charming and reasonable, but is manipulative and deceitful, as typical for ultroloths. She keeps her distance from melee, and would prefer to leave a fight before drawing her sword. She has perfected the quick escape, and is fond of raining down fire and death on her enemies right before using her quickened spell-like *greater teleport* to leave the scene.

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## ENCOUNTER 6

**MEZZOLOTH** **CR 4**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +13, Spot +13

**Languages** Abyssal, Draconic, and Infernal, Telepathy 100ft.

---

**AC** 21, touch 11, flat-footed 20  
(+1 Dex, +2 heavy steel shield, +8 natural)

**hp** 95 (10 HD); **DR** 10/good

**Immune** acid, poison

**Resist** cold 10, fire 10, electricity 10; **SR** 22

**Fort** +12, **Ref** +8, **Will** +7

---

**Speed** 40 ft. (8 squares);

**Melee** +1 trident +15/+10 (1d8+4/19-20) and claw +8 (1d4+3) or 2 claws + 13 (1d4+3)

**Ranged** trident +13 (1d8+4/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – cloudkill (DC 17), dispel magic (+10 dispel check)

---

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** +1 trident, heavy steel shield

---

**Summon Yugoloth (Ex):** Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

**Immunities (Ex):** Mezzoloths are immune to poison and acid.

---

**Telepathy (Su):** Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

MMII page 201.

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## ENCOUNTER 6

**VOOR** **CR 4**

NE Large Evil Outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** Blind, Blindsight 120 ft., Listen +11

**Languages** Abyssal, Infernal; telepathy 100 ft.

---

**AC** 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

**hp** 37 (5 HD); **DR** 5/good

**Immune** Poison, acid, fire, gaze attacks, illusions and visual effects

**Resist** Cold 10, electricity 10; **SR** 15

**Fort** +7, **Ref** +6, **Will** +3

---

**Speed** 30 ft. (6 squares), climb 20 ft.

**Melee** 4 piercing tentacles +10 each (1d6+6) and 2 claws +8 each (1d6+3)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Base Atk** +5; **Grp** +19

**Atk Options** Multiattack, aligned strike (evil), Rend 2d6+9

---

**Abilities** Str 22, Dex 15, Con 17, Int 5, Wis 8, Cha 7

**SQ** Scentless, yugoloth traits

**Feats** Combat Reflexes, Multiattack

**Skills** Climb +22, Diplomacy +0, Listen +11, Move Silently +10, Sense Motive +7, Survival +7

---

**Rend (Ex)** A voor that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

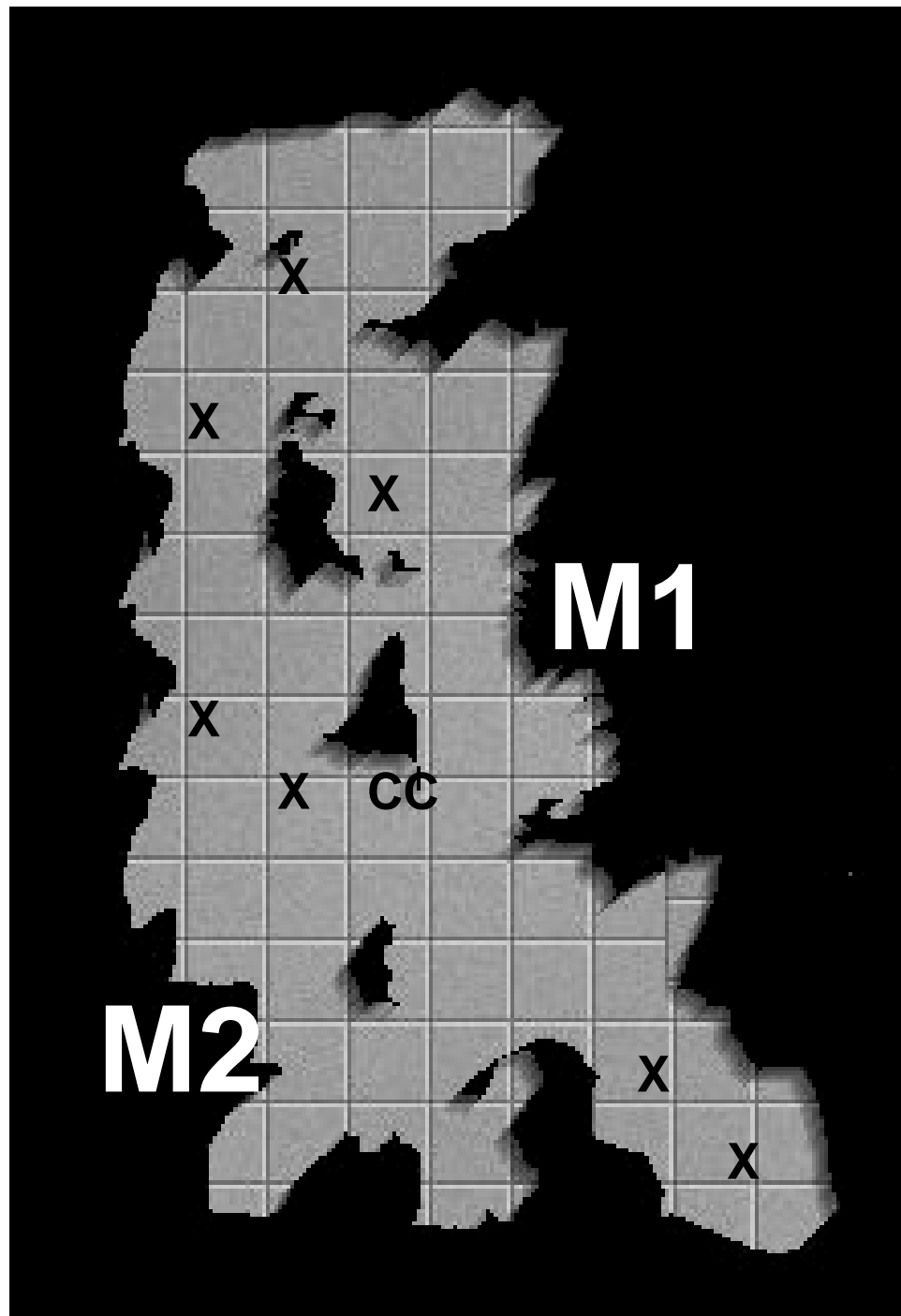
**Scentless (Ex)** A voor exudes no natural smell and is usually undetectable by scent. A voor that has been in combat within the past hour stinks of the blood of its foes so it can be detected by scent but only at half the normal range.

---

**Description** This hulking creature waddles toward you on stubby legs. Its enormous arms end in vicious claws. Its armored face has no eyes and ropelike tentacles constantly shoot out from its arms and back. Jagged teeth gnash in its eyeless, domed head.

**Source** MM IV pg 193.

## DM AID: MAP #1 – BASE CAMP



X – Diggers

M – Monsters Entry Point (M1 if only one)

CC – Weakened Support - Cave Collapse Start Point



## DM AID: MAP #2 – DEAD END



V1 – Voor (APLs 2, 4, 8)

V2 – Voor (APLs 4, 8)

DL1 – Dreadful Lasher (APLs 6, 8, 10, 12)

DL2 – Dreadful Lasher (APL 12)

## DM AID: MAP #3 – CHAPTERHOUSE



# DM AID: NEW RULES

## NEW MONSTER TEMPLATE

### Customized Half-Fiend (mezzoloth) Template

- **Size and Type:** Medium outsider
- **Speed:** No wings
- **Armor Class:** +2 natural armor improvement
- **Attack:** Claw Attack (x4) (no bite)
- **Damage:** Claw 1d4 + Str modifier
- **Special Attacks:** smite good, 1-2 HD *cause fear* 3/day, 3-4 HD *darkness* 3/day, 5-6 HD *desecrate* 1/day, 7-8 HD *see invisibility* 3/day, 9-10 HD *dispel magic* 1/day, 11-12 HD *cloudkill* 1/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/good (if HD 11 or less) or 10/magic (if HD 12 or more), SR creature's HD+10.
- **Abilities:** Increase from the base creature as follows: Str +6, Dex +2, Con +8, Int -2, Cha +2
- **Skills:** By character class
- **Challenge Rating:** HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.
- **Level Adjustment:** Same as the base creature +4.

### Customized Half-Fiend (nycaloth) Template

- **Size and Type:** Large outsider
- **Speed:** Fly 60 (good)
- **Armor Class:** +4 natural armor improvement
- **Attack:** Claw Attack (x4) (no bite)
- **Damage:** Claw 1d6 + Str modifier + bleeding wounds
- **Special Attacks:** smite good, 1-2 HD *darkness* 3/day, 3-4 HD *deeper darkness* 3/day, 5-6 HD *desecrate* 1/day, 7-8 HD *see invisibility* 3/day, 9-10 HD *dispel magic* 1/day, 11-12 HD *mirror image* 3/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/good (if HD 11 or less) or 10/magic (if HD 12 or more), SR creature's HD+10.
- **Abilities:** Increase from the base creature as follows: Str +10, Dex +2, Con +10, Int +2, Cha +4 (includes increases to large size)
- **Skills:** By character class
- **Challenge Rating:** HD 4 or less, as base creature +2; HD 5 to 10, as base creature +3; HD 11 or more, as base creature +4. (includes CR increase for increase to large size)
- **Level Adjustment:** Same as the base creature +4.

**Bleeding Wounds (Ex):** A wound from a half-nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

### Customized Half-Fiend (ultroloth) Template

- **Size and Type:** Medium outsider
- **Speed:** No wings
- **Armor Class:** +2 natural armor improvement
- **Attack:** Claw Attack (no bite)
- **Damage:** Claw 1d4 + Str modifier
- **Special Attacks:** smite good, 1-2 HD *disguise self* 3/day, 3-4 HD *darkness* 3/day, 5-6 HD *desecrate* 1/day, 7-8 HD *ray of enfeeblement* 3/day, 9-10 HD *scorching ray* 3/day, 11-12 HD *enervation* 3/day
- **Special Qualities:** darkvision 60 ft., immune to poison, acid/cold/electric/fire resistance 10, DR 5/good (if HD 11 or less) or 10/magic (if HD 12 or more), SR creature's HD+10.
- **Abilities:** Increase from the base creature as follows: Dex +4, Con +4, Int +4, Cha +4
- **Skills:** By character class
- **Challenge Rating:** HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.
- **Level Adjustment:** Same as the base creature +4.

## NEW FEATS

### Sudden Empower [Metamagic] (CA p83)

You can cast a spell to greater effect without special preparation.

**Prerequisites:** Any metamagic feat.

**Benefits:** Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

## NEW ITEMS

### Spellguard rings (Complete Mage)

This pair of rings allows a spellcaster to designate an ally temporarily immune to his magic.

**Activation:** A spellcaster activates the power of spellguard rings as a free action in conjunction with casting a spell. They function up to three times per day.

**Effect:** In order for them to function, both spellguard rings must be worn – the gold ring by a spellcaster, the bronze one by anyone else. When the rings are activated, the wearer of the bronze ring becomes immune to any spell cast by the wearer of the gold ring, as long as the spell is cast within one round.

## **NEW SPELLS**

### **Accuracy**

Transmutation

**Level:** Warmage 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One thrown weapon/level touched or one projectile weapon touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

*Material Component:* Ink used to scribe a mystical character on each weapon affected by the spell.

### **Arc of Lightning**

Conjuration (Creation) [Electricity]

**Level:** Druid 4, sorcerer/wizard 5, Warmage 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./21 levels)

**Area:** A line between two creatures

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

*Arcane Material Component:* Two small iron rods.

### **Blast of Flame**

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S, M

**Casting Time:** 1 Standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

*Material Component:* A bit of wick soaked in oil.

### **Boiling Blood**

Transmutation [Fire]

**Level:** Sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 Standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** 1 round + 1 round/3 levels

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

The subject of the spell suffers as his blood heats up, taking 2d6 points of fire damage. For every three levels, the spell lasts an additional round (up to a maximum of 7 rounds at 18<sup>th</sup> level), dealing another 2d6 points of damage each round. A successful Fortitude save reduces the duration of the spell to 1 round.

If you cast boiling blood on the same subject before the first casting has expired, the second spell has a different effect. In any round in which the subject takes damage from the spell, he is also sickened. This extra effect lasts for as long as the duration of both spells continues, after which only the normal effect occurs for the rest of the duration of the latter spell.

Creatures immune to extra damage from critical hits are immune to this spell, as are creatures that lack blood or similar internal fluids.

### **Death's Call**

Necromancy [Sonic]

**Level:** Hexblade 1, Sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 Standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius burst, centered on you.

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

All living creatures in the area (other than you) take 1 point of damage per caster level (maximum 5) and become fatigued. A successful Fortitude save negates the fatigue.

Any swarm in the area of death's call instead takes 1d4 points of damage per caster level (maximum 5d4) and becomes fatigued (Fortitude save negates fatigue). This supersedes the normal +50% damage dealt to a swarm by an area spell.

### **Endless Slumber**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 5, Sorcerer/wizard 6

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You put a single subject into a magically induced slumber that last indefinitely. Normal stimuli, such as shouting or prodding, are insufficient to wake the subject, but any damage dealt to the subject causes her to rouse immediately. The subject can attempt a new save every 24 hours to awaken early. The subject does not need to eat or drink during this time.

*Material Component:* A pinch of black sand.

### **Fireburst**

Evocation [Fire]

**Level:** Sor/Wiz 2, Warmage 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Effect:** Burst of fire extending 10 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.*

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

*Material Component:* A bit of sulfur.

### **Fireburst, Greater**

Evocation [Fire]

**Level:** Sor/Wiz 5, Warmage 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Effect:** Burst of fire extending 15 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.*

Greater fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 15 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d10 points of fire damage per caster level (maximum 15d10).

*Material Component:* A bit of sulfur.

### **Fire Shield, Mass**

Evocation [Fire or Cold]

**Level:** Sorcerer/Wizard 5, warmage 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./21 levels)

**Targets:** One or more allied creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like fire shield (see page 230 of the *Player's Handbook*), except as noted above.

### **Fist of Stone**

Transmutation [Earth]

**Level:** Sor/Wiz 1, Warmage 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; see page 304 of *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

*Material Component:* A pebble inscribed with a stylized fist design.

### **Hail of Stone**

Conjuration (Creation) [Earth]

**Level:** Sor/Wiz 1, warmage 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Cylinder (5-ft. radius, 40 ft. high)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

*Material Component:* A piece of jade worth 5 gp.

### **Hood of the Cobra**

Illusion (Phantasm) [Fear, Mind-Affecting]

**Level:** Hexblade 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round/3 levels; see text

**Saving Throw:** Will disbelief, then Fortitude negates

**Spell Resistance:** Yes

The subject perceives that you have grown serpentine features, including a cobra's hood, a snake's slitted eyes, and venomous fangs. A successful Will save allows him to recognize the illusion as unreal, which ends the spell's effects.

In addition, if you make a successful melee touch attack (a standard action) against the target while the spell's duration lasts, he believes that he has been bitten by a venomous serpent and takes 1d6 points of Constitution damage (Fortitude negates). Unlike normal poison, this attack has no secondary damage, though you can continue to "bite" the subject each round. Immunity or resistance to poison applies normally against this effect, even though it isn't real poison (the subject and his body both believe it to be real).

#### **Ice Knife**

Conjuration (Creation) [Cold]

**Level:** Assassin 2, Sor/Wiz 2, Warmage 2

**Components:** S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One icy missile

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Reflex half; see text

**Spell Resistance:** Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

*Material Component:* A drop of water or piece of ice.

#### **Lightning Leap**

Transmutation [Electricity]

**Level:** Sorcerer/Wizard 5

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal and 60 ft.

**Target/Area:** You/10-to-60-ft. line

**Duration:** Instantaneous

**Saving Throw:** None and Reflex half

**Spell Resistance:** No and Yes

You transform yourself into a line of lightning, similar to that created by the lightning bolt spell. This line can be of any length from 10 feet to 60 feet, measured in 5 ft-foot increments. You reappear in any square adjacent to the last square entered by the line, along with any gear worn or carried (up to a maximum of your heavy load limit). You can't bring along other creatures except for your familiar. The line deals 1d6 points of electricity damage per caster level (maximum 15d6) to anything in its area. A successful Reflex save halves this damage, and spell resistance applies.

#### **Orb of Acid**

Conjuration (Creation) [Acid]

**Level:** Sor/Wiz 4, Warmage 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

#### **Orb of Acid, Lesser**

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 1, warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2levels)

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

#### **Orb of Cold**

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One orb of cold

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell functions like orb of acid, except that it deals cold damage. In addition, a creature struck by an orb of cold must make a Fortitude save or be blinded for 1 round instead of being sickened.

#### **Orb of Cold, Lesser**

Conjuration (Creation) [Cold]

**Level:** Sor/Wiz 1, Warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One orb of cold

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete this spell. From your chilled palm flies an orb composed of blue ice.*

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

### **Orb of Electricity**

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 4, warmage4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One orb of electricity

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

### **Orb of Electricity, Lesser**

Conjuration (Creation) [Electricity]

**Level:** Sor/Wiz 1, Warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One orb of electricity

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

### **Orb of Fire**

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 4, Warmage 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One orb of fire

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

An orb of fire about three inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

### **Orb of Fire, Lesser**

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 1, Warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One orb of fire

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.*

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

### **Orb of Force**

Conjuration (Creation) [Force]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One orb of force

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

### **Orb of Sound**

Conjuration (Creation) [Sonic]

**Level:** Sorcerer/wizard 4, warmage4

**Components:** V,

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One orb of Sonic Energy

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell functions like orb of acid, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an orb of

sound must make a Fortitude save or be deafened for 1 round instead of being sickened

### **Orb of Sound, Lesser**

Conjuration (Creation) [Sonic]

**Level:** Sor/Wiz 1, Warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One orb of sonic energy

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d6 points of damage: 2d6 at 3<sup>rd</sup> level, 3d6 at 5<sup>th</sup> level, 4d6 at 7<sup>th</sup> level, and the maximum of 5d6 at 9<sup>th</sup> level or higher.

### **Prismatic Ray**

Evocation

**Level:** Sor/Wiz 5, Warmage 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect: 1 – red beam – 20 pts. fire damage (Ref half); 2 – orange beam – 40 pts. acid damage (Ref half); 3 – yellow beam – 80 pts. electricity damage (Ref half); 4 – green beam – poison (kills; Fort partial, take 1d6 Con damage instead); 5 – blue beam – turned to stone (Fort negates); 6 – indigo – insane (as *insanity* spell; Will negates); 7 – violet – sent to another plane (Will negates); 8 – Two effects; roll twice more, ignoring any “8” results.

### **Ring of Blades**

Conjuration (Creation)

**Level:** Cleric 3, warmage 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

*Material Component:* A small dagger.

### **Vecna's Malevolent Whisper**

Enchantment (Compulsion) [Death, Mind-Affecting]

**Level:** Sorcerer/wizard 4

**Components:** V

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature that has 10 hit points or fewer

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A weaker (and perhaps, older) variant of the power word spells, this horrible malediction was supposedly created by the Whispered One himself, long before his ascension to godhood. The subject of the spell is reduced to -9 hit points (no roll to check for becoming stable is necessary).

### **Whirling Blade**

Transmutation

**Level:** Bard 2, sorcerer/wizard 2, warmage 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

*Focus:* A slashing melee weapon that the caster hurls.



# PLAYER HANDOUT #1 – RESEARCH AT THE ATHENAEUM

Your PC played *GRM6-07 Athenaeum* and spent one TU in study assisting many other scholars in translating the stone tablet taken from Fhar'anod, the temple to Vecna uncovered in the Rushmoors in 593 CY and dismantled in 595 CY. A group of yugoloths led by an ultroloth named Master Vigilant Marax attempted to take the tablet from vault 73 in the sub-basements of The Athenaeum. They were accompanied by a woman named Kaema who resembled the missing Archdean of Syrloch, but she appeared to be tainted with yugoloth features. Your group helped foil their efforts.

As part of the team of researchers who labored over the tablet, your PC learned quite a lot about the contents of vault 73 and the tablet. You are under no compulsion to share this information with anyone, and your PC has even been encouraged to keep this information confidential at his or her discretion. You spent a TU to learn this information that others did not; it is your privilege to keep the information to yourself, revealing it as you chose. It will not limit the ability of your group to complete this scenario if you do not share this information.

- The tablet that was retrieved from the yugoloths was found in a secret vault inside Fhar'anod along with a number of powerful, evil magic items.
- It contained very complex instructions on how to delve further into the ziggurat of Fhar'anod. There are a number of arcane traps and passages within the ziggurat and this tablet describes the need for ritual blood sacrifices to open a few of the doors.

This information was not especially worrisome to most of the researchers. Nor was it especially complex to decipher (Spellcraft DC 45), just time-consuming. Some of the researchers noted that Fhar'anod was fully explored and dismantled two years ago without the need for ritual blood sacrifices.

During the course of the research, one of the librarians remembered that there were not one, but two stone tablets taken from Fhar'anod's secret vault. The second tablet is gone. Luckily, rubbings had been taken of both tablets by a student librarian. Your group has spent more time studying the rubbings of the missing tablet. The missing tablet contains a description that was far more complicated and elusive than most of the researchers had ever seen (Spellcraft DC 62). It took weeks to translate even part of the information, greatly complicated by the fact that the group was working from a rubbing, not the original tablet. You were not able to translate all the words, so determining the exact nature of the tablet is impossible. The group has made some guesses. Translated bits of the rubbing indicate the following:

"...fiend coursing with necromancy radia(?) (*radiance* was guessed at) (missing many words) ...bleeds."

"...skeletal form with any skeletal form..."

"...weaned on the dead blood of angels and fiends..."

"...hunger for life force..."

"...unliving transformed to life (next part was missing)..."

"...swaddled in shroud of nessus (Nessus?) (next part is missing)..."

There is a thought that the description might detail a way to warp an undead into a different form of undead or to return the undead to life. There is considerable disagreement among the researchers, but you were all frustrated at working from second-hand transcription of the rubbing. There is consensus that the original tablet probably has hidden plates inside it and that it might actually morph as it is translated, given that the non-magical rubbings seemed to be different at times as well. Your group was assured that the original tablets did not radiate any magic once it left the Rushmoors, though it seems unlikely.

## PLAYER HANDOUT #2 – KNOWLEDGE (LOCAL SHELDOMAR VALLEY META-REGION)

The following information is known to your PC. While it is not at the forefront of your PC's thoughts, the information on his handout is something your PC has studied and knows.

### **For PCs with a DC5 Knowledge (local Sheldomar Valley Meta-region) check:**

- Kas the Bloody-Handed betrayed Vecna in the area of the Sheldomar Valley that is now Shibolet. It was here that the evil three relics, a hand, an eye and a sword, were first found as they began to dig the foundations of Shibolet.

### **For PCs with a DC10 Knowledge (local Sheldomar Valley Meta-region) check:**

- Kas the Bloody-Handed betrayed Vecna in the area of the Sheldomar Valley that is now Shibolet. It was here that the evil three relics, a hand, an eye and a sword, were first found as they began to dig the foundations of Shibolet.
- At about the time the kingdom of Keoland was forming, Kas the Bloody-Handed betrayed Vecna, and they killed each other. Keoland's army was moving north to confront Vecna, and got there to discover that the lich king and his lieutenant were already gone.

### **For PCs with a DC15 Knowledge (local Sheldomar Valley Meta-region) check:**

- Kas the Bloody-Handed betrayed Vecna in the area of the Sheldomar Valley that is now Shibolet. It was here that the evil three relics, a hand, an eye and a sword, were first found as they began to dig the foundations of Shibolet.
- At about the time the kingdom of Keoland was forming, Kas the Bloody-Handed betrayed Vecna, and they killed each other. Keoland's army was moving north to confront Vecna, and got there to discover that the lich king and his lieutenant were already gone.
- Shortly after Keoland was founded, one of their first northern settlements encroached unknowingly into lands that Vecna had claimed. Vecna had the city, named Fleeth, destroyed. He sent the leaders of the village back to their king after making them watch their wives and children beheaded gruesomely. This is what motivated the newly forming kingdom to march against the Occluded Empire.

**For PCs with a DC20 Knowledge (local Sheldomar Valley Meta-region) check:**

- Kas the Bloody-Handed betrayed Vecna in the area of the Sheldomar Valley that is now Shibolet. It was here that the evil three relics, a hand, an eye and a sword, were first found as they began to dig the foundations of Shibolet.
- At about the time the kingdom of Keoland was forming, Kas the Bloody-Handed betrayed Vecna, and they killed each other. Keoland's army was moving north to confront Vecna, and got there to discover that the lich king and his lieutenant were already gone.
- Shortly after Keoland was founded, one of their first northern settlements encroached unknowingly into lands that Vecna had claimed. Vecna had the city, named Fleeth, destroyed. He sent the leaders of the village back to their king after making them watch their wives and children beheaded gruesomely. This is what motivated the newly forming kingdom to march against the Occluded Empire.
- Prior to the Twin Cataclysms, Suloise migrants traveled east across the Sheldomar Valley. They trespassed on the Occluded Empire of the Whispered One, and were killed most horribly. The Whispered One had the heads of these pale trespassers chopped off and placed on spears. His necromancers had the heads animated for seven years to scream and babble, declaring the boundary of Vecna's lands.

**For PCs with a DC25 Knowledge (local Sheldomar Valley Meta-region) check:**

- Kas the Bloody-Handed betrayed Vecna in the area of the Sheldomar Valley that is now Shibolet. It was here that the evil three relics, a hand, an eye and a sword, were first found as they began to dig the foundations of Shibolet.
- At about the time the kingdom of Keoland was forming, Kas the Bloody-Handed betrayed Vecna, and they killed each other. Keoland's army was moving north to confront Vecna, and got there to discover that the lich king and his lieutenant were already gone.
- Shortly after Keoland was founded, one of their first northern settlements encroached unknowingly into lands that Vecna had claimed. Vecna had the city, named Fleeth, destroyed. He sent the leaders of the village back to their king after making them watch their wives and children beheaded gruesomely. This is what motivated the newly forming kingdom to march against the Occluded Empire.
- Prior to the Twin Cataclysms, Suloise migrants traveled east across the Sheldomar Valley. They trespassed on the Occluded Empire of the Whispered One, and were killed most horribly. The Whispered One had the heads of these pale trespassers chopped off and placed on spears. His necromancers had the heads animated for seven years to scream and babble, declaring the boundary of Vecna's lands.
- These Suloise migrants were actually a house of Suel nobles, House Kateri. Their murders and terrible undeath marked the end of House Kateri line.

## PLAYER HANDOUT #3 – THE SCROLL

One of the scrolls found in the third vault of the Outpost is written in a combination of Flan and Infernal. It appears to be very old, and the long, delicate lettering is in a yellowish ink. Much of the scroll is missing, and the skin it is written on is brittle and breaks apart when it is moved. With slow, deliberate care, the scroll can be unrolled on the shelf where it was found. The scroll looks like two lists of names. The names on the left are written in Flan and the names on the right are written in ornate Infernal.

All of the names are written with a yellowed ink. Names that are crossed off are done so with a darker, heavier ink.

Words and names written with the Flan alphabet:

Advise

Dagreshen -  
commander

~~Zelnakzy~~ - build

Research

~~Eztli~~ - blood magics  
MI

Momztli - blood  
fiends

Agathe - blood  
fiends

Ollin - shadows

~~Malkisharn~~ - evocate  
MI

Tenoch - abjure

Mogen - Accurse Rit.

Xipil - Torment -  
Pain Mag.

Words and names written with the Infernal alphabet:

Deumos

Oriax

Mastema

## CRITICAL EVENT SUMMARY: GRM7-06 THE ORDER OF UNDERWORLD TRAVELERS

For use only at DragonCon.

- |  |     |    |
|--|-----|----|
| 1. Did the PCs free the deathdrinker, Astaroth, from the iron flask? | Yes | No |
| 2. Did the PCs discover the cavern of yugoloths and report it?       | Yes | No |
| 3. Did Euryale escape?   | Yes | No |
| 4. Was Trevian Buchall kidnapped?                                    | Yes | No |
| 5. Did Euryale get possession of the Prison of Malkisharn?           | Yes | No |

**Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):