

GRM6-07

Athenaeum

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version .7

by Joe Masdon
With artwork by Brett King

Reviewer: Gran March Triad

Circle Reviewer: Steven Conforti

Playtesters: Shy Aberman, Michael Capps, Taylor Davenport, Sean Flaherty, Mark Fricault, Valerie Fricault, Greg Gershowitz, Joe Jungers, Mark Liberman, Sherrie Masdon, Eric Pelkey, Nick Perch, John Richardson, Mike Roswick, Jason Swanson, David Swindell, Matt Wegner, Pete Winz.

Danger lurks in the august halls of Gran March's grand library. Your future tells of tomes, knowledge and transformation. How high must you climb to find an enemy so familiar it might have once been one of your own? Others were here first, and might seek to reclaim knowledge once promised and never delivered. A Gran March regional adventure for APLs 2-16, and Part 3 of the Shattered Reflections series. Military Time: Yes. Caravan: Yes.

Note: This adventure will be of particular interest to members of Syrloch, the Knights of the Watch, Gran March military PCs, and PCs with knowledge of Gran March. Despite The Athenaeum's significance to Syrloch PCs, well-balanced parties are still strongly recommended.

Based on the original DUNGEONS & DRAGONS[®] 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 pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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.

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 the ziggurat, known as Far'anod, and explore it. Two years later, enough of the temple was uncovered that adventurers were able to explore the two upper floors. They encountered a worshipper of the Whispered One from an ancient time and a mezzoloth in his service, and were able to uncover a few ancient artifacts that had been buried for a few millennia (*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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-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 Gran March. Characters native to Gran

lead to the Bleak Eternity of Gehenna. The gate that had been sealed for unknown centuries was reawakened, and the residents of Gehenna began exploring this new territory with patient curiosity.

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 3rd Battle at her disposal. She supplemented the Battle with an assortment of adventurers and guides from The Order of World Travelers. When the two exploring groups met, the humans from Shiboletth struck first against the yugoloths. The Archdean and Knight Colonel Wynnavwynn of the 3rd Battle learned of the mithral gate and led the 3rd Battle and a large group of volunteers to the caverns below Shiboletth 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, a massive sinkhole appeared in the southwest corner of the city. Four blocks of homes and businesses collapsed 40 feet into the earth, killing hundreds of unsuspecting people. The sinkhole was caused when the cavern with the archway was intentionally collapsed. 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 3rd 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. Scattered among the attacking group of Gran Marchers were wizards and sorcerers from Syrloch. These arcanists were given the resources to collapse the caverns if the battle went badly, in hopes of destroying the archway or rendering it unusable if it could not be sealed. The group that entered Gehenna did, in fact, fail 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 Shiboletth

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 sightings in Shiboletth. They were seen fighting giants who invaded the city (*GRM5-IN5, In the Eleventh Hour*), a small horde of yugoloths pursued a group of vampires through Shiboletth (*GRM6-01, All That Is Secret and Hidden*), and an ultroloth was seen beneath a newly constructed gladiatorial arena (*GRM6-02, Family Values*) in Shiboletth. On each occasion, the yugoloths seemed to be searching for something. In this scenario, they will find an ancient tablet from the time of the Occluded Empire that might give PCs a hint as to what the yugoloths are searching for.

ADVENTURE SUMMARY

Introduction

The PCs will begin in Hookhill, on the last day of Wealsun. It is graduation day for Syrloch, and PCs who are affiliated with the arcane college may be in the city for the ceremonies. Other PCs are in Hookhill for reasons of their own. PCs will be in a tavern and will encounter Master Jem Castaja of Syrloch, the head instructor in the general school of divination. Master Castaja collects mundane fortune telling paraphernalia and he has been given a gift from one of his graduating students. He is accompanied by Captain Taern Dragus, the military liaison to Syrloch. If PCs indulge Master Castaja, the mundane cards he is playing with will begin to reveal something sinister that points them toward The Athenaeum, the enormous library in northern Hookhill. Castaja will be cryptic in his reading, but he will be adamant that neither he nor Captain Dragus go to The Athenaeum. Captain

Dragus will assign any active duty PCs to go investigate this divining in his stead for now, so as not to upset his friend.

Encounter 1

PCs will arrive at The Athenaeum after hours, with information from Master Castaja that will allow them to request entrance. The PCs will find that a short file of Gran March infantry guards the front doors. The soldiers were told to guard the door by a captain who entered the library with a woman in robes and a file of soldiers. The soldiers found the orders odd, but one of the soldiers had previously served under the Captain who gave the orders, and has confidence in the officer. Military PCs and those with Knowledge (local - Sheldomar Valley Metaregion) might be able to recall that the Captain in questions was promoted to the rank of Knight Colonel some months ago. The soldiers are not aggressive, and any PC who seeks to resolve the matter diplomatically has plenty of persuasive evidence that there may be something wrong with the order they were given. If the PCs initiate violence, it will be punished at the conclusion.

Encounter 2

The PCs will enter a darkened library. PCs who are familiar with The Athenaeum will know that this is unusual as the library is kept lit by everburning torches at all times. Searching around, the PCs will find bloodstains all around the main room. They will also discover that many areas of the library are filled with narrow walkways between fragile shelves. Combat in many areas of the library will risk damaging irreplaceable tomes and scrolls. Following a bloody trail, the PCs will probably ascend to an upper level and discover more Gran March soldiers. These soldiers display fiendish characteristics, and on higher APLs, are accompanied by a monstrous yugoloth. The soldiers will claim to have been soldiers in the 17th Battle that were taken during the giant invasion of Shibolet last year. They will claim to have been taken by yugoloths. They will attack the PCs with no mercy, especially any PCs wearing a Gran March army uniform.

Encounter 3

The PCs will encounter a librarian who seems to think that they are here to rescue him. He saw the Watcher Captain and the robed woman enter with the file of soldiers and begin killing people in the library. Once he calms down, he will agree to guide the PCs through the library, helping them through magically trapped areas.

Encounter 4

The librarian will be able to assist the PCs determine that they should descend into the basements, where most of the magically mundane, yet dangerous tomes and forbidden lore is held. The librarian will be able to help them avoid some of the magical traps and wards along the way. On one trap, the librarian will be surprised as the trap triggers, despite his use of the correct password. He will conclude that someone changed the passwords on the trap and that there are additional traps that might pose a problem for the PCs. He will be afraid to go any further. PCs will have to avoid a powerful trap designed to strip magic and hold thieves while alarms sound.

Encounter 5

The PCs will see many sealed vaults that contain shelves of books, stone tablets, urns and other ancient paraphernalia. They will be able to find the Captain and his companion in one of the vaults searching through the shelves of artifacts from the Rushmoors. Confronting the Watcher Captain and his robed companion, the PCs will discover that the Watcher Captain is actually an ultroloth dressed in armor and a uniform that is similar to that worn by the Knights of the Watch, but with a dark twist. His companion will appear to be Archdean Kaema Thuldir, twisted with fiendish features. The Watcher Captain will suggest to the PCs that they move this confrontation out of this room of delicate artifacts, to avoid senseless destruction of valuable history. At lower APLs, the ultroloth will have minions that he will entrust with what he has taken, and order them to defeat these foes of the Order and bring the tablets to him.

If the PCs fight in the room, they risk damaging very delicate, ancient artifacts. The yugoloths in this room will be true to their word, uncharacteristically honor-bound in their conduct, reminiscent of the Watchers. After the PCs have battled the yugoloths, they can help the librarians investigate what specific tomes and tablets the yugoloths were taking.

A Note on The Athenaeum

The upper floors and the basement of The Athenaeum are protected by numerous magical wards, including *Forbiddance*, *Alarm* and *Magic Mouth* spells. There are also numerous elementals bound into service to protect the library from fires and intrusion from below. Most of these protections do not come into play for this scenario. PCs who are Masters or Martinets of Syrloch

have likely heard that teleporting into certain floors of The Athenaeum is not possible. The DM should treat the basement and the upper four floors as protected by a *Forbiddance* spell cast at 16th level.

The Athenaeum is 70 ft. tall outside, and has seven above-ground floors. The Grand Hallway and all of the first floor is 20 ft. tall. All of the other above-ground floors are 15 ft. tall. This is not an error in the descriptions. The inside of The Athenaeum radiates faint conjuration magic.

PREPARATION FOR PLAY

The DM should find out which PCs are members of Syrloch. Those who are graduates should be informed that the scenario begins on graduation day for Syrloch, and that they may have chosen to attend the graduation ceremonies. PCs who are Masters or Martinets of Syrloch would have been expected to attend unless they chose otherwise.

The DM should ask if any PCs played *GRM05-BI-01, The Commandant's Fist* at ConCarolinas 2005. Among those PCs, the DM should ask if any of the PCs are also members of Syrloch. Pull those players aside and ask if they received special orders from the Archdean during the second round in regards to capturing or destroying the columns that held up the cavern where the yugoloths gathered. This may be relevant for Encounter 5.

The DM should ask which PCs are member of the Knights of the Watch. This may be relevant for Encounter 5.

The DM should ask what holy symbols the PCs are displaying openly and in such a way to suggest that they might be clerics. The DM should note if any PCs are displaying holy symbols of Atroa, Azor'alq, Ehlonna/Ehlenestra, Lydia, Nola, Pelor, Pholtus or Phytan in such a way. This may be relevant for Encounter 5.

There are two encounters that will benefit from advanced preparation. The introduction can involve a deck of cards, and the first combat occurs in a densely crowded library. A DM may wish to pre-stack a set of cards and prepare the first battle map ahead of time.

INTRODUCTION

Low Summer draws to a close in Hookhill. As the sun sets on the last day of Wealsun, you find yourself in The Smiling Fox Tavern, enjoying good food and drinks.

For PCs who attended the graduation at Syrloch:

You spent the day at the Syrloch compound, watching a fresh young class of students graduate from The Commandant's College of Applied Martial Arcane Arts. You met with many old friends and associates. For some of you, the ceremony was marked by the absence of an associate, Kaema Thuldir, the Archdean of Syrloch who went missing in Shibolet nearly a year ago. Kaema Thuldir had been the Archdean for well over a decade, and for many graduates of Syrloch, she was the only Archdean they have ever known. Interim-Archdean Nordos Doulanfon made a moving, patriotic speech that was inspiring for its passion and well received for its brevity. As the ceremonies concluded, many of the students and instructors made the traditional final four-mile walk from the Syrloch compound to Hookhill to engage in the equally traditional drinking and celebrating.

For PCs who did not attend the graduation of Syrloch:

During the evening, there has been a steady stream of young men and women moving into The Smiling Fox and back out again, all dressed in formal robes and wearing or carrying odd-looking hats. You figure out pretty quickly that these are all recent graduates of Syrloch, making the last round of the taverns of Hookhill before reporting to their duty assignments in the morning.

For all PCs:

The most significant thing you've heard from the snippets of conversation in the Smiling Fox is word that the Deans of Syrloch abruptly sealed themselves behind closed doors immediately after graduation. Even if the Deans have sequestered themselves, the other instructors seem to be celebrating the graduation much like their former students.

At one of the tables in The Smiling Fox, there sits a middle-aged man in brilliant yellow, purple and orange robes. He has long, wild hair as white as snow and a face that looks younger than the hair would suggest. His fingers are covered in rings, and there are all manner of unreadable sigils along the cuffs of his robes. He is smiling widely, and enjoying a mug of beer. Sitting with him is another middle-aged man, this one a captain in the

Gran March army and a couple of youngsters in graduation robes. On the table in front of the wild-haired older man is an arrangement of colorful cards. The older man is pointing to something in a book he is holding, and then to the cards on the table. Whatever he has just said causes the two graduating students to laugh, and the man chuckles as well. The Captain smiles slightly.

Any PC who is a Master, Martinet or Graduate of Syrloch will recognize both older men. A Knowledge (local - Sheldomar Valley Metaregion) DC 25 will allow a PC to recognize either man. A Profession (soldier) check, DC 20 by any Gran March soldier or veteran will allow a PC to recognize the officer.

The wizard at the table is Master Jem Castaja, an instructor at Syrloch in the School of General Magic. He is the resident instructor in the area of divination. The officer is Captain Taern Dragus, military liaison to Syrloch. The two served together in various Battles during Castaja's conscription in the army, and have been friends for nearly 30 years. Castaja is swarthy skinned, with a mixed human heritage. He is a very sociable fellow and his typical good mood is bolstered by alcohol this evening. He is not drunk, but his inhibitions have been lowered. Castaja is well liked by most of the students at Syrloch, though many of the instructors at the school of martial arcane arts look down on divination as a specialty. Castaja is prone to erratic behavior, and can be whimsical in his dealings with others.

Like most of the Dragus line, Taern Dragus is predominately Suel with lean, angular features and blond hair. He is a man of few words. He has had very little to drink this evening and will remain sober despite the revelry around him. He is not unfriendly, but he is not outgoing either.

PCs are welcomed to approach either the Syrloch Master or the Captain of the Gran March army. Any PC who moves near the table will see an arrangement of fortune telling cards on the table and a small book in Master Castaja's hand that he is referencing to help him read the cards. The cards are made of faded papyrus and the book looks very old. PCs who try to hear will pick up some of the following readings.

"And this card, ah, the boar, yes, this represents your family life.....uhm, let's see, (referencing the book), oh, here we are, uh, well, something to do with hunting perhaps, no wait, it's upside down, so it is...something to

do with a sandwich? (There is chuckling from the two students) Yes, yes, a bit oddly specific, but it seems to be sandwich – related, sorry to tell you."

"And this card represents your life's ambition...ah, the 8 of sheep, which, crossed as it is by the jester card tells us (referencing the book) that you....oh dear. (Chuckling), It seems you are destined to have a sheep circus?" (Laughter from Castaja and the two students, and a smile from Captain Dragus). "A bit heavy on the evil sheep portents, this old deck."

Any PC who approaches or makes an effort to hear will be welcomed by Master Castaja to join them, especially if they are members of Syrloch. The two students will take their leave of their former instructor to continue their visitation of Hookhill's taverns.

If no one approaches them, eventually Castaja will pull them into his cheerful revelry.

Castaja's outgoing personality will serve to bring the two men and the PCs together in whatever manner the DM feels is most appropriate:

- Any PCs who are Masters, Martinets or Graduates of Syrloch will catch Castaja's eye. He will remember the PC's name and insist that they sit and share a drink or two with him. His memory for names is almost flawless, so even registrants might be recognized.
- Any PC who is active duty military will be waved down by Castaja. He will want to call over army types to find out if Captain Dragus knows them. If not, he will insist that the PC sit and talk with the Captain.
- PCs who have any outstanding or exotic characteristic will catch his attention and pique his curiosity. He will ask about any feature that makes them unusual.
- Any attractive female PC will also catch his attention. He is a flirtatious old fox, even if he is not very skilled at charming women. If the female is taller than 5'7" (too tall for the 5'8" Castaja), he will try to introduce her to his friend, Taern.

Castaja will make small talk with the PCs. He is very energetic and happy by nature. He likes letting others talk, but is quick to fill the silence

himself if needed, sometimes changing the subject without warning.

Besides being a true arcane diviner, Castaja is also a collector of mundane divination paraphernalia. He is an avid collector of old fortune-telling cards, ivory animal bones, crystal balls and all manner of exotic trappings from all cultures. This evening, he is in a particularly good mood as one of his favorite graduating students presented him with a gift. He will be especially eager to show off the gift to any fellow Masters of Syrloch.

“Young Druwan gave me this exquisite old deck of Star-Reading cards from the Great Kingdom. The suites actually use fallen noble houses from the early Great Kingdom, with some focus on the agrarian, I must say. Lots of wheat and sheep, but also some books and magic. I know that it is missing a few cards, but the collector value is still considerable. Luckily, he also had this book that makes an effort to interpret the cards (holds up the book), but I'm not convinced these two actually work together so well.”

Master Castaja is very excited with his new toy. If detected, the cards are non-magical. However the conversation begins, Castaja will direct it toward an opportunity to show off his gift. He will insist on being allowed to use the cards to tell someone's fortune. He will be insistent, but genial, even offering to purchase a drink for whoever agrees to let him use the cards. If the PCs adamantly refuse, then the scenario ends for them.

Captain Dragus will be stoic during Castaja's excitement. He will watch his friend's efforts with the cards and will make an occasional comical remark about the results.

For the reading, the DM can use a plain deck of cards, or just describe the cards that come up. DM Aid: Possible Card Layout provides one possible layout. The DM should not feel restricted to that if something different is more comfortable. This scenario makes no effort to accurately describe any real-world fortune telling mechanism. DMs should employ whatever device they and their players are comfortable using.

Castaja has been amused at the erratic information the cards have been giving him. He is an extremely talented and knowledgeable diviner, and he knows that the cards are neither magical nor a focus of magic ability. The cards, like most of his collection, are tools that are used by fortune-

telling charlatans, and he knows this. He enjoys playing with them because they help demonstrate the difference in true divination magic and tools of fakery. He will attempt to put on a show, to provide a real flavor of how a fortune-telling charlatan might have behaved when using these ancient cards. He will also try to accurately interpret the cards, even if the interpretation is obviously strange. The results are sometimes comical, which Castaja will enjoy as much as anyone.

During the reading, Castaja will refer occasionally to the book he is holding that was written to help interpret the cards. Because it is not truly magic, skills like Knowledge: Arcana and Spellcraft will not actually allow a PC to read the cards. It requires a knowledge of the specific type of cards, something that Castaja has very little of as well. He refers back to the small book that describes the cards and their use as little as possible.

“I believe I am getting the hang of these cards, so let's try something simple, and I'll try to go off-book, shall we?” Castaja suddenly looks at you with a grim, threatening look. (He is getting into character) “A true reading can only be done if the person whose future is being seen places one drop of his blood on the top card. Leaning over the table and whispering to you, his voice is soft again, “We'll pretend you did.”

PCs may prefer to prick their finger and offer a drop of blood, he will not stop them. The reading will be the same either way, but if the PC offers blood, they can think that their choice brought the previously dormant cards to life. As Castaja continues through the reading, his character and play-acting will fade, particularly if he realizes that something genuinely magical is occurring.

- Card #1 ***“The first card represents you”*** – The DM should describe whatever card suits the PC's class or skills.
- Card #2 ***“Next comes the card for those close to you – odd, I don't believe this is actually a family or even necessarily a friends card, more for allies perhaps.”*** The card should be the number of additional PCs plus cohorts at the table.
- Card #3 ***“Next comes your romance, or your business ventures or opportunities – ah, this shows a business opportunity in the immediate future. What would you say is your***

business?” The card should be a very low number.

- Cards #4 & #5 **“Now, we have obstacles to these ventures”**. The next two cards should be a jack and queen of spades or some pairing of face type cards. **“I believe this would indicate competition from a direct source, not just bad luck or distractions.”**

The DM should mention to another PC that the room seems to be getting cooler. At this point, if a PC casts detect magic on the cards, they seem to flicker the slightest bit with magic (transmutation and conjuration), but they do not actually seem magic themselves.

- Cards #6-9 **“Hmm, your business venture seems to have something to do with a book, or books. Better than sheep and sandwiches, I suppose,” Master Castaja says with a wry smile.** (As more of the same cards come up), **“Hmm, it seems that it involves a lot of books, or a collection of books, perhaps, and perhaps magical books.”**
- **“Let’s see what we can see about results of your venture, shall we? This gets complicated, and I may need to reference the book, but it seems pretty simple so far. No odd signs or falling cattle to speak of.”**

By now, the temperature has dropped significantly around the table. Captain Dragus will notice, and Master Castaja may comment on how chilly it is, but he is oblivious at the moment to things outside of the reading. Indicate to the PCs that they can see a faint shimmer of frost across the table edge. If this is mentioned, Master Castaja will become a bit anxious and ask the PCs and the Captain if he should perhaps stop. If they choose to continue, Castaja will be a bit more serious and tentative.

Castaja glances through the book, looking at a page that has a diagram of a card layout on it. “Well, since we are looking at business ventures, we should set forth specific queries regarding outcomes.” He sets out four cards face-down on the table (Cards #10-13), touching them with four other face-down cards (Cards #14-17). Above them, he sets one card (Card #18), below them he sets another (Card #19). He takes a breath, and flips one of the first cards.

- Card #10 **“Ah, the mage card. This can be a wizard, or a sage or keeper of books and knowledge.”**
- Cards #11 – 13 **He then turns the three other cards that face the same direction, all with the same result. “How odd – it represents a collection of scholars or wizards, it appears.”**
- Card #14 **He then turns one of the cards set next to the first mage card.**

A Sense Motive check, DC10 will show that Master Castaja is shaken by this card.

- Cards #15-17 The next three cards he turns will be the same suit as the matching scholar card, and the same number as Card #14. Without describing what these cards mean, he will continue, turning over all but Cards#18 and 19. He is still holding Card#20.
- Card #18 The top card should be a female face card.
- Card #19 The bottom card should be a male face card.

Players should notice that the DM is holding one remaining card, and Castaja is not looking at it, so the DM might want to be obvious in his efforts to “hide” the remaining card. PCs with Knowledge: Arcana can attempt a skill check, DC 30 to interpret what the cards might be reading. Based upon what they have seen and heard already, if there is actual magic occurring, they would have seen enough to understand the reading as well as Master Castaja. The cards alongside all of the mage cards seem to indicate destruction or loss. The female card at the top of the mage cards likely represents a specific mage and the male card at the bottom would be her counterpoint, possibly a warrior. The last card that Master Castaja sets out will be an Ace of Spades or some other appropriate exclamation point to the reading. Master Castaja will be visibly shaken. Captain Dragus has been calmly waiting for trouble since it became obvious that something magical was actually occurring. He will notice Castaja’s fear and will question it if none of the PCs do. If pressed, he will lay down the final card, recoiling as he does so.

- Card #20 Master Castaja will explain in a near-whisper, pointing to the final card **“The deck was missing that card.”**

He will get up and leave the table, searching for a drink at the bar. If prodded to explain what he thinks the reading means, Master Castaja will be dismissive of the cards, calling it mundane foolishness, and nothing to take seriously. It is obvious that he is shaken, belying his words. As he goes to collect the cards, they crumble to icy shards at his touch.

What Master Castaja has interpreted the reading to mean: The PC, and probably those with him, will find themselves at a place of many, many books. There will be danger there, and there might already be danger there. There is death or loss there for wizards. Any wizards who go will almost certainly die or worse. He is especially concerned both for himself and Captain Dragus. He performed a reading for himself and for Captain Dragus earlier and the two cards that turned up to represent each of them showed up again in this reading. His card was one of the mage cards that was partnered with destruction and Capt. Dragus' card was the same as the one that came up right before the last Ace card. In both cases, he envisioned those cards to represent himself and Captain Dragus. The final Ace card usually means change, but Castaja felt like the change was unpleasant, more like an involuntary transformation. Additionally, he has the nagging feeling that the specific mage card was referring to the missing Archdean Kaema Thuldir, but he will not mention that willingly.

PCs may look to pursue the hints in the reading without being prodded. PCs with Knowledge: Local, Sheldomar Valley only need a skill check DC 5 to be familiar with The Athenaeum as the largest library of tomes and magical writings in Gran March. If the PCs do not make any effort to pursue this lead, Captain Dragus can be used to move them in that direction. Captain Dragus will pull Master Castaja aside and pry some of the information from him. Dragus has known Castaja for a long time, and he knows enough about magic to convince him that the reading is significant enough to follow up on. If there is an active duty PC at the table, Captain Dragus will assign the PC the duty of accompanying him to The Athenaeum to see if there is something wrong there. Even if the PCs are moving to investigate without being prodded, he will assign any active duty PCs the task of investigating. Dragus is much more level-headed than Castaja, and he recognizes the possibility that the cards might not be magical, but that someone was trying to send them a message using the cards.

When Captain Dragus begins talking about going to The Athenaeum, Master Castaja becomes aggressive that Dragus should not go. He insists that Dragus should not go to the point of hysteria. Captain Dragus will calm his friend, and ask for the PC's help. He will quietly indicate to them that he is going to send Castaja back the Syrloch compound and come back to the library, - maybe he'll round up a file of men from some friends in the 1st Battle on the way. He will pen a quick note to the librarians who might be at the Athenaeum. The Athenaeum is restricted, but anyone bearing Captain Dragus' letter will be afforded the privilege of at least being given access and being able to look around the first two floors.

The note will say:

To Master Tuptim, or other Esteemed Lorekeeper,

I have reason to suspect that there may be danger to yourselves and anyone within the library this evening. Please check your premises and be on alert for danger. The people bearing this note (If there is a Master of Syrloch in the party, Dragus will mention him by name and state that he has agreed to help. If there is an active duty PC present, the note will specifically name them) ***will assist you as you request. I will be there myself as soon as I am able.***

He will sign it

Syrloch Liaison,

Captain Taern Dragus.

Additionally, he will drip wax from a table candle and press a seal beneath his signature. It is a minor seal of the Dragus Family.

If Castaja learns that the PCs are going to The Athenaeum, he will be very concerned for any member of Syrloch. He saw the mage cards to represent members of Syrloch, and is worried for his fellow Arcanists. He will pull any PC member of Syrloch aside and tell them that he saw death for wizards in the cards, and encourage them not to go. If they do, he will caution them that the danger seems great for their kind (Syrloch).

The Athenaeum has been closed today so most of the librarians could attend the graduation ceremonies. It would usually close at sundown anyway, but there are usually a few students who stay late. There are a couple of librarians who actually live within the library, so there are almost

always people there, even though the doors are not always unlocked. Captain Dragus would not expect there to be any students at the library because it is between class terms at Syrloch. Master Castaja can tell them that three librarians, Jervin Tuptim, Maleous Riser and Catalia Krost are the ones who live at the library.

ENCOUNTER 1: GUARDS AT THE GATE

As the PCs approach The Athenaeum, they will see that it more closely resembles a fortress than a library. The massive stone walls are 15 feet – 16 feet thick on the first three floors, and narrow to 12 feet thick for the top four floors.

It is very easy to locate The Athenaeum in north central Hookhill. The enormous seven-story library is housed within a building that is 300' wide and 300' deep. An exterior wall surrounds the library, separating it from the streets and giving it a narrow yard covered in various flowers. The foundation and first three floors of the building are formed of massive stone blocks that conjure images of fortified castles. The walls are tightly mortared and supported by iron-framed bars around the windows. The upper four floors appear to be more recently constructed, but no less well fortified. The building is almost completely square; all windows are covered with stout iron bars, and the four corners of the library rise to form jagged towers that overlook the city of Hookhill. The lanterns on the outside walls fail to light the upper floors. There are lights inside some of the windows, but the illumination is faint, and does not light much more than the window frames. People walk the streets casually here, and there are patrons of a pub in the moonlight shadows of the library enjoying drinks and the night air.

Allow PCs who are members of Syrloch an INT Check DC 10 to note that there are no lights in any second or third floor windows. These PCs will recall that The Athenaeum is lit by dozens of everburning torches and is always illuminated inside.

There appears to be only one entrance. The archway does not have a gate, and leads up to a massive double door set five feet into the wall. Standing at the double doors are four men in the uniform of the 1st Battle. They note your approach.

The four soldiers are standing guard, but are not really expecting any trouble. Sgt. Grimdren and three men of soldier rank will all seem calm and composed. They are polite to approaching people and will salute any superior NCOs or officers. They will be respectful to any Knight of the Watch or Dispatch and anyone openly displaying a medallion of Syrloch that indicates rank of Master or Martinet. Any PC member of Syrloch above Registrant will automatically know that soldiers do not usually stand guard outside The Athenaeum. PCs with Profession: Soldier who are active duty or veterans of the Gran March military will know this on a successful skill check of DC 10. PCs with Knowledge: Local Sheldomar Valley will know this on a successful skill check DC 25.

The men were on patrol when a Captain of the 9th Battle known to Sgt. Grimdren approached them and told them to come with him. A woman in wizard robes with a Syrloch medallion that they thought indicated the rank of Master accompanied him. The Captain also had a short file, some wearing the insignia of the 3rd Battle and some from the 17th accompanying him. They were ordered to guard the door and inform anyone who came up that the library was closed, and refuse anyone entrance. The Captain said they would be needed for a couple of hours.

What they will immediately relate to the PCs:

“The Athenaeum is closed, folks (or Sir/Ma'am if a Gran March officer). It opens again in the morning, please come back then. Have a nice day.”

If PCs discuss it further:

“The library usually closes to the public at night (true), and for tonight it is closed to Syrloch folks as well. It will be open tomorrow, please come back in the morning.”

Gran March infantry soldiers (4): hp 30; see Appendix 9.

Sgt. Grimdren is in no hurry to chase the PCs off; he just will not let them enter The Athenaeum, per his orders. If the PCs try to talk to the soldiers they can learn more:

- No, guarding the entrance here is not our regular patrol, but we've been stationed here tonight to make sure folks know that the library is closed. We are sorry if it inconveniences you.

- The library opens again in the morning. It is closed tonight, Captain's orders.
- We were given orders by Captain Airk Tynan. Also a Watcher, but the part that matters right now is the Captain part, so the library is closed to all.
- The captain was accompanied by a file of soldiers from a mix of the 3rd and the 17th Battles.
- He was also accompanied by a tall, red-haired woman wearing a Syrloch medallion. Sgt. Grimdren believes she was a Master, as her medallion had an open hand beneath a golden flame. He did not get a good look at her face. (Sgt. Grimdren has made an honest mistake about what rank the golden flame signifies.)

Even if a PC is higher rank than the soldiers, their orders came from a captain. Sgt. Grimdren politely indicates that the orders from the captain stand. Any active duty PC will know that the Sergeant is acting correctly.

Sgt. Grimdren served in the same Battle as the Captain in the 9th Battle a couple of years ago, and recognized him immediately.

The soldiers will not get belligerent with the PCs unless they are attacked. They have already turned away more than a dozen people tonight, most of them graduates from Syrloch making a last visit to the library on their somewhat drunken tour of Hookhill. They have not really questioned the order, but whatever the Captain and the Syrloch Master are doing inside probably does not need drunken graduates and visiting wizards interfering with.

If a PC tries to just bull past the soldiers, or otherwise enter The Athenaeum by disregarding the soldiers, he will be arrested. If the PC resists, three of them will attempt to subdue the arrested PC while the fourth watches the rest of the PCs and encourages them not to behave crazy like their friend. Any PC who attacks the soldiers and is successfully restrained by them is under arrest and the scenario is finished for them, even if the other PCs persuade Sgt. Grimdren to allow them in later. Being arrested or assaulting the soldiers is addressed in Conclusion C. If arguing or violence breaks out, patrons of the pub across the street hurry over to witness any trouble, but keep their distance.

The four soldiers are all bright, and can be negotiated with. These men are all well trained and have all seen combat. They are no strangers to violence, and do not react aggressively when confronted with aggression. At least one of them is good at ferreting out lies (Sense Motive +8), and the sergeant will look to him if he suspects they are being lied to. They had no reason to suspect their orders were unusual prior to the PCs' arrival, so they have not questioned them. Given the number of drunken graduates that they have sent away tonight, it, in fact, seemed like a wise precaution.

With discussion, the PCs will be able to find enough inconsistencies with the situation to convince the soldiers that their orders may not be from a legitimate source. The PC cannot simply convince the soldiers to open the gates with an unsupported Diplomacy check. The soldiers are already helpful, but it does not mean that they will disobey orders for something the PCs want. The PCs will either have to convince Sgt. Grimdren that his orders came from a possible imposter, or that the orders of Captain Dragus carry slightly more weight than those of Captain Tynan. Additionally, PCs who are pompous, condescending or insulting will create a penalty on any diplomacy check made by other party members. The amount of the penalty is subject to DM ruling.

There are a number of specific inconsistencies that the PCs can point to that will help them convince the soldiers to let them into The Athenaeum:

- Airk Tynan was promoted to the rank of Knight Colonel and was transferred to the 7th Battle in 595 CY. PCs may be familiar with Knight Colonel Tynan, or they can make a skill check with any of the following skills: Profession (soldier) DC 15, Knowledge (local – Sheldomar Valley Metaregion) DC 20. PCs who are Knights of the Watch/Dispatch or squires to that Order can attempt to make an intelligence check DC 15.
- The Captain in the 9th was accompanied by some soldiers from the 17th, and some soldiers from the 3rd. The 17th and 3rd Battles are stationed in Shiboeth with the Army of Security (AoS) and the 9th is stationed in the Rushmoors. None of those are anywhere near Hookhill and the 9th is not part of the AoS. While a lone officer traveling to the capital is not

unusual, it is odd that he was traveling with a file of soldiers other than one from his own Battle or from the local Battle. Also, the 17th was recently decimated by a giant invasion of Shiboeth, and many of the soldiers in the 17th are still missing in action.

- There is an inconsistency included in the description of the Syrloch wizard. The golden flame above the open palm on her medallion does not signify that she is a Master of Syrloch; the golden flame signifies that she is either a Dean or the Archdean. There is a hint in the player introduction that the Deans have met behind closed doors, but it is always possible that the Deans have concluded their meeting and one of the female Deans was here recently. There are three female Deans of Syrloch, but none of them have red hair. The Missing and presumed dead Archdean Kaema Thuldir was a redhead. This is not meant to convince the soldiers that imposters are at The Athenaeum, it is meant as a hint to alert players who are open to consider possibilities that are not obvious.

If the PCs cannot spot any of these inconsistencies, they can always resort to comparing Captains' orders. If any of the PCs are active duty and are here under orders from Captain Dragus to enter the premises and search for any unusual activity, they have a dilemma. The letter from Captain Dragus confirms the orders. The soldiers are familiar with the double-edged sword of conflicting orders from two equal sources. Pointing out that one of the captains in question is Captain Dragus, Syrloch military Liaison and member of the noble house of Dragus, supported by his signature and family seal, will help persuade the soldiers to allow the PCs entry. Taern Dragus has been a captain in Hookhill for nearly a decade, longer than any of these soldiers, or Captain Tynan, have even been in the army. And despite the equal rank, the reality is that Captain Dragus has more political clout than just about any other captain in Gran March, especially in the Barony named after his family.

If the PCs tell the soldiers that they are here because someone read their fortune in a deck of cards, the difficulty to persuade the soldiers to open the library goes up by 5. The soldiers will be frank with the PCs that disobeying a captain's orders because someone read their fortune in a

tavern is unreasonable. They will politely ask the PCs to see how crazy that sounds. If the PCs mention that the person who did the reading was Master Jem Castaja of Syrloch and they are convincing, it will slightly mitigate that penalty (+2).

The following is a list of penalties and bonuses to a Diplomacy check by the PCs to convince Sgt. Grimdren to let the PCs enter The Athenaeum. If the PCs do not present compelling evidence to allow them in, the sergeant will not allow it no matter how high a check the PCs achieve.

- Base DC: 25.

Bonuses/(Penalties) to the check:

- +20 PCs point out that Airk Tynan is no longer a Captain, and no longer in the 9th Battle.
- +10 PCs point out that "Captain Tynan" was accompanied by soldiers from two battles outside his own, and outside Hookhill.
- +10 PCs point out that Captain Dragus might be responding to the same problem that the other captain is investigating and the PCs should perhaps get in there to help Captain Tynan.
- +10 PCs Point out that their directions came from Capt. Dragus.
- +5 At least one PC is active duty in the Gran March army.
- +5 For each active duty PC who is an officer.
- +5 For each PC who is a Master of Syrloch.
- +2 For each PC who is a Martinet of Syrloch.
- 5 Revealing that they are here because of a fortune telling by cards in a tavern.
- +2 PCs indicate that they are working on evidence from Master Castaja.
- 1/-10 For each PC who has been belligerent or condescending to the soldiers.
- 15 A PC attacks the soldiers.
- +5 PCs help subdue one of their own if that PC attacks the soldiers.

Once the PCs have convinced the soldiers to let them enter The Athenaeum, they will still have to open the doors. The door is not trapped, but it is locked and barred from the inside. The iron bar locks in place from inside and cannot be dislodged from outside. Once the PCs have convinced the soldiers that they should be allowed to enter the building, the soldiers will provide assistance, even

though it means entering by force. They would prefer not to chop down the front door, so other means of entry can be explored. The PC might also conclude that breaking down the door would be extremely loud. The DM could inform PCs who have been here before that the doors are extremely thick. They would also know that the *knock* spell would not raise the locked bar.

The PCs can slip through one of the first floor windows with a little work. The bars are currently too narrow to slip through, but the PCs can attempt to bend the bars with a Strength check, DC 24. With the first success, the PCs have bent the bars enough to allow an Escape Artist check, DC 30. Small size PCs should be given a +2 bonus for size. For each additional successful strength check at DC 24, the DC of the Escape Artist check is reduced by 2 up to a maximum of 5 successes (Escape Artist DC 22). PCs can take 20 on the Escape Artist check. The window inside the bars can be opened with an *Open Locks* DC 15 skill check. A single PC can enter the window and raise the bar blocking the door.

The PCs can always try to batter down the door. It is a six-inch thick iron door with a three inch thick heavy, decorative wooden façade on each side. PCs trying to knock down the door must break through all three layers.

Athenaeum front doors, by layers:

Heavy wood layer: 3 in. thick; hardness 5; hp 30; Break DC 28.

Heavy iron door: 6 in. thick; hardness 10, hp 180; Break DC 38.

Heavy wood layer: 3 in. thick; hardness 5; hp 30; Break DC 28.

Breaking down the door will make a lot of noise unless the PCs magically silence it. The DM should indicate to the PCs that breaking the iron door will make enough noise that it will be heard anywhere inside the library, and for quite a distance down the street.

No matter how the PCs and soldiers get the doors open, they will begin to draw a crowd. Banging on the doors or bending bars to enter a window will get the attention of patrons of the tavern across the street and passersby on the street. Curious onlookers will begin to approach, but will not be alarmed if the PCs are Watchers, Gran March soldiers, or if Sgt. Grimdren and his men are helping the PCs. The formation of a crowd of curious civilians gives the DM a reason

to keep the four soldiers outside The Athenaeum at their post rather than entering with the PCs. If the soldiers go into the library, drunken graduates and curious bystanders will wander in after them. The soldiers will hold their post, keeping people out of the library.

The entrance is not warded against magical entry, so teleportation spells and magic that allows passage through solid objects will work normally.

Developments: If the PCs break down the door loudly, the DM should assume that everyone inside The Athenaeum is warned of their arrival. The monsters in Encounter 2 will attempt to ambush the PCs.

ENCOUNTER 2: MONSTERS AMONG THE SHELVES

The following assumes that the PCs enter through the front of the building on the first floor. The DM should modify the descriptions if PCs enter elsewhere. The top four floors are not described. If the PCs enter somewhere not described, the DM should feel free to have the monsters on the third floor make enough noise to attract them back to the areas that have been described in this scenario. Ceilings are 20 ft. high on the first floor, and 15 ft. high on the other above-ground floors.

Heatless torches line the Grand Hallway of The Athenaeum. Statues and busts stand in alcoves throughout the hall. Study tables stand silent and abandoned throughout the main hall. Winding marble stairways lead to the second floor balcony that overlooks the Grand Hallway. Fifteen-foot tall shelves of books and scrolls are arranged in tight formation in this hallway, and similar shelves populate the balcony as far as you can see. None of the tables or chairs looks askew, and there are no signs of movement. As you move further into the Hall, you see a smear of color on the marble staircase to the left. It appears to be blood.

The three lower floors of the library contain mundane historical manuscripts, military manuals and all manner of non-magical and non-dangerous writing. It also has a small collection of apartments for a few librarians who live on-site. The four upper levels contain magical tomes, scrolls and items. This is also where magical research occurs. The upper floors are separated into multiple rooms that are all locked and warded. The upper floors require password and keys to enter, while the PCs

can move through the lower three levels with no difficulty. The basement levels are where non-magical documents and relics that are considered generally dangerous are contained. Historical accounts of the Occluded Empire, dangerous religious works, catalogues of known fiends, and descriptions of mundane rituals are the types of things stored below The Athenaeum. The basement is separated into a series of heavily secured vaults and is also magically warded. PCs who are Graduate rank or higher with Syrloch will be familiar with the layout of The Athenaeum. PCs who are Graduates of Syrloch should be given Player Handout #1. PCs who are Martinets or Masters of Syrloch should be given Player Handout #2.

A Search check DC 20 will indicate that the blood near the staircase started near the foot of the stairs, and it is not a huge pool of blood. The streaks up the stairs seem consistent with a bleeding body being dragged upstairs. There are sizable bloodstains near one of the tables with no other clues around. There is no trail of bloodstains leaving this area. There are no obvious clues anywhere else inside the Grand Hallway. The floor is made of marble and wood and provides no clues for tracking besides the bloody smears.

If the PCs have some way to determine who went in which direction:

The fiendish soldiers entered the main hallway with Marax and his escorts. The soldiers killed one of the visitors in the library near one of the tables, and a visitor near the bookshelves further into the first floor. Marax communicated telepathically with the large and huge members of his group, and they teleported into the hallway. One of the librarians was on the second floor and witnessed this. He hid, and sneaked away to hide further, terrified. The fiendish soldiers and the voors (if present) dragged one of the bodies upstairs, making sure to leave a trail. This was an effort to pull any intruders away from the basement. Marax, Kaema and their bodyguards went to the secret entrance to the second basement, carefully closing the entrance behind them. At higher APLs, Kaema provided magical transport for the voors.

If the PCs explore the bloodstains on the staircase, continue with this encounter. If they move directly to the basements and know how to locate the entrances, go to Encounter 4.

If the PCs follow the trail up the staircase, it will lead them up to the third floor, nearer to the floors where magical writings are held.

Following the trail of very fresh blood, you enter an area that is dark. You find broken torches on the ground near the walls where they had hung. The shelves are very cramped here, only three or four feet apart in most places. There are aisles that run between the shelves in places, providing more space.

If the PCs battered down the door loudly, the fiends are waiting for them. Otherwise, the fiends are moving around and both groups must make Spot and Listen checks to see who notices the other first. In all cases, the fiends have discarded the body they used to smear blood.

Refer to DM Map #1. The map is an example of the 2nd floor where the half fiends and voors are either searching for victims or waiting in ambush if the PCs made a lot of noise entering the library. Even if the fiends have set up an ambush, they will attempt to talk to the PCs first. Otherwise, the DM can arrange the fiends however he desires among the shelves and columns.

At all APLs, the fiends are humans who display fiendish characteristics. Specifically, they appear to have yugoloth characteristics. They are wearing uniforms of the Gran March army, 17th Battle. The uniforms appear much worn and seem to fit the fiendish soldiers correctly. These half-fiends will conduct themselves like Gran March soldiers.

If the fiends are given a chance to talk, they will reveal the following to the PCs:

- They were in Shibolet during the giant invasion.
- They were soldiers in the 17th Battle.
- They were taken...somewhere else.
- A jackal-headed creature...improved them.
- They no longer work for Gran March. At least, not on this side... (they will not explain this).
- They are now working with Watcher Captain Airk Tynan. He's been with them all along.
- They will give their names as Sgt. Wallar, Sgt. Reillon, (and Soldier Thanor if there are three soldiers). They do not remember everything from before the change, but that does not matter now.

- Captain Tynan and his squires are here to learn Hidden Secrets. The army rises. (They will not say more than this)
- The PCs should leave before they get taken and improved, too (This will sound more like a sincere, almost pleading, warning than a threat).

The fiendish soldiers do not seem to be lying. Whether or not they are telling the entire truth, they fully believe what they are telling the PCs. They seem to be a little unbalanced and erratic. A Knowledge: Planes check DC 15 will tell a PC that the soldiers have the characteristics of half-fiends. It will also tell them that half-fiends are born that way and humans are not generally changed into that form. Sgt. Wallar will laugh condescendingly at this if the PCs point it out.

PCs with Profession: Soldier and who are active duty Gran March soldiers can attempt a skill check DC 28 to recognize some of the names the soldiers give as truly being soldiers who disappeared from Shibolet during the giant invasion (*GRM5-IN5, In the Eleventh Hour*).

If the PCs talk with the fiendish soldiers, they might also Spot the vooor (s) at higher APLs lurking in the distance.

If the PCs do not leave, the soldiers will attack.

The area where the fiendish soldiers confront the PCs will be cramped. Some of the area will be open, but there will be shelves obstructing part of the battlefield. Most of the bookshelves are 20 ft long and 2 – 3 ft. deep with only 3 – 4 ft. of space between shelves that face each other. Fighting unrestrained could cause damage to the shelves full of books and artifacts. If a PC is in an area where there is less than a complete 5 ft square, PCs have three options:

- Fight as if they are squeezed – this will cause a -4 on attack rolls and a -4 to their AC. Enlarged or large size PCs cannot squeeze between the shelves without making an Escape Artist check, DC 25, to avoid knocking over shelves. Large PCs cannot fight while moving between the shelves.
- Fight unrestrained and risk knocking down shelves and destroying scrolls and books. During any round where a PC fights unrestrained, he must make a Strength check. On a DC 15 or higher, he has

broken a shelf or knocked over something as a free action.

- Avoid confined areas of the battlefield.

PCs can always deliberately clear the area where they are standing by destroying a 5 ft. section of shelving and books, Hardness 5, Hit Points 10. Books all have Hardness 0 and Hit Points 5. Any area of effect spells that cause damage might damage books and shelves. Fire and lightning spells might start fires. Shelves can be knocked completely over with a Strength check, DC 18.

The EL of the encounter includes a +1 environmental difficulty for the PCs assuming that they will try not to damage the library.

DM Note on the voors at APL 4 – 16:

The vooor is a new monster from the Monster Manual 4, and will likely be unfamiliar to most DMs. Please note that the vooor is blind, using Blindsight 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 Blindsight and cannot utilize combat reflexes to take attacks of opportunity.

APL 2 (EL 5)

Sgt. Wallar, Gran March Soldier - Infantry, Male Half-Fiend Ftr1: hp 13; see *Appendix 1*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr1: hp 13; see *Appendix 1*.

APL 4 (EL 7)

Sgt. Wallar, Gran March Soldier - Infantry, Male Half-Fiend Ftr1: hp 13; see *Appendix 2*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr1: hp 13; see *Appendix 2*.

Vooor: hp 37; see *Appendix 2* or *Monster Manual IV*, page 193.

APL 6 (EL 9)

Sgt. Wallar, Gran March Soldier - Infantry, Male Half-Fiend Ftr3: hp 30; see *Appendix 3*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr3: hp 30; see *Appendix 3*.

Voor (advanced): hp 75; see *Appendix 3* or *Monster Manual IV*, page 193.

APL 8 (EL 11)

Sgt. Wallar and Soldier Thanor, Gran March Soldiers - Infantry, Male Half-Fiend Ftr4: hp 38; see *Appendix 4*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr4: hp 38; see *Appendix 4*.

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

APL 10 (EL 13)

Sgt. Wallar and Soldier Thanor, Gran March Soldiers - Infantry, Male Half-Fiend Ftr6: hp 55; see *Appendix 5*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr6: hp 55; see *Appendix 5*.

Dreadful Lasher (advanced): hp 161; see *Appendix 5* or *Monster Manual IV*, page 193.

APL 12 (EL 15)

Sgt. Wallar and Soldier Thanor, Gran March Soldiers - Infantry, Male Half-Fiend Ftr8: hp 71; see *Appendix 6*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr8: hp 71; see *Appendix 6*.

Dreadful Lasher (advanced) (2): hp 161; see *Appendix 6* or *Monster Manual IV*, page 193.

APL 14 (EL 17)

Sgt. Wallar and Soldier Thanor, Gran March Soldiers - Infantry, Male Half-Fiend Ftr10: hp 89; see *Appendix 7*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr10: hp 89; see *Appendix 7*.

Dreadful Lasher (advanced) (2): hp 180; see *Appendix 7* or *Monster Manual IV*, page 193.

APL 16 (EL 19)

Sgt. Wallar and Soldier Thanor, Gran March Soldiers - Infantry, Male Half-Fiend Ftr12: hp 118; see *Appendix 8*.

Sgt. Reillon, Gran March Soldier - Archer Soldier, Male Half-Fiend Ftr12: hp 118; see *Appendix 8*.

Dreadful Lasher (advanced) (2): hp 199; see *Appendix 8* or *Monster Manual IV*, page 193.

Tactics: At all APLs, Sgt. Wallar and the other soldiers try to delay any intruders for as long as possible, then kill them. They are trying to lure any intruders away from the basement. At all APLs, Sgt. Reillon, the archer, will attempt to use the bookshelves for cover and snipe any spellcasters. At higher APLs, Sgt. Reillon also has a *seeking* bow and improved precise shot, so he will concentrate on an enemy trying to use concealment if that enemy looks more dangerous than the spellcasters. The voors will try to sneak up on the PCs, moving silently and using the shelves for cover. They will use the reach of their tentacles from cover if they can, but if they are frustrated with that, they will bull through the shelves, fighting without regard for the books. They will not squeeze, they will make strength checks to knock over shelves.

Developments: Once the PCs defeat the fiends, they can search the area. They will find a dead scholar dropped in a corner. They will also be found by one of the librarians who will offer to help them.

ENCOUNTER 3: LIBRARIAN

The fiendish soldiers and the voors were seen by Jervin Tuptim, a librarian at The Athenaeum. He is a young gnome who is very serious and who is studiously working to become an instructor at Syrloch. His uncle, Master Panpil Tuptim is the director of The Athenaeum. Jervin was filing books on the second floor balcony when the fiends arrived. He witnessed the death of the man downstairs at the hands of the fiends, and ran and hid. He has been shadowed by the fiendish soldiers and the voors (at higher APLs) for the last hour. He watched the fiends fight with the PCs, and has come out to be rescued. He is brave, but knows when he is grossly outmatched.

Searching around after defeating the fiendish soldiers, you see more movement among the dark shelves. It is small and waving a white handkerchief as it approaches you.

It is a young male gnome. He is wearing simple robes. He surveys the dead fiends around you nervously as he approaches and says, "Oh gracious Glittergold, thank you so much. I knew a rescue would come! I had almost given up hope."

Jervin Tuptim, Male Gnome, Rog1/Wiz1: hp 10; see *Appendix 9*.

Jervin is a bit stunned by his harrowing experience. He will be glad to tell the PCs what he knows, but at some point, he will express concern that the rescue effort does not appear to be moving him toward the exit. He will not try to be funny, but he knows that there are more fiends in the library. The other ones were giving these orders, so the ones remaining are probably much worse than these and therefore nothing to encounter willingly.

- He was on the second floor balcony shelving tomes on the low shelves when he noticed a big group come in.
- He noticed soldiers and someone in green robes, he thinks it was a woman. He presumed it was a Master of Syrloch because they must have had a key to get in the door. *At APLs where there are voors* - She disappeared almost as soon as she walked into the building. She reappeared a few seconds later with the ugly beast with tentacles (or two beasts as APL determines).
- The Athenaeum has been closed all day for Syrloch Graduation. He and a couple of the other librarians were working anyway to sort out some old work.
- There were a couple of scholars who they see in here all the time who showed up anyway, and he and the other librarians were letting familiar faces in anyway.
- He started to go around the shelves and downstairs to see if he could help them since he did not see any other librarians in the Hallway.
- Two of the short soldiers walked up to Icharus who was reading at one of the tables and killed him *boom* just like that with a long, thin knife. He never saw it coming. The wizard in green robes reappeared with the tentacle monsters at the same time.
- He heard some books drop somewhere else downstairs, and then one of the soldiers fired an arrow downstairs and he heard a sick noise and someone cry out. Some of the soldiers went toward that and he ran as fast and quietly as he could to hide.

- He saw a few of them moving up the stairs, but he saw the Watcher Captain and the wizard woman go toward the east wing with some of the other soldiers. He knows that none of the invaders have gone above the third floor on foot. Obviously, they could have traveled by magic, but none of the alarms went off.
- The top four floors are where all of the magical writings and tomes and magic items are kept. If there is anything important enough to kill someone for, he supposes, he figures it has to be on the floors with the magic, but none of them have tried to go up there yet.
- If the PCs ask, he can tell them that the basement is where ancient mundane writings and artifacts are stored. Some of the material is considered dangerous, but only because it talks about evil gods, outsiders, The Occluded Empire, etc. Nothing magic is down there, but it is still restricted. Some of the writings down there are just incredibly old and sometimes fragile, so they are kept down there to protect them from being handled.

If the PCs pursue the possibility that the fiends are looking for something in the basement,

Jervin can tell them:

- There are a lot of traps and such down there. He does not know what all the traps do, but he knows that there are lots of alarm spells.
- He knows all of the passwords to get past the traps. They are all magical, not mechanical. He was just down there two days ago, in fact.
- There are also *forbiddance* spells covering the entire basement. He knows the passwords to those as well.

If the PCs ask, no, Masters of Syrloch do not know the passwords. The Deans of Syrloch know the passwords, as do the librarians. They are changed periodically, but it has actually been a while since they were last changed. Jervin does not remember how long.

If the PCs ask him to go along, or to give them the passwords, he will gain courage and agree to go help. He is no longer alone against a horde of fiendish monsters, so he is feeling braver. He would prefer to go along rather than just give over

all of the passwords. The more he thinks about it, he insists. He is, after all, a librarian.

ENCOUNTER 4: CHANGED TRAPS

However the PCs find the passage to the basements, they will come to the door that bears a warning in multiple languages. It warns:

NO ENTRY

Entering without a librarian escort is prohibited. Trespassers risk death, disintegration, transmogrification, planar ejection, and/or insanity. Do not enter without an escort.

For groups that did not find Jervin already, this is a warning to locate a librarian to help them move through the basement. The first obstacle they will encounter is a *forbiddance* spell cast at 16th level by a Lawful Good caster. The DM should give strong warning to low APL tables who disregard the warnings. The DM should assume that the PCs have to pass through 10 separate *forbiddance* spells to reach the vault being robbed by the yugoloths. The DM can also have the traps in this encounter appear multiple times if the PCs do not have Jervin accompanying them, as this encounter assumes that many traps are bypassed by use of the passwords.

Young Jervin Tuptim showed you a secret door behind one of the statues, and muttering a few passwords, he escorted you past a number of narrow stairwells that might have been trapped. Entering the first basement, you see rows of tunnels crisscrossing in all directions. The ceilings here are 15 feet high, and the walls are heavy gray stone. Along the walls are stone carvings that each protects a storage vault.

Find out the party order, including Jervin. He will want to be in the front, but only to disarm the traps. There is no sign that anyone has disarmed the traps, but there are no signs that they have been triggered either.

This far in, it finally occurred to Marax that the passwords they were using had the power to not only deactivate the traps; he could change the passwords on the traps. He has done so with the last two traps. The first trap that he changed is a simple alarm spell. The second trap is much stronger

If the PCs are relying on Jervin to use the password to bypass all of the traps, an alarm spell will activate. Jervin will utter the password, and as he moves by, an alarm will activate, startling him to trembling paralysis. If a PC has been double checking Jervin as they go, finding the alarm spell is DC 26, with no real danger associated. The PC might spot that the password did not deactivate the trap before Jervin walks into the alarm proximity.

This knowledge will stop Jervin dead in his tracks. He will know for a fact that the password he used was correct two days ago. Only his uncle, an Archdean or a Dean of Syrloch would have the passwords needed to change the passwords on the traps. Knowing that there might be traps ahead of him that could be very dangerous will convince Jervin that he should not go any further. He only knows of one remaining trap to the second floor, and he will gladly give the PCs the remaining password to enter the second floor, and will stay back 75 feet.

Just outside the stairwell to the second basement there is a trap. See Map #2.

APL 2 (EL 2)

Nonlethal Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset (1 minute); spell effect (nonlethal substitution *burning hands*, 4th-level wizard, DC 11 Reflex save half damage, 4d4 nonlethal); Search DC 26; Disable Device DC 26.)

APL 4 (EL 4)

Nonlethal Fireball Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset (1 minute); spell effect (nonlethal substitution fireball, 6th-level wizard, DC 14 Reflex save half damage, 6d6 nonlethal); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

Nonlethal Fireball Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset (1 minute); spell effect (nonlethal substitution fireball, 10th-level wizard, DC 14 Reflex save half damage, 10d6 nonlethal); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

Nonlethal Chain Lightning Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect

(nonlethal substitution chain lightning, 16th-level wizard, DC 19 Reflex save half damage, 16d6 plus 8d6 to secondary targets nonlethal); Search DC 31; Disable Device DC 31.

APL 10 (EL 10)

Nonlethal Chain Lightning Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (nonlethal substitution chain lightning, 16th-level wizard, DC 19 Reflex save half damage, 16d6 plus 8d6 to secondary targets nonlethal); Search DC 31; Disable Device DC 31.

Power Word Stun Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (power word stun, 13th-level wizard, no save); Search DC 33; Disable Device DC 33.

The traps activate at the same time, and will focus on the same target. Unmoving (unconscious) targets will not trigger the trap after reset.

APL 12 (EL 12)

Nonlethal Chain Lightning Trap x2: CR 10; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (nonlethal substitution chain lightning, 16th-level wizard, DC 19 Reflex save half damage, 16d6 plus 8d6 to secondary targets nonlethal); Search DC 31; Disable Device DC 31.

Power Word Stun Trap x2: CR 10; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (power word stun, 15th-level wizard, no save); Search DC 33; Disable Device DC 33.

The traps all activate at the same time, with different primary targets if available. If there are no other targets within 120 ft. line of sight, all traps affect whatever target is visible. Unmoving (unconscious) targets will not trigger the trap after reset.

APL 14 (EL 14)

Greater Dispel Magic Trap x4: CR 10; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Greater Dispel Magic, targeted, 16th-level wizard); Search DC 31; Disable Device DC 31.

Nonlethal Chain Lightning Trap x2: CR 10; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (nonlethal substitution chain lightning, 16th-

level wizard, DC 19 Reflex save half damage, 16d6 plus 8d6 to secondary targets nonlethal); Search DC 31; Disable Device DC 31.

Power Word Stun Trap x4: CR 12; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (power word stun, 15th-level wizard, no save); Search DC 33; Disable Device DC 33.

The *greater dispel magic* traps activate first with different targets if available. The *chain lightning* and *power word* traps activate next, with different primary targets if available. If there are no other targets within 120 ft. line of sight, all traps affect whatever target is visible. Unmoving (unconscious) targets will not trigger the trap after reset.

APL 16 (EL 16)

Greater Dispel Magic Trap x4: CR 10; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (Greater Dispel Magic, targeted, 16th-level wizard); Search DC 31; Disable Device DC 31.

Nonlethal Empowered Chain Lightning Trap x2: CR 14; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (nonlethal substitution chain lightning, 16th-level wizard, DC 19 Reflex save half damage, 16d6 (x1 ½) plus 8d6 (x 1 ½) to secondary targets nonlethal); Search DC 31; Disable Device DC 31.

Power Word Stun Trap x4: CR 12; magic device; visual trigger (*true seeing*); automatic reset (1 minute); spell effect (power word stun, 15th-level wizard, no save); Search DC 33; Disable Device DC 33.

The *greater dispel magic* traps activate first with different targets if available. The *chain lightning* and *power word* traps activate next, with different primary targets if available. If there are no other targets within 120 ft. line of sight, all traps affect whatever target is visible. Unmoving (unconscious) targets will not trigger the trap after reset.

ENCOUNTER 5: FAR'ANOD

You come to a room that is nearly 300 feet square, with a 20-foot tall ceiling. Inside the room are dozens of freestanding stone and metal vaults. Some of the vaults are 50 feet square, while others are roughly 20-foot cubes. Above each vault is a number. You see light

across the room, a wedge of yellow cutting between the vaults.

The vaults are all free-standing, reinforced stone, steel and lead. Each one is tall enough that there is only one to two feet of space between the vault and the ceiling, no matter how long or wide. Marax is in telepathic communication with his minions throughout The Athenaeum, and is aware of the PCs. He and Kaema are still searching through one of the larger vaults. They have located some of the items they are looking for and are now indulging in pleasure shopping. Marax has already ordered one of his minions to teleport away with the primary object of their search. He is still carrying objects of secondary value that he will risk by confronting the PCs.

The space between the vaults fluctuates between 5 and 20 feet. You make your way toward the open vault that illuminates some of the hallways. It is a larger vault, perhaps 30 feet square and nearly 20 feet high (see map#3).

When the PCs are still 75 or more feet away, a voice will call out:

"We have removed the remaining traps, you may come safely forward. We have no desire to kill you, but we do not fear you either. We will take what we came for. Once we find it, of course. Right, Kaema?"

"Yes Watcher Tynan. I do not need reminders of my duty and oath to Commandant and Country."

PCs who are familiar with Kaema Thuldir will recognize what sounds like her voice.

If the PCs move closer:

The number above the vault is 73. Inside, you see sturdy tables, crates, stone shelves and many books. There are also hundreds of scroll cases, pieces of ancient, faded pottery, carved stone tablets and fragments of stone weapons on the tables and shelves. Standing inside the room, holding a fragment of worn pottery is a man in the uniform of a Watcher Captain. He is tall with red hair and ornate full plate. His uniform is very clean and the heraldry of the Argent Owl adorns the shield propped against the table. At the table across from him is tall slim figure wearing green robes. There are other men in the room and outside of it wearing uniforms of Gran March soldiers. They

are all wearing a smaller version of the Argent Owl heraldry on their tabards.

The woman looks up and the hood moves partially aside revealing long, softly reddish hair, strong cheeks and precise, fine features. Contrasting with the fine features are swirling silvery eyes, a slightly elongated head and delicate insectoid mandibles that flex in front of her mouth.

Around her neck hangs a symbol of Syrloch, of an open palm cupping a golden flame.

The two figures will continue searching through the crates as they talk to the PCs. The soldiers will be alert for any violence or spellcasting from the PCs. Kaema will not explain her comment regarding her duty to Commandant and Country.

The ultroloth Marax is magically disguised to look like Watcher Captain Airk Tynan. Marax encountered the Watcher when the Archdean led a strike force into Gehenna many months ago to find a way to close the mithral gateway underneath Shibolet. At the time of the assault, Airk Tynan was a captain in the Gran March army and Kaema Thuldir was the Archdean of Syrloch. Watcher Tynan has since been promoted to Knight Colonel and Kaema Thuldir was captured or killed in Gehenna by a massive nycaloth. Marax is not aware that his disguise is out of date, and would, in fact, be grateful to any PC who informs him of this error. The female wizard with Marax appears to be Kaema Thuldir, but she is obviously manifesting fiendish characteristics.

If the PCs are able to penetrate the *veil* on these two, they will see that Captain Tynan is, in fact an ultroloth. Marax will drop the illusion soon anyway, and he is described in detail in the next passage. Kaema is under the protection of a *mind blank*, so she would appear the same for most effects that penetrate illusions. If the PCs have a way to negate the *veil*, the woman's true form is extremely close to the form she is showing. She is a tall, red-haired woman with the same fiendish characteristics as described. But her face and hands are badly scarred and burned. There are obvious claw marks across her face and neck, and her skin appears to have been burned by strong acid. She bears a strong resemblance to Kaema Thuldir, but if it truly is the former Archdean, she has been abused terribly and has begun a dreadful transformation. The Gran March soldiers who are with them will also be revealed as yugoloths according to the APL.

The Watcher Captain will gladly make small talk with the PCs as he searches, acting as casual as if they were friends. The woman named Kaema will concentrate on searching. She will appear to be here reluctantly, but focused on completing her search and departing.

The pair will find a stone tablet in one of the crates and declare the effort a success. This can occur after the PCs have talked with Watcher Captain Tynan for a while, or, if the PCs attack immediately, it can happen immediately.

At some point, Marax will drop the illusionary disguise to reveal his true form.

Before you stands a hairless, black-skinned fiend with an elongated head and silvery swirling eyes dressed in ornate mithral full plate. An ornate long sword hangs at his belt and a shield is propped beside him. The tabard he was wearing of the Argent Owl changes, but not as you expected. The shield propped against the table remains unchanged, and it contrasts sharply with the symbol on the tabard. The tabard still displays an Argent Owl, but the owl is daemoniac, skeletal, with fiery wings that were once feathers. The tabard he wears and the shield both look very, very old and worn.

The Gran March soldiers fade from view, leaving behind fiendish nightmares (DM should describe the creatures depending on APL). ***Where they once wore symbols of the Knights of the Watch, the symbols change slightly to match the daemoniac owl on the ultroloth's tabard.***

If asked about his heraldry, or if the PCs ridicule it, Marax will inform them of the following:

- ***"Ah, yes. I would expect such ignorance from your kind. Your mortal minds have been poisoned with misinformation. I am a Knight Vigilant, an Order that existed when your kind made war with sticks and rocks."***
- ***"I am Master Vigilant Marax. You may call me Master Marax, or Marax if your insecurity is so great that my proper title, Master, threatens your worth."***

If a PC defends the Knights of the Watch:

- ***"You speak with great authority for one who knows so little about the organization of which you speak. Tell me, what do you truly know of your***

Trilesimain and what he learned from his encounters with fiends?"

- ***"And more entertaining yet - defend for me the words of Azmarender, whose version of Trilesimain's life became the legend. What would you guess of a mortal bearing such an unusual name? Ask yourself of his birth. And his death..."***
- ***"You do not actually believe that the Watchers were the first knights to scour the lands you call the Sheldomar Valley do you? Not by many thousands of years..."***
- ***"I am not here to debate the merits of your mortal imitation. That they would name their lowliest brethren after our most esteemed rank is an affront. I know more of them than even they expect. They will be dealt with in time. I take my leave now."***

PCs with Knowledge (the planes) will know that there have been mercenary bands of yugoloths that formed themselves as knighthoods. None will have ever heard of The Knights Vigilant, but then, there are untold billions of yugoloths roaming the planes. It is impossible to have heard of every organized group of them.

If asked what he is searching for, or asked what the yugoloths are looking for:

- ***"I hold what I sought. And what we seek is the fulfillment of a promise made."*** (He is holding a stone tablet)

If asked about the female wizard:

- ***"She is Kaema."*** (She will look at him, and return to her search without speaking)

If violence seems imminent:

- ***Kaema speaks up, "I know my obligations, but do not ask me to fight them. I cannot. Not yet." Marax turns on her and seems to glare at her for a moment.*** (If there are any PCs present who accepted the Archdean's assignment to collapse the caverns beneath Shibolet in GRM05-BI-01, *The Commandant's Fist*, Kaema will wordlessly look in their direction. Marax's gaze will follow hers to look at the PC.) ***"Indeed." He seems to say more to himself than to the woman.***

Marax utters a word and she disappears.

- **Master Marax orders the other yugoloths out of the vault. “If you feel that it is your duty to prevent us from leaving with these relics, I respect that. But I ask that you do not endanger the irreplaceable and fragile materials in this vault. Shall we move this to the hallways?” Marax puts the lid back on the wooden crate in front of him. He motions to the door and begins to move in that direction.**

If permitted, Marax will move outside the vault, order his minions to the hallways as well, and close and lock the vault. He will be grateful to the PCs for their civility.

At APLs 2 – 12, Marax will not engage in melee with the PCs. He will delegate that duty to his minions. He will address one of the others:

“What does the Precept of Tyranny teach us?”

The other yugoloth answers, “To savor the oppression of our foes, we must allow them hope, and take it, as we take their lives.”

Master Marax nods. “Have they hope with me?”

“No, Master Vigilant Marax.” They all say in unison.

“You are tasked with the return of this tablet. Kill them swiftly, and with no mercy.”

With that, he hands the artifact to one of the lesser fiends. He regards your group, and then disappears.

At APL 12, he speaks to the lesser ultroloth, Azmograne. Like Marax, Azmograne is wearing full knighthood heraldry and will conduct himself in combat exactly as Marax would in regards to accepting surrender from his opponents.

At APLs 14 and 16, Marax will lead the fight against the PCs.

“The Precept of Immortality teaches that foes must know your name, and fear should reach your enemies through walls of thickest iron.”

“My squires are not all fully Vigilants. For those of you who would beg mercy, stand

as my foe. When you must yield, I will accept it under the conditions that you honor your failure, and that you share the tale of your conqueror with many. My squires are not allowed such an honor. I cannot promise their adherence to the 13.”

If the PCs all want to fight Marax, he will smile patiently, and all of the yugoloths attack. If a PC gets in trouble and surrenders to Marax, he will Sense Motive (+25) to determine if they are planning to live up to their surrender. If a PC who convinces him of their genuine intent to surrender, (dropping their weapon, withdrawing, falling prone, etc.), he will check first that the PC knows his name, and if the PCs can repeat his name, he relents. He will not attack that PC for the rest of the combat. He will move to other combatants. If the PC is unwilling to remember and cite the name Marax, he will kill the PC as a lesson to the others. If the PC who surrendered resumes the fight, he will redouble his attack on that PC. The other yugoloths will allow a fleeing opponent to leave, but might not behave as honorably as Marax to PCs who yield without fleeing.

If any yugoloth, including Marax, falls to 20% of his hit points, or has reason to believe that he will not survive another round, he will try to leave. For the greater yugoloths, that means Greater Teleport. For the Corruptors of Fate, it means fleeing and hiding.

APL 2 (EL 5)

Corruptor of Fate: hp 52; see *Appendix 1* or *Monster Manual IV*, page 190.

APL 4 (EL 7)

Corruptors of Fate (2): hp 52; see *Appendix 2* or *Monster Manual IV*, page 190.

APL 6 (EL 9)

Corruptors of Fate Ftr2 (2): hp 69; see *Appendix 3* or *Monster Manual IV*, page 190.

APL 8 (EL 11)

Mezzoloths (2): hp 95; see *Appendix 4* or *Monster Manual III*, page 201.

Corruptors of Fate Ftr2 (3): hp 69; see *Appendix 4* or *Monster Manual IV*, page 190.

APL 10 (EL 13)

Nycaloth: hp 161; see *Appendix 5* or *Monster Manual III*, page 202.

Corruptors of Fate Ftr4 (3): hp 78; see *Appendix 5* or *Monster Manual IV*, page 190.

APL 12 (EL 15)

Azmograne - Ultroloth: hp 190; see *Appendix 6*.

Nycaloth: hp 161; see *Appendix 6* or *Monster Manual III*, page 202.

Advanced Mezzoloth: hp 189; see *Appendix 6*.

APL 14 (EL 17)

Marax - Ultroloth: hp 252; see *Appendix 7*.

Advanced Nycaloth: hp 225; see *Appendix 7*.

Advanced Mezzoloth: hp 250; see *Appendix 7*.

APL 16 (EL 19)

Marax- Ultroloth: hp 252; see *Appendix 8*.

Advanced Nycaloth (2): hp 275; see *Appendix 8*.

Advanced Mezzoloth: hp 300; see *Appendix 8*.

At All APLs

Kaema, Female Human Wiz16/Acolyte of the Skin¹: hp 120; see *Appendix 9*.

Tactics: If she has not departed prior to combat, Kaema will immediately focus on leaving the area. She will not fight or aid the yugoloths. She will *teleport*, *dimension door*, *shadow walk* or *time stop* as needed to escape.

One yugoloths will target PCs in the following order:

1. Members of Syrloch, especially if they participated in dropping the caverns under Shibolet.
2. Those displaying holy symbols of Atroa, Azor'alq, Ehlonna/Ehlenestra, Lydia, Nola, Pelor, Pholtus, or Phyton in such a way to suggest that they might be clerics.
3. Knights or Squires of the Watch/Dispatch.
4. Any PC who tries to *dimensional anchor* or *dimensional lock* any of them.

The yugoloths will not explain why they are choosing specific targets, so the DM is encouraged to be subtle about their actions. If none of those targets are present, the yugoloths

will attack the nearest targets. Even if these targets are present, at the end of the first round, they will assess the most dangerous PC and move to eliminate the greatest threat. They will not work to double team any PC specifically, as they start the fight believing that they are superior to these mortals and do not need to work too hard to kill them. Each yugoloth will abandon the fight if it falls to 20% of its hit points. The advanced mezzoloths have learned to use their trident in two hands and attack with a claw. The ultroloths fight with their swords while using their quickened spell-like ability to also cast *scorching ray* at the same time. They usually target spellcasters with their quickened rays. If melee is going badly for the ultroloths, they will fight resort to spellcasting.

At APLs 2 and 4, the Corruptor(s) will toy with the PCs a bit if the PCs do not appear to be an immediate threat to them. They might fight defensively and rely on their *unluck* and gaze attacks to confound the PCs at the DMs discretion. All of the squires would like to taunt the PCs, make their foes despise them, and leave beaten foes behind who are still alive to spread word of their fearsome power.

At all APLs, the unnamed yugoloths are more interested in getting away from the basement with the tablet than they are with butchering humans, despite Marax's commands. If they believe that they have hurt the PCs enough to discourage pursuit, they will move to depart, rather than stay behind to finish off opponents who are injured, but not down. Marax and Azmograne (APL 12) also want to leave enough survivors to tell the tale, but they enjoy tormenting humans more than the unnamed yugoloths and may be more cruel at the DM's discretion.

Developments: If the yugoloths overcome the PCs, they leave quickly, not staying to kill any downed opponents. The yugoloths might still escape with the stone tablet, even if the PCs defeat them.

CONCLUSION A: TABLET IS RECOVERED

If the PCs recover the stone tablet from the yugoloths:

You stopped the yugoloths from taking a stone tablet and a pair of scrolls from The Athenaeum. You are not sure what the stone tablet says, but you are able to determine that most of the artifacts in vault 73 came from

Far'anod, the temple of the Whispered One that was unearthed in the Rushmoors a few years ago (SHE5-01 Sounds of Silence).

A1) For those that managed to do minimal damage to the library:

The deans of Syrloch are grateful for your success at preventing the theft and you find that their gratitude has tangible, magical benefits. Captain Dragus is grateful as well, and also acknowledges his gratitude in material ways. The librarians of The Athenaeum are especially grateful that you prevented the theft without destroying more books and artifacts than you saved. Those of you who are fluent with magical writings are offered the chance to help translate the stone tablet you helped save.

PCs receive the Gratitude of Master Jem Castaja, The Gratitude of Syrloch, The Gratitude of Captain Taern Dragus, The Gratitude of The Athenaeum, and a military commendation from the AR. They may also choose the Research at The Athenaeum option.

A2) If they stopped the theft, but damaged more than one shelf of books (damage from voors is not, graciously, held against them):

The deans of Syrloch are grateful for your success at preventing the theft and you find that their gratitude has tangible, magical possibilities. Captain Dragus is grateful as well, and also acknowledges his gratitude in material ways. The librarians of the Athenaeum are appreciative for your efforts, but you heard that more than one librarian bemoaned that your group probably did more damage to The Athenaeum's contents than all of the fiends combined. They are busy repairing their facility. Perhaps one day they will understand the value of your efforts.

PCs receive the Gratitude of Master Jem Castaja, The Gratitude of Syrloch, The Gratitude of Captain Taern Dragus, and a military commendation from the AR.

CONCLUSION B: TABLET IS TAKEN

If the PCs failed to prevent the yugoloths from taking the tablet:

You failed to stop the yugoloths from taking a stone tablet, a pair of scrolls and who knows

what else from The Athenaeum. You are not sure what the stone tablet said, but you are able to determine that most of the artifacts in vault 73 came from Far'anod, the temple of the Whispered One that was unearthed in the Rushmoors a few years ago (SHE5-01 Sounds of Silence).

B1) For those that managed to do minimal damage in the library:

The deans of Syrloch are grateful for your efforts to prevent the theft and you find that their gratitude has tangible, magical benefits. Captain Dragus is grateful as well, and also acknowledges his gratitude in material ways. Though you failed to foil the theft, the librarians of The Athenaeum are grateful that did not destroying more books and artifacts than you were trying to save. Those of you who are fluent with magical writings are offered the chance to help translate a copy of the stone tablet you helped save.

PCs receive the Gratitude of Master Jem Castaja, The Gratitude of Syrloch, The Gratitude of Captain Taern Dragus, The Gratitude of The Athenaeum, and a military commendation from the AR. They may also choose the Research at The Athenaeum option.

B2) If they did not stop the theft and damaged more than one shelf of books (damage from voors is not, graciously, held against them)

Despite the grumblings you hear from Syrloch and the librarians of The Athenaeum, Captain Dragus is grateful for the tremendous risk you took at the unlikely prodding of his friend, Jem Castaja. You find that at least Captain Dragus appreciates how difficult your task turned out to be.

PCs receive the Gratitude of Master Jem Castaja, The Gratitude of Captain Taern Dragus, and a military commendation from the AR.

CONCLUSION C: ARRESTED

This option is reserved for PCs who attacked the soldiers standing guard outside the Athenaeum.

- If the PC tried to push his way through the soldiers or otherwise enter the library without attacking the soldiers, he should have been arrested. Being arrested without resisting takes the PCs out of this scenario, but has no effects after the game.

- If the PC resisted arrest for any reason, he has broken a Low Law and the penalty is 8 TUs of enforced Servitude and/or a 400 gp fine.
- If the PC attacked the soldiers at any point, he has broken a High Law by attacking a representative of Gran March, and is sentenced to Enforced Servitude on the work gangs for 52 TUs.
- If the PC killed one of the soldiers, he has broken a High Law and is sentenced to Enforced Servitude on the work gangs for 1,040 TUs.
- If the PC who played any part in an attack on a Gran March soldier was also a member of the Knights of the Watch, that player should contact his POC and inform him of the details.

ADDITIONAL REWARDS

The DM should make a specific point to ask the PCs which groups they report information to, and what they report to the groups. There are specific favors on the AR that are available only to PCs who inform the Deans of Syrloch about the wizard named Kaema, and to PCs who inform the Knights of the Watch about Marax and the Knights Vigilant. PCs do not have to be members of these organizations to share information with them, and the organizations will only reward the individual PCs who make the effort to share their information.

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

Defeat the fiendish soldiers.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

APL 14: 510 xp.
APL 16: 570 xp.

Encounter 4

Overcome the Traps.

APL 2: 60 xp.
APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.

Encounter 5

Defeat the Yugoloths.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.
APL 16: 570 xp.

Discretionary Roleplaying Award

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.
APL 16: 405 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.
APL 14: 1,800 xp.
APL 16: 2,025 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 2:

APL 2: L: 102 gp, C: 0 gp, M: +1 *long spear* (192 gp), +1 mighty (+1) composite long bow (217 gp) (409 gp).

APL 4: L: 104 gp, C: 0 gp, M: +1 *long spear* (192 gp), +1 mighty (+1) composite long bow (217 gp) (409 gp).

APL 6: L: 10 gp, C: 0 gp, M: +1 leather armor (97 gp), +1 long spear (192 gp), +1 mighty (+3) composite longbow (250 gp) (539 gp).

APL 8: L: 10 gp, C: 0 gp, M: +1 chain mail armor x2 (217 gp), +1 long spear x2 (384 gp), +1 *cloak of resistance* x3 (250 gp), +1 mighty (+3) composite longbow (250 gp) (1,093 gp).

APL 10: L: 10 gp, C: 0 gp, M: +1 *mithral chain mail armor* x2 (858 gp), +1 long spear x2 (384 gp), +1 *cloak of resistance* x2 (167 gp), +2 *cloak of resistance* (333 gp), +1 mighty (+3) composite longbow (250 gp) (1,984 gp).

APL 12: L: 10 gp, C: 0 gp, M: +1 *mithral chain mail armor* x2 (858 gp), +1 long spear x2 (384 gp), +1 *cloak of resistance* x2 (167 gp), +2 *cloak of resistance* (333 gp), +1 mighty (+3) composite longbow (250 gp), *gauntlets of ogre power* x2 (667 gp), +2 *gloves of dexterity* (333 gp), +1 leather armor (97 gp) (3,081 gp).

APL 14: L: 10 gp, C: 0 gp, M: +1 *mithral chainmail armor* x2 (858 gp), +2 long spear x2 (1,384 gp), +2 *cloak of resistance* x2 (667 gp), +3 *cloak of resistance* (750 gp), +1 mighty (+3) composite seeking longbow (750 gp), *gauntlets of ogre power* x2 (667 gp), +2 *gloves of dexterity* (333 gp), +1 *mithral chain shirt armor* (175 gp) (5,584 gp).

APL 16: L: 10 gp, C: 0 gp, M: +1 *mithral chainmail armor* x2 (858 gp), +2 *human bane long spear* x2 (3,051 gp), +2 *cloak of resistance* x2 (667 gp), +3 *cloak of resistance* (750 gp), +1 mighty (+3) composite seeking longbow (750 gp), *gauntlets of ogre power* x2 (667 gp), +4 *gloves of dexterity* (1,333 gp), +1 *mithral chain shirt armor* (175 gp), +2 *amulet of health* x2 (667 gp) (8,401 gp).

Encounter 5:

APL 2: L: 32 gp, C: 0 gp, M: +1 *studded leather armor* (98 gp).

APL 4: L: 64 gp, C: 0 gp, M: +1 *studded leather armor* x2 (196 gp).

APL 6: L: 13 gp, C: 0 gp, M: +1 *studded leather armor* x2 (198 gp), +1 ring of protection x2 (333 gp), +1 short sword x2 (385 gp), *Eyes of the Eagle* x2 (417 gp) (1,331 gp).

APL 8: L: 10 gp, C: 0 gp, M: +1 trident x2 (386 gp), +1 *studded leather armor* x3 (290 gp), +1 ring of protection x3 (500 gp), +1 short sword x3 (578 gp), *Eyes of the Eagle* x3 (625 gp) (2,378 gp).

APL 10: L: 19 gp, C: 0 gp, M: +2 *large greataxe* (695 gp), +1 *studded leather armor* x3 (290 gp), +1 ring of protection x3 (500 gp), +1 vicious short sword x3 (2,078 gp), *Eyes of the Eagle* x3 (625 gp) (4,188 gp).

APL 12: L: 0 gp, C: 0 gp, M: +3 *adamantine longsword* (1,750 gp), +3 *mithral breastplate*, (1,096 gp), *belt of giant strength* +4 (1,333 gp), *gloves of dexterity* +4 (1,333 gp), +2 *large greataxe* (695 gp), +1 *trident* (193 gp), +1 *heavy steel shield* (98 gp), +1 *cloak of resistance* (83 gp) (6,581 gp).

APL 14: L: 0 gp, C: 0 gp, M: +3 *adamantine longsword* (1,750 gp), +3 *mithral full plate*, (1,625 gp), *belt of giant strength* +4 (1,333 gp), *gloves of dexterity* +4 (1,333 gp), *ring of freedom of movement* (3,333 gp) +2 *large greataxe* (695 gp), +1 *trident* (193 gp), +1 *heavy steel shield* (98 gp), +1 *cloak of resistance* (83 gp) (10,444 gp).

APL 16: L: 0 gp, C: 0 gp, M: +3 *adamantine longsword* (1,750 gp), +3 *mithral full plate*, (1,625 gp), *belt of giant strength* +4 (1,333 gp), *gloves of dexterity* +4 (1,333 gp), *ring of freedom of movement* (3,333 gp) +2 *large greataxe* x2 (1,390 gp), +1 *trident* (193 gp), +3 *heavy steel shield* (764 gp), +1 *cloak of resistance* (83 gp) (11,805 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 42 gp, C: 0 gp, M: 507 gp – Total: 548 gp (450 gp).

APL 4: L: 74 gp, C: 0 gp, M: 605 gp – Total: 678 gp (650 gp).

APL 6: L: 21 gp, C: 0 gp, M: 1,870 gp – Total: 1,891 gp (900 gp).

APL 8: L: 19 gp, C: 0 gp, M: 3,471 gp – Total: 3,490 gp (1,300 gp).

APL 10: L: 29 gp, C: 0 gp, M: 6,172 gp – Total: 6,201 gp (2,300 gp).

APL 12: L: 10 gp, C: 0 gp, M: 9,662 gp – Total: 9,672 gp (3,300 gp).

APL 14: L: 10 gp, C: 0 gp, M: 16,028 gp – Total: 16,038 gp (6,600 gp).

APL 16: L: 10 gp, C: 0 gp, M: 20,206 gp – Total: 20,216 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Gratitude of Master Jem Castaja: Master Castaja is grateful that you entered The Athenaeum on his behalf. He has arranged access to: *goggles of minute seeing*, (Frequency: Region). He has also given you access to his collection of unusual wands as listed under item access. The items in this favor are accessible for MIC.

Gratitude of Syrloch: The Deans of Syrloch are grateful that you foiled a theft from The Athenaeum. The Dean of the School of Battle wishes to encourage your further efforts against evil outsiders and has arranged access to one of the following weapon upgrades: *Bane: Evil Outsiders*, (Frequency: Region), or *Spell Storing* (Frequency: Region). This favor is accessible for MIC. Mark this favor used when it is redeemed.

Gratitude of Captain Taern Dragus: Captain Dragus is grateful for your efforts to foil the efforts of enemies of Gran March. He has arranged access to the following enhancement upgrade: any single weapon, armor or shield can be upgraded to +2 or +3, with Frequency: Region. The PC must still pay for the cost of the upgrade. Mark this favor used when it is redeemed.

Gratitude of The Athenaeum: The librarians of The Athenaeum are grateful that you were respectful of the fragile contents of The Athenaeum as you combated the evil outsiders. PCs who are not at least Graduate rank within Syrloch have gained access to one of the following spells: *Slapping Hand* (SpC), or *Snake's Swiftness* (SpC). PCs who are Graduates of Syrloch may choose access to one of the previous spells, and are also given access to: *Chain Missile* (SpC). PCs who are Martinets are given the same access as Graduates, and are also given access to: *Fire Shield, Mass* (SpC). PCs who are Masters of Syrloch are given the same access as Martinets and are also given access to: *Prismatic Eye* (SpC).

Favor of Acting Archdean Doulanfou: This favor is available only to PCs who specifically indicated that they were informing the Deans of Syrloch

about the woman named Kaema who was traveling with Master Vigilant Marax. If the PC did not receive the Gratitude of Syrloch on this AR, this Favor grants the same access with the same conditions. If the PC received the Gratitude of Syrloch on this AR, the cost of the weapon upgrade from that Gratitude is reduced by 20%.

Favor of the Knights of the Watch: This Favor is only available to PCs who specifically indicated that they were informing the Knights of the Watch about the claims made by the yugoloth who called himself Master Vigilant Marax. Though the Watchers dismissed the ultroloth's claims as obvious lies, they promised to investigate the fiend's slanderous claims, and were grateful for your information. The PC is given access to one of the following upgrades: *axiomatic*, *holy*, or *mighty cleaving*. PCs who are Watchers, Dispatchers or squires to the Order are given access to two of the upgrades. The PC must pay the cost of this upgrade.

The Watchers have asked that you share any additional information you learn from the yugoloths about these Knights Vigilant, and have promised to reward your diligence.

Military Commendation: For active duty Gran March PCs. Captain Taern Dragus issues a commendation for your actions in confronting this growing enemy of Gran March.

Research at The Athenaeum: Only available to PCs who are at least Registrant rank of Syrloch and requires the PC to have at least one rank of Spellcraft. This PC agreed to spend time assisting the librarians of The Athenaeum in translating either the stone tablet that the yugoloth Marax tried to take, or copies that were made of the runes on the stone tablet. This research costs one TU and may have effects in future scenarios.

Item Access

APL 2:

- *Wand of Create Water* (Adventure, 375 gp)
- *Eyes of the Eagle* (Adventure, DMG)
- *Wand of Detect Poison* (Region, 375 gp)

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

- *Wand of Lesser Acid Orb*, 3rd level caster (Region, 2,250 gp)

- *Wand of Detect Undead* (Region, 750 gp)
- *Wand of Comprehend Languages* (Region, 750 gp)

APL 6 (all of APLs 2 and 4 plus the following):

- *Wand of Ebon Eyes* (Region, 750 gp)
- *Wand of See Invisibility* (Region, 4,500 gp)

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

- *Wand of Locate Object* (Region, 4,500 gp)
- *Wand of Arcane Sight* (Region, 11,250 gp)

APL 10 (all of APL 2 - 8, plus the following):

- +1 *Elven Chain* (Adventure; DMG)
- +2 *Cloak of Resistance* (Adventure, DMG)
- +2 *Large Greataxe* (Adventure, DMG)
- +1 *Vicious Short Sword* (Adventure, DMG)

APL 12 (all of APL 2 - 10, plus the following):

- +3 *Adamantine Longsword* (Adventure, DMG)
- +3 *Mithral Breastplate* (Adventure, DMG)
- *Belt of Giant Strength* +4 (Adventure, DMG)
- *Gloves of Dexterity* +4 (Adventure, DMG)

APL 14 (all of APL 2 - 12, plus the following):

- +1 *Seeking Composite Longbow* (+3 strength bonus) (Adventure, DMG)
- +2 *Long Spear* (Adventure, DMG)
- +3 *Cloak of Resistance* (Adventure, DMG)
- +1 *Mithral Chain Shirt* (Adventure, DMG)

APL 16 ((all of APL 2 - 14, plus the following):

- +2 *Bane* (Human) *Long Spear* (Adventure, DMG)

APPENDIX 1 – APL 2

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male

Human Ftr1: Medium Outsider (evil); CR 2; HD 1d10+3; hp 13; Init +3; Spd 30 ft., fly 30 ft. (average); AC 16, touch 13, flat-footed 13 (+3 Dex, +2 armor, +1 natural); Base Atk/Grp: +1/+6; Atk +8 melee (1d8+8, long spear) or +6 melee (1d6+5/19-20, shortsword) or +6 melee (1d4+5, claw); Full Atk +8 melee (1d8+8, long spear) and +1 melee (1d6+2, bite) or +6 melee (1d6+5/19-20, shortsword) and +1 melee (1d4+2, claw) and +1 melee (1d6+2, bite) or +6 melee (1d4+5, 2 claws) and +1 melee (1d6+2, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 11; AL NE; SV Fort +5, Ref +3, Will +1; Str 20, Dex 16, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +10, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +6, Jump +10, Listen +3, Ride +7, Spot +3, Swim +10. Combat Reflexes, Weapon Focus (long spear).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day.

Languages: Common.

Possessions: Leather armor, +1 long spear, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male

Human Ftr1: Medium Outsider (evil); CR 2; HD 1d10+3; hp 13; Init +5; Spd 30 ft., fly 30 ft. (average); AC 18, touch 15, flat-footed 13 (+5 Dex, +2 armor, +1 natural); Base Atk/Grp: +1/+4; Atk +7 range (1d8+2, +1 composite long bow) or +4 melee (1d6+3, light mace) or +4 melee (1d4+3, claw); Full Atk +5/+5 range (1d8+2, +1 composite long bow) or +4 melee

(1d6+3, light mace) and -1 melee (1d4+1, claw) and -1 melee (1d6+1, bite) or +4 melee (1d4+3, 2 claws) and -1 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 11; AL NE; SV Fort +5, Ref +5, Will +1; Str 16, Dex 20, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +8, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +6, Jump +8, Listen +3, Ride +9, Spot +3, Swim +8. Point Blank Shot, Rapid Shot.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day.

Languages: Common.

Possessions: Leather armor, +1 mighty (+1) composite long bow, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

ENCOUNTER 5

Corruptor of Fate: Medium Evil Outsider (yugoloth); CR 5; HD 7d8+21; hp 52; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +4 armor); Base Atk/Grp: +7/+9; Atk +12 melee (1d6+2/19-20 plus bestow curse, short sword) or +11 ranged (1d6/x3, composite shortbow); Full Atk +12/+7 melee (1d6+2/19-20 plus bestow curse, short sword) or +11/+6 (1d6/x3), composite shortbow); Space/Reach 5ft./5 ft.: SA Bestow curse, Corrupting Gaze; SQ Unluck, Darkvision 60 ft., immunity to acid, energy drain, necromantic effects, negative energy effects, poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 14, telepathy 100 ft; AL NE; SV Fort +8, Ref +9, Will +5; Str 15, Dex 19, Con 17, Int 10, Wis 10, Cha 10. MM IV, page 190.

Skills & Feats: Balance +6, Disguise +10, Escape Artist +14, Hide +14, Jump +4, Listen

+10, Move Silently +14, Sleight of Hand +14, Spot +10, Tumble +14, Use Rope +4 (+6 involving bindings); Dodge, Improved Initiative, Weapon Finesse.

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 16; caster level 7th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

Languages: Abyssal, Draconic, Infernal.

Possessions: +1 studded leather armor, masterwork short sword, composite shortbow with 20 arrows.

Description: A corpulent creature with sickly yellow skin wears black studded leather armor. It is armed with a short sword and shortbow. It stands about 5 feet tall and weighs about 200 pounds. Its face is emaciated, with thin yellow skin stretched tightly across its skull. As it attacks, a smell of brimstone emanates from its body.

APPENDIX 2 – APL 4

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male

Human Ftr1: Medium Outsider (evil); CR 2; HD 1d10+3; hp 13; Init +3; Spd 30 ft., fly 30 ft. (average); AC 16, touch 13, flat-footed 13 (+3 Dex, +2 armor, +1 natural); Base Atk/Grp: +1/+6; Atk +8 melee (1d8+8, long spear) or +6 melee (1d6+5/19-20, shortsword) or +6 melee (1d4+5, claw); Full Atk +8 melee (1d8+8, long spear) and +1 melee (1d6+2, bite) or +6 melee (1d6+5/19-20, shortsword) and +1 melee (1d4+2, claw) and +1 melee (1d6+2, bite) or +6 melee (1d4+5, 2 claws) and +1 melee (1d6+2, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 11; AL NE; SV Fort +5, Ref +3, Will +1; Str 20, Dex 16, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +10, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +6, Jump +10, Listen +3, Ride +7, Spot +3, Swim +10. Combat Reflexes, Weapon Focus (long spear).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day.

Languages: Common.

Possessions: Leather armor, +1 long spear, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male

Human Ftr1: Medium Outsider (evil); CR 2; HD 1d10+3; hp 13; Init +5; Spd 30 ft., fly 30 ft. (average); AC 18, touch 15, flat-footed 13 (+5 Dex, +2 armor, +1 natural); Base Atk/Grp: +1/+4; Atk +7 range (1d8+2, +1 composite long bow) or +4 melee (1d6+3, light mace) or +4 melee (1d4+3, claw); Full Atk +5/+5 range (1d8+2, +1 composite long bow) or +4 melee

(1d6+3, light mace) and -1 melee (1d4+1, claw) and -1 melee (1d6+1, bite) or +4 melee (1d4+3, 2 claws) and -1 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 11; AL NE; SV Fort +5, Ref +5, Will +1; Str 16, Dex 20, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +8, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +6, Jump +8, Listen +3, Ride +9, Spot +3, Swim +8. Point Blank Shot, Rapid Shot.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day.

Languages: Common.

Possessions: Leather armor, +1 mighty (+1) composite long bow, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Voor: Large Evil Outsider (yugoloth); CR 4; HD 5d8+15; hp 37; Init +2; Spd 30 ft., climb 20 ft.; AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); Base Atk/Grp: +5/+19; Atk +10 melee (1d6+6, piercing tentacles); Full Atk +10 melee (1d6+6, 4 piercing tentacles) and +8 melee (1d6+3, 2 claws); Space/Reach 10ft./10 ft. (20 with tentacles); SA Rend 2d6+9; SQ Blind, Blindsense 120 ft., Scentless, immunity to poison, acid, fire, gaze attacks, illusions and visual effects, resistance to cold 10 and electricity 10, telepathy 100 ft., SR15; AL NE; SV Fort +7, Ref +6, Will +3; Str 22, Dex 15, Con 17, Int 5, Wis 8, Cha 7. MM IV, page 193.

Skills & Feats: Climb +22, Diplomacy +0, Listen +11, Move Silently +10, Sense Motive +7, Survival +7; Combat Reflexes, Multiattack.

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 vvor exudes no natural smell and is usually undetectable by scent. A vvor 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.

Languages: Abyssal, Infernal.

Possessions: None.

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.

ENCOUNTER 5

Corruptor of Fate: Medium Evil Outsider (yugoloth); CR 5; HD 7d8+21; hp 52; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +4 armor); Base Atk/Grp: +7/+9; Atk +12 melee (1d6+2/19-20 plus bestow curse, short sword) or +11 ranged (1d6/x3, composite shortbow); Full Atk +12/+7 melee (1d6+2/19-20 plus bestow curse, short sword) or +11/+6 (1d6/x3), composite shortbow); Space/Reach 5ft./5 ft.: SA Bestow curse, Corrupting Gaze; SQ Unluck, Darkvision 60 ft., immunity to acid, energy drain, necromantic effects, negative energy effects, poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 14, telepathy 100 ft; AL NE; SV Fort +8, Ref +9, Will +5; Str 15, Dex 19, Con 17, Int 10, Wis 10, Cha 10. MM IV, page 190.

Skills & Feats: Balance +6, Disguise +10, Escape Artist +14, Hide +14, Jump +4, Listen +10, Move Silently +14, Sleight of Hand +14, Spot +10, Tumble +14, Use Rope +4 (+6 involving bindings); Dodge, Improved Initiative, Weapon Finesse.

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 16; caster level 7th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks and

saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

Languages: Abyssal, Draconic, Infernal.

Possessions: +1 studded leather armor, masterwork short sword, composite shortbow with 20 arrows.

Description: A corpulent creature with sickly yellow skin wears black studded leather armor. It is armed with a short sword and shortbow. It stands about 5 feet tall and weighs about 200 pounds. Its face is emaciated, with thin yellow skin stretched tightly across its skull. As it attacks, a smell of brimstone emanates from its body.

APPENDIX 3 – APL 6

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male

Human Ftr3: Medium Outsider (evil); CR 4; HD 3d10+9; hp 30; Init +3; Spd 30 ft., fly 30 ft. (average); AC 17, touch 13, flat-footed 14 (+3 Dex, +3 armor, +1 natural); Base Atk/Grp: +3/+8; Atk +10 melee (1d8+8, long spear) or +9 melee (1d6+5/19-20, shortsword) or +8 melee (1d4+5, claw); Full Atk +10 melee (1d8+8, long spear) and +3 melee (1d6+2, bite) or +9 melee (1d6+5/19-20, shortsword) and +3 melee (1d4+2, claw) and +3 melee (1d6+2, bite) or +8 melee (1d4+5, 2 claws) and +3 melee (1d6+2, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 13; AL NE; SV Fort +6, Ref +4, Will +4; Str 20, Dex 16, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +12, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +8, Jump +12, Listen +3, Ride +7, Spot +3, Swim +12. Combat Reflexes, Iron Will, Weapon Focus (long spear), Weapon Focus (short sword).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate.

Languages: Common.

Possessions: +1 Leather armor, +1 long spear, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male

Human Ftr3: Medium Outsider (evil); CR 4; HD 3d10+9; hp 30; Init +5; Spd 30 ft., fly 30 ft. (average); AC 18, touch 15, flat-footed 13 (+5 Dex, +2 armor, +1 natural); Base Atk/Grp: +3/+6; Atk +10 range (1d8+4, +1 composite long bow) or +6 melee (1d6+3, light mace) or +6 melee (1d4+3, claw); Full Atk +8/+8 range (1d8+4, +1 composite

long bow) or +6 melee (1d6+3, light mace) and +1 melee (1d4+1, claw) and +1 melee (1d6+1, bite) or +6 melee (1d4+3, 2 claws) and +1 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 13; AL NE; SV Fort +6, Ref +6, Will +2; Str 16, Dex 20, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +10, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +8, Jump +10, Listen +3, Ride +9, Spot +3, Swim +10. Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate.

Languages: Common.

Possessions: Leather armor, +1 mighty (+3) composite long bow, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Voor (Advanced): Large Evil Outsider (yugoloth); CR 7; HD 10d8+30; hp 75; Init +6; Spd 30 ft., climb 20 ft.; AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); Base Atk/Grp: +10/+24; Atk +15 melee (1d6+6, piercing tentacles); Full Atk +15 melee (1d6+6, 4 piercing tentacles) and +14 melee (1d6+3, 2 claws); Space/Reach 10ft./10 ft. (20 with tentacles); SA Rend 2d6+9; SQ Blind, Blindsight 120 ft., Scentless, immunity to poison, acid, fire, gaze attacks, illusions and visual effects, resistance to cold 10 and electricity 10, telepathy 100 ft, SR17; AL NE; SV Fort +10, Ref +9, Will +6; Str 23, Dex 15, Con 17, Int 5, Wis 8, Cha 7. MM IV, page 193.

Skills & Feats: Climb +27, Diplomacy +0, Listen +16, Move Silently +15, Sense Motive +12, Survival +12; Combat Reflexes, Improved Initiative, Multiattack, Weapon Focus (claw).

Rend (Ex) A vvor 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 vvor exudes no natural smell and is usually undetectable by scent. A vvor 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.

Languages: Abyssal, Infernal.

Possessions: None.

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.

ENCOUNTER 5

Corruptor of Fate Ftr2: Medium Evil Outsider (yugoloth); CR 7; HD 7d8+2d10+27; hp 69; Init +8; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+4 Dex, +4 armor, +1 deflection); Base Atk/Grp: +9/+11; Atk +15 melee (1d6+3/19-20 plus bestow curse, short sword) or +13 ranged (1d6/x3, composite shortbow); Full Atk +15/+10 melee (1d6+3/19-20 plus bestow curse, short sword) or +13/+8 (1d6/x3), composite shortbow); Space/Reach 5ft./5 ft.: SA Bestow curse, Corrupting Gaze; SQ Unluck, Darkvision 60 ft., immunity to acid, energy drain, necromantic effects, negative energy effects, poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 14, telepathy 100 ft; AL NE; SV Fort +11, Ref +9, Will +5; Str 15, Dex 19, Con 17, Int 10, Wis 10, Cha 10. MM IV, page 190.

Skills & Feats: Balance +6, Disguise +10, Escape Artist +14, Hide +14, Jump +8, Listen +10, Move Silently +14, Sleight of Hand +14, Spot +15, Tumble +14, Use Rope +4 (+6 involving bindings); Blind Fight, Dodge, Improved Initiative, Weapon Focus (shortsword), Weapon Finesse.

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 16; caster level 7th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze

must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

Languages: Abyssal, Draconic, Infernal.

Possessions: +1 studded leather armor, +1 ring of protection, +1 short sword, Eyes of the Eagle, composite shortbow with 20 arrows.

Description: A corpulent creature with sickly yellow skin wears black studded leather armor. It is armed with a short sword and shortbow. It stands about 5 feet tall and weighs about 200 pounds. Its face is emaciated, with thin yellow skin stretched tightly across its skull. As it attacks, a smell of brimstone emanates from its body.

APPENDIX 4 – APL 8

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male

Human Ftr4: Medium Outsider (evil); CR 5; HD 4d10+12; hp 38; Init +3; Spd 20 ft., fly 20 ft. (average); AC 19, touch 12, flat-footed 17 (+2 Dex, +6 armor, +1 natural); Base Atk/Grp: +4/+9; Atk +11 melee (1d8+10, long spear) or +10 melee (1d6+5/19-20, shortsword) or +9 melee (1d4+5, claw); Full Atk +11 melee (1d8+10, long spear) and +4 melee (1d6+2, bite) or +10 melee (1d6+5/19-20, shortsword) and +4 melee (1d4+2, claw) and +4 melee (1d6+2, bite) or +9 melee (1d4+5, 2 claws) and +4 melee (1d6+2, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 14; AL NE; SV Fort +8, Ref +5, Will +5; Str 20, Dex 17, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +13, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +9, Jump +13, Listen +3, Ride +7, Spot +3, Swim +13. Combat Reflexes, Iron Will, Weapon Focus (long spear), Weapon Focus (short sword) Weapon Specialization (long spear).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate.

Languages: Common.

Possessions: +1 Chain mail armor, +1 long spear, +1 cloak of resistance, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male

Human Ftr4: Medium Outsider (evil); CR 5; HD 4d10+12; hp 38; Init +5; Spd 30 ft., fly 30 ft. (average); AC 18, touch 15, flat-footed 13 (+5 Dex, +2 armor, +1 natural); Base Atk/Grp: +4/+7; Atk +11 range (1d8+6, +1 composite long bow) or +7 melee (1d6+3, light mace) or +7 melee (1d4+3, claw); Full Atk +9/+9 range (1d8+6, composite

long bow) or +7 melee (1d6+3, light mace) and +2 melee (1d4+1, claw) and +2 melee (1d6+1, bite) or +7 melee (1d4+3, 2 claws) and +2 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 14; AL NE; SV Fort +8, Ref +7, Will +3; Str 16, Dex 21, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +11, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +9, Jump +11, Listen +3, Ride +9, Spot +3, Swim +11. Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (long bow).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate.

Languages: Common.

Possessions: Leather armor, +1 mighty (+3) composite long bow, +1 cloak of resistance, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Dreadful Lasher: Huge Evil Outsider (yugoloth); CR 9; HD 15d8+75; hp 142; Init +5; Spd 30 ft., climb 20 ft.; AC 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural); Base Atk/Grp: +15/+38; Atk +24 melee (1d8+11, piercing tentacles); Full Atk +24 melee (1d8+11, 4 piercing tentacles) and +23 melee (1d8+5, 2 claws); Space/Reach 15ft./15 ft. (30 with tentacles); SA Rend 2d8+16; SQ Blind, Blindsight 120 ft., Scentless, immunity to poison, acid, fire, gaze attacks, illusions and visual effects, resistance to cold 10 and electricity 10, telepathy 100 ft, SR20; AL NE; SV Fort +14, Ref +10, Will +8; Str 32, Dex 13, Con 21, Int 5, Wis 8, Cha 7. MM IV, page 193.

Skills & Feats: Climb +37, Diplomacy +0, Listen +21, Move Silently +19, Sense Motive +17, Survival +17; Combat Reflexes, Improved

Initiative, Improved Natural Armor (2), Multiattack, Weapon Focus (claw).

Rend (Ex) A vooor 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 vooor exudes no natural smell and is usually undetectable by scent. A vooor 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.

Languages: Abyssal, Infernal.

Possessions: None.

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.

ENCOUNTER 5

Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 6; HD 10d8+50; hp 95; Init +5; Spd 40 ft. (8 squares); AC 21 (+1 Dex, +8 natural, +2 heavy steel shield), touch 11, flat-footed 20; Base Atk/Grp: +10/+13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 *trident*) or +13 ranged (1d8+4/19-20, +1 *trident*); Full Atk +13 melee (1d4+3, 2 claws) or +15/+10 melee (1d8+4/19-20, +1 *trident*) or +13 ranged (1d8+4/19-20, +1 *trident*); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14. *MM III*, pg 201.

Skills & Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13; Improved Critical (*trident*), Improved Initiative, Power Attack, Weapon Focus (*trident*)

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*, 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check); Caster level 10th

Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

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.

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 *trident*, heavy steel shield

Description: This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

Corruptor of Fate Ftr2: Medium Evil Outsider (yugoloth); CR 7; HD 7d8+2d10+27; hp 69; Init +8; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+4 Dex, +4 armor, +1 deflection); Base Atk/Grp: +9/+11; Atk +15 melee (1d6+3/19-20 plus bestow curse, short sword) or +13 ranged (1d6/x3, composite shortbow); Full Atk +15/+10 melee (1d6+3/19-20 plus bestow curse, short sword) or +13/+8 (1d6/x3), composite shortbow); Space/Reach 5ft./5 ft.: SA Bestow curse, Corrupting Gaze; SQ Unluck, Darkvision 60 ft., immunity to acid, energy drain, necromantic effects, negative energy effects, poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 14, telepathy 100 ft; AL NE; SV Fort +11, Ref +9, Will +5; Str 15, Dex 19, Con 17, Int 10, Wis 10, Cha 10. *MM IV*, page 190.

Skills & Feats: Balance +6, Disguise +10, Escape Artist +14, Hide +14, Jump +8, Listen +10, Move Silently +14, Sleight of Hand +14, Spot +15, Tumble +14, Use Rope +4 (+6 involving bindings); Blind Fight, Dodge, Improved Initiative, Weapon Focus (shortsword), Weapon Finesse.

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 16; caster level 7th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

Languages: Abyssal, Draconic, Infernal.

Possessions: +1 studded leather armor, +1 ring of protection, +1 short sword, Eyes of the Eagle, composite shortbow with 20 arrows.

Description: A corpulent creature with sickly yellow skin wears black studded leather armor. It is armed with a short sword and shortbow. It stands about 5 feet tall and weighs about 200 pounds. Its face is emaciated, with thin yellow skin stretched tightly across its skull. As it attacks, a smell of brimstone emanates from its body.

APPENDIX 5 – APL 10

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male

Human Ftr6: Medium Outsider (evil); CR 7; HD 6d10+18; hp 55; Init +3; Spd 30 ft., fly 30 ft. (average); AC 20, touch 13, flat-footed 17 (+3 Dex, +6 armor, +1 natural); Base Atk/Grp: +6/+11; Atk +13 melee (1d8+10, long spear) or +12 melee (1d6+7/19-20, shortsword) or +11 melee (1d4+5, claw); Full Atk +13/+8 melee (1d8+10, long spear) and +6 melee (1d6+2, bite) or +12/+7 melee (1d6+7/19-20, shortsword) and +6 melee (1d4+2, claw) and +6 melee (1d6+2, bite) or +11 melee (1d4+5, 2 claws) and +6 melee (1d6+2, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 16; AL NE; SV Fort +9, Ref +6, Will +6; Str 20, Dex 17, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +15, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +11, Jump +15, Listen +3, Ride +7, Spot +3, Swim +15. Combat Reflexes, Iron Will, Power Attack, Weapon Focus (long spear), Weapon Focus (short sword) Weapon Specialization (long spear), Weapon Specialization (short sword).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14.

Languages: Common.

Possessions: +1 mithral chain mail armor, +1 long spear, +1 cloak of resistance, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male

Human Ftr6: Medium Outsider (evil); CR 7; HD 6d10+18; hp 55; Init +9; Spd 30 ft., fly 30 ft. (average); AC 18, touch 15, flat-footed 13 (+5 Dex, +2 armor, +1 natural); Base Atk/Grp: +6/+9; Atk +13 range (1d8+6, +1 composite long bow) or +9 melee (1d6+3, light mace) or +9 melee (1d4+3,

claw); Full Atk +11/+11/+6 range (1d8+6, +1 composite long bow) or +9/+4 melee (1d6+3, light mace) and +4 melee (1d4+1, claw) and +4 melee (1d6+1, bite) or +9 melee (1d4+3, 2 claws) and +4 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 16; AL NE; SV Fort +10, Ref +9, Will +7; Str 16, Dex 21, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +13, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +11, Jump +12, Listen +3, Ride +7, Spot +3, Swim +12. Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (long bow).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14.

Languages: Common.

Possessions: Leather armor, +1 mighty (+3) composite long bow, +2 cloak of resistance, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Dreadful Lasher (Advanced): Huge Evil Outsider (yugoloth); CR 10; HD 17d8+85; hp 161; Init +5; Spd 30 ft., climb 20 ft.; AC 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural); Base Atk/Grp: +17/+40; Atk +26 melee (1d8+11, piercing tentacles); Full Atk +26 melee (1d8+11, 4 piercing tentacles) and +25 melee (1d8+5, 2 claws); Space/Reach 15ft./15 ft. (30 with tentacles); SA Rend 2d8+16; SQ Blind, Blindsight 120 ft., Scentless, immunity to poison, acid, fire, gaze attacks, illusions and visual effects, resistance to cold 10 and electricity 10, telepathy 100 ft., SR21; AL NE; SV Fort +15, Ref +11, Will +9; Str 33, Dex 13, Con 21, Int 5, Wis 8, Cha 7. MM IV, page 193.

Skills & Feats: Climb +39, Diplomacy +0, Listen +23, Move Silently +21, Sense Motive +19, Survival +19; Combat Reflexes, Improved

Initiative, Improved Natural Armor (2), Multiattack, Weapon Focus (claw).

Rend (Ex) A vvor 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 vvor exudes no natural smell and is usually undetectable by scent. A vvor 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.

Languages: Abyssal, Infernal.

Possessions: None.

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.

ENCOUNTER 5

Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 10; HD 14d8+98; hp 161; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; Base Atk/Grp: +14/+18; Atk +18 melee (1d6+5 plus bleeding wounds, claw) or +21 melee (3d6+9/x3, +2 *greataxe*); Full Atk +21/+16/+11 melee (3d6+9/x3, +2 *greataxe*) and +13 melee (1d6+2 plus bleeding wounds, 2 claws) or +18 melee (1d6+5 plus bleeding wounds, 4 claws); SA Bleeding wounds, rake +18 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16. *MM III*, pg 201.

Skills & Feats: 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; Alertness, Flyby Attack, Iron Will, Mobility^(B), Power Attack, Weapon Focus (*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 or

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.

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

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

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +2 *greataxe*

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.

Corruptor of Fate Rog4: Medium Evil Outsider (yugoloth); CR 9; HD 7d8+4d6+33; hp 78; Init +9; Spd 30 ft.; AC 20, touch 16, flat-footed 15 (+5 Dex, +4 armor, +1 deflection); Base Atk/Grp: +10/+12; Atk +17 melee (1d6+3/19-20 plus bestow curse plus 2d6 *vicious*, short sword) or +15 ranged (1d6/x3, composite shortbow); Full Atk +17/+12 melee (1d6+3/19-20 plus bestow curse plus 2d6 *vicious*, short sword) or +15/+10 (1d6/x3),

composite shortbow); Space/Reach 5ft./5 ft.: SA Bestow curse, Corrupting Gaze, sneak attack +2d6; SQ Unluck, Darkvision 60 ft., trapfinding, evasion, trap sense, uncanny dodge, immunity to acid, energy drain, necromantic effects, negative energy effects, poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 14, telepathy 100 ft; AL NE; SV Fort +9, Ref +14, Will +6; Str 15, Dex 20, Con 17, Int 10, Wis 10, Cha 10. MM IV, page 190.

Skills & Feats: Balance +8, Disguise +10, Escape Artist +19, Hide +19, Jump +4, Listen +14, Move Silently +19, Search +7, Sleight of Hand +15, Spot +20, Tumble +19, Use Rope +4 (+6 involving bindings); Dodge, Improved Initiative, Weapon Focus (shortsword), Weapon Finesse.

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 16; caster level 7th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

Languages: Abyssal, Draconic, Infernal.

Possessions: +1 studded leather armor, +1 ring of protection, +1 vicious short sword, Eyes of the Eagle, composite shortbow with 20 arrows.

Description: A corpulent creature with sickly yellow skin wears black studded leather armor. It is armed with a short sword and shortbow. It stands about 5 feet tall and weighs about 200 pounds. Its face is emaciated, with thin yellow skin stretched tightly across its skull. As it attacks, a smell of brimstone emanates from its body.

APPENDIX 6 – APL 12

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male Human Ftr8: Medium Outsider (evil); CR 9; HD 8d10+24; hp 71; Init +4; Spd 30 ft., fly 30 ft. (average); AC 21, touch 14, flat-footed 17 (+4 Dex, +6 armor, +1 natural); Base Atk/Grp: +8/+14; Atk +16 melee (1d8+12/19-20, long spear) or +15 melee (1d6+8/19-20, shortsword) or +14 melee (1d4+6, claw); Full Atk +16/+11 melee (1d8+12/19-20, long spear) and +9 melee (1d6+3, bite) or +15/+10 melee (1d6+8/19-20, shortsword) and +9 melee (1d4+3, claw) and +9 melee (1d6+3, bite) or +14 melee (1d4+6, 2 claws) and +9 melee (1d6+3, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 18; AL NE; SV Fort +10, Ref +7, Will +6; Str 22, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +18, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +13, Jump +18, Listen +4, Ride +8, Spot +3, Swim +18. Combat Reflexes, Improved Critical (longspear), Iron Will, Power Attack, Weapon Focus (long spear), Weapon Focus (short sword) Weapon Specialization (long spear), Weapon Specialization (short sword).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14, Poison 3/day DC14.

Languages: Common.

Possessions: +1 mithral chain mail armor, +1 long spear, +1 cloak of resistance, gauntlets of ogre power, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male Human Ftr8: Medium Outsider (evil); CR 9; HD

8d10+24; hp 71; Init +11; Spd 30 ft., fly 30 ft. (average); AC 20, touch 16, flat-footed 14 (+6 Dex, +3 armor, +1 natural); Base Atk/Grp: +8/+11; Atk +17 range (1d8+6, +1 composite long bow) or +11 melee (1d6+3, light mace) or +11 melee (1d4+3, claw); Full Atk +15/+15/+10 range (1d8+6, composite long bow) or +11/+6 melee (1d6+3, light mace) and +6 melee (1d4+1, claw) and +6 melee (1d6+1, bite) or +11 melee (1d4+3, 2 claws) and +6 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 18; AL NE; SV Fort +11, Ref +11, Will +7; Str 16, Dex 24, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +15, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +13, Jump +15, Listen +3, Ride +8, Spot +3, Swim +15. Improved Initiative, Iron Will, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (long bow).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14, Poison 3/day DC14.

Languages: Common.

Possessions: +1 Leather armor, +1 mighty (+3) composite long bow, gloves of dexterity, +2 cloak of resistance, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Dreadful Lasher (Advanced): Huge Evil Outsider (yugoloth); CR 10; HD 17d8+85; hp 161; Init +5; Spd 30 ft., climb 20 ft.; AC 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural); Base Atk/Grp: +17/+40; Atk +26 melee (1d8+11, piercing tentacles); Full Atk +26 melee (1d8+11, 4 piercing tentacles) and +25 melee (1d8+5, 2 claws); Space/Reach 15ft./15 ft. (30 with

tentacles): SA Rend 2d8+16; SQ Blind, Blindsense 120 ft., Scentless, immunity to poison, acid, fire, gaze attacks, illusions and visual effects, resistance to cold 10 and electricity 10, telepathy 100 ft., SR21; AL NE; SV Fort +15, Ref +11, Will +9; Str 33, Dex 13, Con 21, Int 5, Wis 8, Cha 7. MM IV, page 193.

Skills & Feats: Climb +39, Diplomacy +0, Listen +23, Move Silently +21, Sense Motive +19, Survival +19; Combat Reflexes, Improved Initiative, Improved Natural Armor (2), Multiattack, Weapon Focus (claw).

Rend (Ex) A vor 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 vor exudes no natural smell and is usually undetectable by scent. A vor 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.

Languages: Abyssal, Infernal.

Possessions: None.

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.

ENCOUNTER 5

Azmograne; Male, Advanced Ultroloth, Medium Outsider (evil); CR 14; HD 20d8+100; hp 190; Init +5; Spd 30 ft.; AC 31, touch 15, flat-footed 26 (+5 Dex, +8 natural, +8 mithral breastplate); Base Atk/Grp: +20/+24; Atk +28 melee (1d8+7/19-20, +3 longsword) or +26 ranged touch (as spell); Full Atk +28/+23/+18/+13 melee (1d8+7/19-20, +3 longsword) or +26 ranged touch (as spell); SA Hypnotic gaze, spell-like abilities, summon yugoloth; SQ Damage reduction 15/good, immunity to poison and acid, resistance to cold, 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; AL NE; SV Fort +17, Ref +17, Will +14; Str 18, Dex 20, Con 21, Int 16, Wis 15, Cha 19.

Skills & Feats: Bluff +22, Concentration +26, Diplomacy +23, Intimidate +27, Knowledge (Arcana) +24, Knowledge (The Planes) +24, Knowledge (History – military) +25, Listen +20, Move Silently +23, Search +21, Sense Motive +21, Spellcraft +26, Spot +22.; Armor Proficiency (light), Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability

(*scorching ray*), Weapon Focus: Long sword, Weapon Focus: Spell - Ray.

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—disguise self (DC15), deeper darkness, desecrate, fear (DC 18), 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 18), wall of fire; 3/day—binding (DC 23), enervation (+26 ranged touch), geas/quest (DC 21), mass suggestion (DC 21), quickened scorching ray (+26 ranged touch); 1/day—symbol of death (DC 22). Caster level 20th.

At will, an ultroloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 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.

Languages: Abyssal, Draconic, and Infernal.

Possessions: Possessions. +3 Adamantine Longsword, +3 mithral breastplate, belt of giant strength +4, gloves of dexterity +4.

Description: Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

Azmograne is an aberration among ultroloths in that he craves melee combat. He wears armor that is contoured to his sleek, daemonic form. He prefers to attack from range with spells, then move quickly into melee, surprising his opponents with a combination of melee attacks and quickened scorching rays. He is cunning and will search for injured spell casters or healers who are staying out of combat to attack with his scorching rays while he batters front line fighters with his sword.

Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 10; HD 14d8+98; hp 161; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; Base Atk/Grp: +14/+18; Atk +18 melee (1d6+5 plus bleeding wounds, claw) or +21 melee (3d6+9/x3, +2 *greataxe*); Full Atk +21/+16/+11 melee (3d6+9/x3, +2 *greataxe*) and +13 melee (1d6+2 plus bleeding wounds, 2 claws) or +18 melee (1d6+5 plus bleeding wounds, 4 claws); SA Bleeding wounds, rake +18 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16. *MM III*, pg 201.

Skills & Feats: 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; Alertness, Flyby Attack, Iron Will, Mobility^(B), Power Attack, Weapon Focus (*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 or 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.

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

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

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal
Possessions: +2 *greataxe*

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.

Advanced (18 HD) Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 10; HD 18d8+108; hp 189; Init +5; Spd 40 ft. (8 squares); AC 23 (+1 Dex, +9 natural, +3 +1 *heavy steel shield*), touch 11, flat-footed 22; Base Atk/Grp: +18/+21; Atk +21 melee (1d4+3, claw) or +23 melee (1d8+5/19-20, +1 *trident*) or +21 ranged (1d8+4/19-20, +1 *trident*); Full Atk +21 melee (1d4+3, 2 claws) or +23/+18/+13/+8 melee (1d8+5/19-20, +1 *trident*) and +16 melee (1d4+3, claw) or +17 ranged (1d8+4/19-20, +1 *trident*); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +18, Ref +13, Will +14; Str 17, Dex 12, Con 22, Int 7, Wis 10, Cha 14. *MM III*, pg 201.

Skills & Feats: Hide +22, Intimidate +23, Knowledge (the planes) +19, Listen +21, Move Silently +22, Spot +21; Cleave, Improved Critical (*trident*), Improved Initiative, Improved natural armor, Iron Will, Power Attack, Weapon Focus (*trident*)

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*, 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check); Caster level 10th

Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

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.

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 trident, +1 heavy steel shield, +1 cloak of resistance.

Description: This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

APPENDIX 7 – APL 14

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male Human Ftr10: Medium Outsider (evil); CR 11; HD 10d10+30; hp 89; Init +8; Spd 30 ft., fly 30 ft. (average); AC 21, touch 14, flat-footed 17 (+4 Dex, +6 armor, +1 natural); Base Atk/Grp: +10/+16; Atk +19 melee (1d8+13/19-20, long spear) or +17 melee (1d6+8/19-20, shortsword) or +16 melee (1d4+6, claw); Full Atk +19/+14 melee (1d8+13/19-20, long spear) and +11 melee (1d6+3, bite) or +17/+12 melee (1d6+8/19-20, shortsword) and +11 melee (1d4+3, claw) and +11 melee (1d6+3, bite) or +16 melee (1d4+6, 2 claws) and +11 melee (1d6+3, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 20; AL NE; SV Fort +12, Ref +9, Will +8; Str 22, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +20, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +15, Jump +20, Listen +4, Ride +8, Spot +3, Swim +20. Blind Fight, Combat Reflexes, Improved Critical (longspear), Improved Initiative, Iron Will, Power Attack, Weapon Focus (long spear), Weapon Focus (short sword) Weapon Specialization (long spear), Weapon Specialization (short sword).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14, Poison 3/day DC14, Contagion DC 13.

Languages: Common.

Possessions: +1 mithral chain mail armor, +2 long spear, +2 cloak of resistance, gauntlets of ogre power, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male Human Ftr10: Medium Outsider (evil); CR 11; HD

10d10+30; hp 89; Init +11; Spd 30 ft., fly 30 ft. (average); AC 22, touch 16, flat-footed 16 (+6 Dex, +5 armor, +1 natural); Base Atk/Grp: +10/+13; Atk +19 range (1d8+6/19-20, composite long bow) or +13 melee (1d6+3, light mace) or +13 melee (1d4+3, claw); Full Atk +17/+17/+12 range (1d8+6/19-20, composite long bow) or +13/+8 melee (1d6+3, light mace) and +8 melee (1d4+1, claw) and +8 melee (1d6+1, bite) or +13 melee (1d4+3, 2 claws) and +8 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 5/magic, SR 20; AL NE; SV Fort +13, Ref +13, Will +9; Str 16, Dex 24, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +17, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +15, Jump +17, Listen +3, Ride +11, Spot +3, Swim +17. Greater Weapon Focus (Long bow), Improved Critical (Long bow), Improved Initiative, Iron Will, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (long bow).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14, Poison 3/day DC14, Contagion DC 13.

Languages: Common.

Possessions: +1 mithral chain shirt, +1 mighty (+3) composite *seeking* long bow, gloves of dexterity +2, +3 cloak of resistance, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Dreadful Lasher (Advanced): Huge Evil Outsider (yugoloth); CR 12; HD 19d8+95; hp 180; Init +5; Spd 30 ft., climb 20 ft.; AC 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural); Base Atk/Grp: +19/+42; Atk +28 melee (1d8+11, piercing tentacles); Full Atk +28 melee (1d8+11, 4 piercing tentacles) and +27 melee (1d8+5, 2 claws);

Space/Reach 15ft./15 ft. (30 with tentacles): SA Rend 2d8+16; SQ Blind, Blindsense 120 ft., Scentless, immunity to poison, acid, fire, gaze attacks, illusions and visual effects, resistance to cold 10 and electricity 10, telepathy 100 ft., SR22; AL NE; SV Fort +16, Ref +12, Will +10; Str 33, Dex 13, Con 21, Int 5, Wis 8, Cha 7. MM IV, page 193.

Skills & Feats: Climb +41, Diplomacy +0, Listen +25, Move Silently +23, Sense Motive +21, Survival +21; Combat Reflexes, Improved Initiative, Improved Natural Armor (2), Multiattack, Power Attack, Weapon Focus (claw).

Rend (Ex) A vvor 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 vvor exudes no natural smell and is usually undetectable by scent. A vvor 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.

Languages: Abyssal, Infernal.

Possessions: None.

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.

ENCOUNTER 5

Marax; Male, Advanced Ultroloth, Medium Outsider (evil); CR 16; HD 24d8+144; hp 252; Init +5; Spd 30 ft.; AC 35, touch 16, flat-footed 29 (+3 Dex, +8 natural, +3 deflection, +11 mithral full plate); Base Atk/Grp: +24/+28; Atk +32 melee (1d8+7/19-20, +3 *longsword*) or +30 ranged touch (as spell); Full Atk +32/+27/+22/+17 melee (1d8+7/19-20, +3 *longsword*) or +30 ranged touch (as spell); SA Hypnotic gaze, spell-like abilities, summon yugoloth; SQ Damage reduction 15/good, immunity to poison and acid, resistance to cold, 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; AL NE; SV Fort +20, Ref +19, Will +16; Str 18, Dex 20, Con 22, Int 16, Wis 15, Cha 19.

Skills & Feats: Bluff +26, Concentration +31, Diplomacy +23, Intimidate +27, Knowledge (Arcana) +28, Knowledge (The Planes) +28, Knowledge (History – military) +29, Listen +24, Move Silently +27, Search +25, Sense Motive +25, Spellcraft +30, Spot +26.; Armor Proficiency (light), Armor Proficiency (medium), Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-

Like Ability (*scorching ray*), Weapon Focus: Long sword, Weapon Focus: Spell - Ray.

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—disguise self (DC15), deeper darkness, desecrate, fear (DC 18), gaseous form, invisibility, prying eyes, ray of enfeeblement (+30 ranged touch), ray of exhaustion (+30 ranged touch), scorching ray (+30 ranged touch), scrying, see invisibility, suggestion (DC 18), wall of fire; 3/day--binding (DC 23), enervation (+30 ranged touch), geas/quest (DC 21), mass suggestion (DC 21), quickened scorching ray (+26 ranged touch); 1/ day--symbol of death (DC 22). Caster level 20th.

At will, an ultroloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 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.

Languages: Abyssal, Draconic, and Infernal.

Possessions: Possessions. +3 Adamantine Longsword, +3 mithral full plate, belt of giant strength +4, gloves of dexterity +4, ring of freedom of movement, +3 ring of protection.

Description: Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

Marax is an aberration among ultroloths in that he craves melee combat. He wears armor that is contoured to his sleek, daemonic form. He prefers to attack from range with spells, then move quickly into melee, surprising his opponents with a combination of melee attacks and quickened scorching rays. He is cunning and will search for injured spell casters or healers who are staying out of combat to attack with his scorching rays while he batters front line fighters with his sword.

Advanced (18 HD) Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 12; HD 18d8+144; hp 225; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; Base Atk/Grp: +18/+27; Atk +22 melee (1d6+5 plus bleeding wounds, claw) or +25 melee (3d6+9/x3, +2 *greataxe*); Full Atk +25/+20/+15/+10 melee (3d6+9/x3, +2 *greataxe*) and +17 melee (1d6+2 plus bleeding wounds, 2 claws) or +22 melee (1d6+5 plus bleeding wounds, 4 claws); SA Bleeding wounds, rake +20 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +19, Ref +13, Will +13; Str 20, Dex 14, Con 26, Int 13, Wis 10, Cha 16. *MM III*, pg 201.

Skills & Feats: Bluff +17, Concentration +22, Diplomacy +17, Hide +8, Intimidate +28, Jump +21, Knowledge (arcana) +11, Knowledge (the planes) +15, Listen +23, Move Silently +12, Search +11, Sense Motive +14, Spellcraft +13, Spot +23; Alertness, Cleave, Flyby Attack, Great Cleave, Iron Will, Mobility^(B), Power Attack, Weapon Focus (*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 +20, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

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

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

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +2 *greataxe*

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.*

Advanced (20 HD) Mezzoloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 12; HD 20d8+160; hp 250; Init +4; Spd 40 ft. (8 squares); AC 24 (-1 size, +12 natural, +3 +1 *heavy steel shield*), touch 9, flat-footed 24; Base Atk/Grp: +20/+32; Atk +27 melee (1d6+8, claw) or +29 melee (2d6+13/19-20, +1 *trident*) or +21 ranged (2d6+9/19-20, +1 *trident*); Full Atk +27 melee (1d6+8, 2 claws) or +29/+24/+19/+14 melee (2d6+13/19-20, +1 *trident*) and +22 melee (1d6+8, claw) or +21 ranged (2d6+9/19-20, +1 *trident*); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +20, Ref +12, Will +14; Str 26, Dex 10, Con 26, Int 7, Wis 10, Cha 14. *MM III*, pg 201.

Skills & Feats: Hide +19, Intimidate +25, Knowledge (the planes) +21, Listen +23, Move Silently +23, Spot +23; Cleave, Improved Critical (*trident*), Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Weapon Focus (*trident*)

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*, 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check); Caster level 10th

Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

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.

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 trident, +1 heavy steel shield

Description: This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

APPENDIX 8 – APL 16

ENCOUNTER 2

Gran March Infantry Soldier, Half-fiend Male Human Ftr12: Medium Outsider (evil); CR 13; HD 12d10+48; hp 118; Init +8; Spd 30 ft., fly 30 ft. (average); AC 21, touch 14, flat-footed 17 (+4 Dex, +6 armor, +1 natural); Base Atk/Grp: +12/+19; Atk +23 melee (1d8+16/19-20 plus human bane, long spear) or +20 melee (1d6+9/19-20, shortsword) or +19 melee (1d4+7, claw); Full Atk +23/+18/+13 melee (1d8+16/19-20 plus human bane, long spear) and +14 melee (1d6+3, bite) or +20/+15/+10 melee (1d6+9/19-20, shortsword) and +14 melee (1d4+3, claw) and +14 melee (1d6+3, bite) or +19 melee (1d4+7, 2 claws) and +14 melee (1d6+3, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 10/magic, SR 22; AL NE; SV Fort +14, Ref +10, Will +9; Str 24, Dex 18, Con 18, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +23, Concentration +6, Craft (weapons) +6, Handle Animal +5, Intimidate +17, Jump +23, Listen +4, Ride +8, Spot +3, Swim +23. Blind Fight, Combat Reflexes, Greater Weapon Focus (Longspear), Greater Weapon Specialization (Longspear) Improved Critical (longspear), Improved Initiative, Iron Will, Power Attack, Weapon Focus (long spear), Weapon Focus (short sword) Weapon Specialization (long spear), Weapon Specialization (short sword).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14, Poison 3/day DC14, Contagion DC 13, Blasphemy DC 17.

Languages: Common.

Possessions: +1 mithral chain mail armor, +2 human bane long spear, +2 cloak of resistance, gauntlets of ogre power, amulet of health +2, short sword.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Gran March Archer Soldier, Half-fiend Male Human Ftr12: Medium Outsider (evil); CR 13; HD 12d10+48; hp 118; Init +12; Spd 30 ft., fly 30 ft. (average); AC 22, touch 16, flat-footed 16 (+6 Dex, +5 armor, +1 natural); Base Atk/Grp: +12/+15; Atk +23 range (1d8+8/19-20, composite long bow) or +15 melee (1d6+3, light mace) or +15 melee (1d4+3, claw); Full Atk +21/+21/+16/+11 range (1d8+8/19-20, composite long bow) or +15/+10/+5 melee (1d6+3, light mace) and +10 melee (1d4+1, claw) and +10 melee (1d6+1, bite) or +15 melee (1d4+3, 2 claws) and +10 melee (1d6+1, bite); SA Smite Good, Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, Resistance acid 10, cold 10, electricity 10, fire 10, DR 10/magic, SR 22; AL NE; SV Fort +14, Ref +15, Will +8; Str 16, Dex 27, Con 16, Int 14, Wis 12, Cha 10.

Skills & Feats: Climb +19, Concentration +5, Craft (weapons) +6, Handle Animal +5, Intimidate +17, Jump +19, Listen +3, Ride +11, Spot +3, Swim +19. Greater Weapon Focus (Long bow), Greater Weapon Specialization (Long bow), Improved Critical (Long bow), Improved Initiative, Improved Precise Shot, Improved Toughness, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Specialization (long bow).

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: Darkness 3/day, Desecrate, Unholy Blight DC 14, Poison 3/day DC14, Contagion DC 13, Blasphemy DC 17.

Languages: Common.

Possessions: +1 mithral chain shirt armor, +1 mighty (+3) composite seeking long bow, +4 gloves of dexterity, +3 cloak of resistance, light mace, long bow, 50 arrows.

Description: These creatures appear to be human Gran March soldiers who have been twisted into half-yugoloth abominations. Some of them have canine features and greenish skin like nycaloths, and others have two additional insectoid-like arms that hang at their sides. The ranking officer in each group appears to have a hairless, elongated head, and silvery eyes like an ultroloth. Despite their physical differences, they all have the same statistics for simplicity.

Dreadful Lasher (Advanced): Huge Evil Outsider (yugoloth); CR 14; HD 21d8+105; hp 199; Init +5; Spd 30 ft., climb 20 ft.; AC 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural); Base Atk/Grp: +21/+45; Atk +31 melee (1d8+12, piercing tentacles); Full Atk +31 melee (1d8+12, 4 piercing tentacles) and +30 melee (1d8+6, 2 claws); Space/Reach 15ft./15 ft. (30 with tentacles); SA Rend 2d8+16; SQ Blind, Blindsense 120 ft., Scentless, immunity to poison, acid, fire, gaze attacks, illusions and visual effects, resistance to cold 10 and electricity 10, telepathy 100 ft., SR23; AL NE; SV Fort +17, Ref +13, Will +11; Str 34, Dex 13, Con 21, Int 5, Wis 8, Cha 7. MM IV, page 193.

Skills & Feats: Climb +41, Diplomacy +0, Listen +25, Move Silently +23, Sense Motive +21, Survival +21; Combat Reflexes, Improved Initiative, Improved Natural Armor (2), Multiattack, Power Attack, Weapon Focus (claw).

Rend (Ex) A vor 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 vor exudes no natural smell and is usually undetectable by scent. A vor 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.

Languages: Abyssal, Infernal.

Possessions: None.

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.

ENCOUNTER 5

Marax; Male, Advanced Ultroloth, Medium Outsider (evil); CR 16; HD 24d8+144; hp 252; Init +5; Spd 30 ft.; AC 32, touch 13, flat-footed 29 (+3 Dex, +8 natural, +11 mithral full plate); Base Atk/Grp: +24/+28; Atk +32 melee (1d8+7/19-20, +3 *longsword*) or +30 ranged touch (as spell); Full Atk +32/+27/+22/+17 melee (1d8+7/19-20, +3 *longsword*) or +30 ranged touch (as spell); SA Hypnotic gaze, spell-like abilities, summon yugoloth; SQ Damage reduction 15/good, immunity to poison and acid, resistance to cold, 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; AL NE; SV Fort +20, Ref +19, Will +16; Str 18, Dex 20, Con 22, Int 16, Wis 15, Cha 19.

Skills & Feats: Bluff +26, Concentration +31, Diplomacy +23, Intimidate +27, Knowledge (Arcana) +28, Knowledge (The Planes) +28, Knowledge (History – military) +29, Listen +24, Move Silently +27, Search +25, Sense Motive +25, Spellcraft +30, Spot +26.; Armor Proficiency (light), Armor Proficiency (medium), Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus: Long sword, Weapon Focus: Spell - Ray.

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—disguise self (DC15), deeper darkness, desecrate, fear (DC 18), gaseous form, invisibility, prying eyes, ray of enfeeblement (+30 ranged touch), ray of exhaustion (+30 ranged touch), scorching ray (+30 ranged touch), scrying, see invisibility, suggestion (DC 18), wall of fire; 3/day—binding (DC 23), enervation (+30 ranged touch), geas/quest (DC 21), mass suggestion (DC 21), quickened scorching ray (+26 ranged touch); 1/ day—symbol of death (DC 22). Caster level 20th.

At will, an ultroloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 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.

Languages: Abyssal, Draconic, and Infernal.

Possessions: Possessions. +3 Adamantine Longsword, +3 mithral full plate, belt of giant strength +4, gloves of dexterity +4, ring of freedom of movement.

Description: Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

Marax is an aberration among ultroloths in that he craves melee combat. He wears armor that is contoured to his sleek, daemonic form. He prefers to attack from range with spells, then move quickly into melee, surprising his opponents with a

combination of melee attacks and quickened scorching rays. He is cunning and will search for injured spell casters or healers who are staying out of combat to attack with his scorching rays while he batters front line fighters with his sword.

Advanced (22 HD) Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 14; HD 22d8+176; hp 275; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; Base Atk/Grp: +22/+31; Atk +26 melee (1d6+5 plus bleeding wounds, claw) or +29 melee (3d6+9/x3, +2 *greataxe*); Full Atk +29/+24/+19/+14 melee (3d6+9/x3, +2 *greataxe*) and +21 melee (1d6+2 plus bleeding wounds, 2 claws) or +26 melee (1d6+5 plus bleeding wounds, 4 claws); SA Bleeding wounds, rake +26 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +21, Ref +15, Will +15; Str 21, Dex 14, Con 26, Int 13, Wis 10, Cha 16. *MM III*, pg 201.

Skills & Feats: 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; Alertness, Cleave, Flyby Attack, Great Cleave, Iron Will, Improved Bull Rush, Mobility^(B), Power Attack, Weapon Focus (*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.

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

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

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +2 *greataxe*

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.*

Advanced (24 HD) Mezzoloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 14; HD 24d8+192; hp 300; Init +4; Spd 40 ft. (8 squares); AC 24 (-1 size, +12 natural, +3 +1 *heavy steel shield*), touch 9, flat-footed 24; Base Atk/Grp: +24/+36; Atk +31 melee (1d6+8, claw) or +33 melee (2d6+13/19-20, +1 *trident*) or +25 ranged (1d8+9/19-20, +1 *trident*); Full Atk +31 melee (1d6+8, 2 claws) or +33/+28/+23/+18 melee (2d6+13/19-20, +1 *trident*) and +26 melee (1d6+8, claw) or +25 ranged (2d6+9/19-20, +1 *trident*); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +22, Ref +14, Will +16; Str 27, Dex 10, Con 26, Int 7, Wis 10, Cha 14. *MM III*, pg 201.

Skills & Feats: Hide +21, Intimidate +27, Knowledge (the planes) +23, Listen +25, Move Silently +25, Spot +25; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (*trident*), Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Weapon Focus (*trident*)

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*, 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check); Caster level 10th. Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

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.

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 trident, +3 heavy steel shield, +1 cloak of resistance.

Description: This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

APPENDIX 9 – ALL APLS

ENCOUNTER 1

Gran March Soldiers, Male Human Ftr4: Size Type; CR 4; HD 4d10+4; hp 30; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); Base Atk/Grp: +4/+7; Atk +8 melee (1d8+6, long spear) or +8 melee (1d6+3, shortsword); Full Atk +8 melee (1d8+6, long spear) or +8 melee (1d6+3, shortsword); SA none; SQ none; AL LG; SV Fort +5, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 12, Wis 12, Cha 10.

Skills & Feats: Climb +10, Jump +10, Profession (soldier) +5, Ride +6, Sense Motive +4, Swim +10. Combat Reflexes, Dodge, Weapon Focus long spear, Weapon Focus (short sword) Weapon Specialization (long spear).

Languages: Common.

Possessions: Leather armor, long spear, short sword.

Description: Mixed human races. All are in their mid-twenties and are solidly built. They look relaxed and composed.

ENCOUNTER 3

Jervin Tuptim, Male Gnome Rog1/Wiz1: Small Humanoid; CR 2; HD 1d6+1d4+2; hp 10; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 10 (+1 size, +2 Dex); Base Atk/Grp: +0/-4; Atk +0 melee (1d3-1, dagger) or +3 ranged (1d3-1, dagger); Full Atk +0 melee (1d3-1, dagger) or +3 ranged (1d3-1, dagger); SA sneak attack +1d6; SQ spell-like abilities, low light vision, trapfinding; AL LG; SV Fort +1, Ref +4, Will +2; Str 8, Dex 14, Con 12, Int 16 Wis 10, Cha 11.

Skills & Feats: Appraise +7, Balance +6, Decipher Script +10, Disable Device +7, Hide +10, Knowledge: Ancient History +3, Knowledge: Arcana +3, Knowledge: Local Sheldomar Valley +3, Listen +6, Move Silent +6, Open Locks +6, Search +7, Tumble +6, Use magic Device +4. Skill Focus: Decipher Script, Scribe Scroll.

Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute), 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Languages: Common, Gnome, Draconic, Dwarven, Elven.

Spells Prepared (3/2 save DC = 13 + spell level): 0 – *mage hand* x2, *read magic*; 1st – *comprehend languages*, *floating disk*.

Spellbook: Not present.

Possessions: Wand of *create water*, Robes, comfortable shoes, reading glasses, Medallion of Syrloch, Graduate.

Description: A small, bookish gnome in simple breeches and robe. He is rather pale, with reddish hair and the beginnings of a small beard.

ENCOUNTER 5

Kaema, Female Human Wiz17/Acolyte of the Skin^{CA}: Medium Humanoid; CR 18; HD 17d4+1d8+72; hp 120; Init +14 (+5 *Nerveskitter*); Spd 30 ft.; AC 24, touch 15, flat-footed 19 (+5 dex, +1 natural source, +2 *force shield*, +6 *greater mage armor*); Base Atk/Grp: +8/+7; Atk +7 melee (1d4-1, dagger) or +13 ranged (1d4-1, dagger); Full Atk +7 melee (1d4-1, dagger) or +13 ranged (1d4-1, dagger); SA Poison; SQ Darkvision 60 ft.; AL N; SV Fort +16, Ref +15, Will +18; Str 8, Dex 20, Con 18, Int 28, Wis 12, Cha 12. ^{CA}Complete Arcane, page 19.

Skills & Feats: Concentration +28, Decipher Script +27, Knowledge: Arcana +28, Knowledge: Planar +28, Knowledge: Dungeoneering +27, Knowledge: History +27, Knowledge: Local Sheldomar Valley +27, Knowledge: Nobility +27, Knowledge: Religion +21, Spellcraft +32; Craft Wondrous Item, Empower Spell, Extend Spell, Improved Counterspell, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus – Concentration, Spell Penetration, Still Spell..

Ability (Ex/Sp/Su): Description.

Languages: Common, Draconic, Elven, Suel, Flan, Celestial, Baklunish, Ignan, Dwarven, Infernal, Abyssal.

Spells Prepared (4/7/6/6/6/6/5/4/3/2, save DC = 19 + spell level): 0 – *Detect Magic*, *Mage Hand*, , *Mending*, *Read Magic*; 1st – ~~*Benign Transposition*~~, *Floating Disk*, *Hold Portal*, *Mage Armor*, ~~*Nerveskitter*~~, *Ray of Enfeeblement*, *Unseen Servant*; 2nd – *Alter Self*, *Arcane Lock*, *Blur*, *Detect Thoughts*, *Glitterdust*, *Mirror Image*; 3rd – *Arcane Sight* x2, *Dispel Magic*, *Major Image*, *Nondetection* x2, ; 4th – *Arcane Eye*, *Confusion*, *Dimension Door* x2, *Greater Invisibility*, ~~*Stoneskin*~~; 5th – ~~*Sending*~~, ~~*Teleport*~~, ~~*Teleport*~~, ~~*Teleport*~~, *Teleport*, *Wall of Force*; 6th – *Greater Dispel Magic*, ~~*Greater Dispel Magic*~~, ~~*Greater Mage*~~

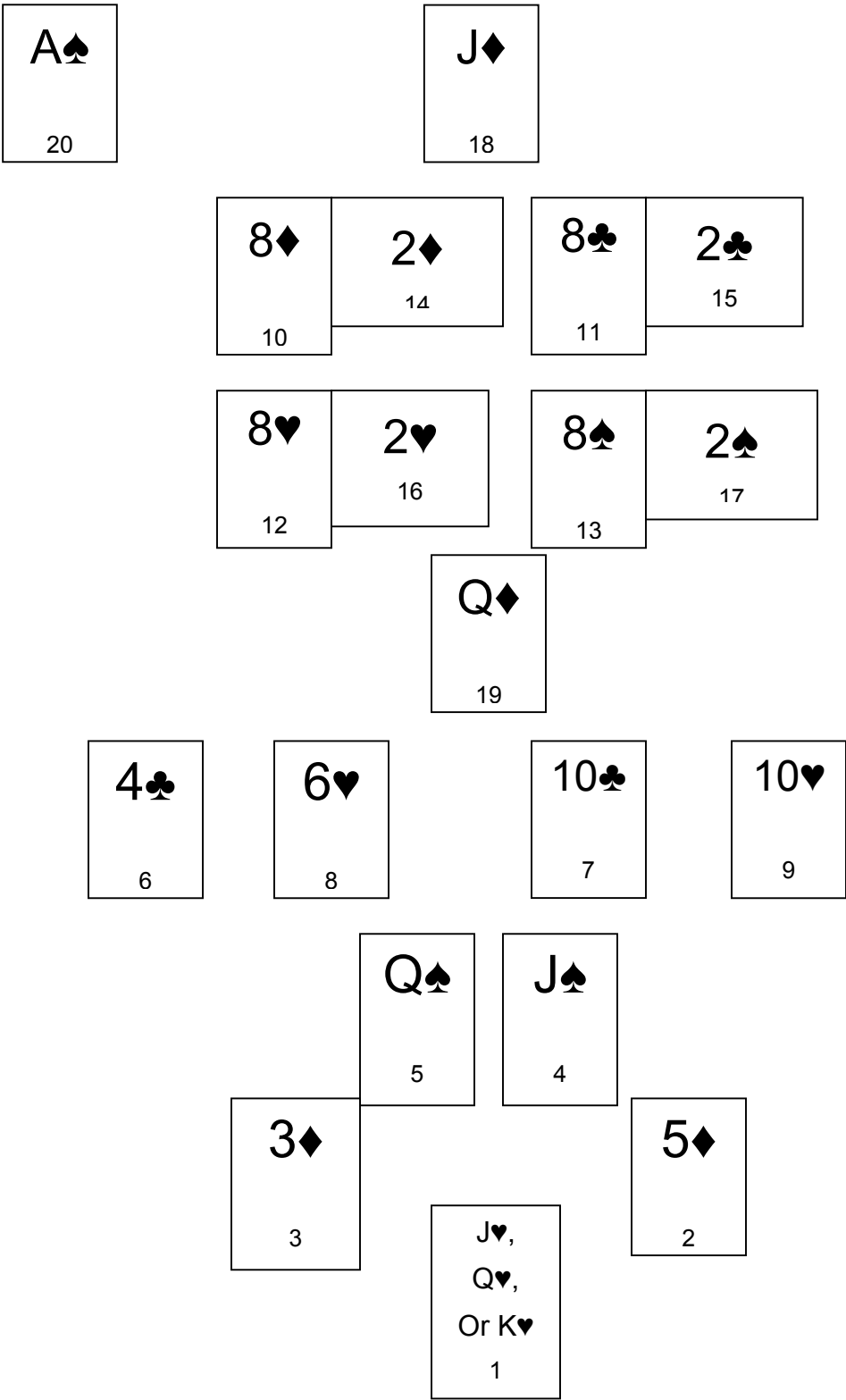
Armor: Shadow Walk, Veil 7th – Ethereal Jaunt, Limited Wish, Spell Turning, Teleport, Greater, 8th – Discern Location, Moment of Prescience, Mind Blank, 9th – Shape Change, Time Stop.

Spells that are struck through have been cast already. Instantaneous spells are used, while spells with durations are active for Encounter 5. Spells with Durations are: *Stoneskin, Greater Mage Armor, Shadow Walk, Spell Turning, Moment of Prescience, and Mind Blank.*

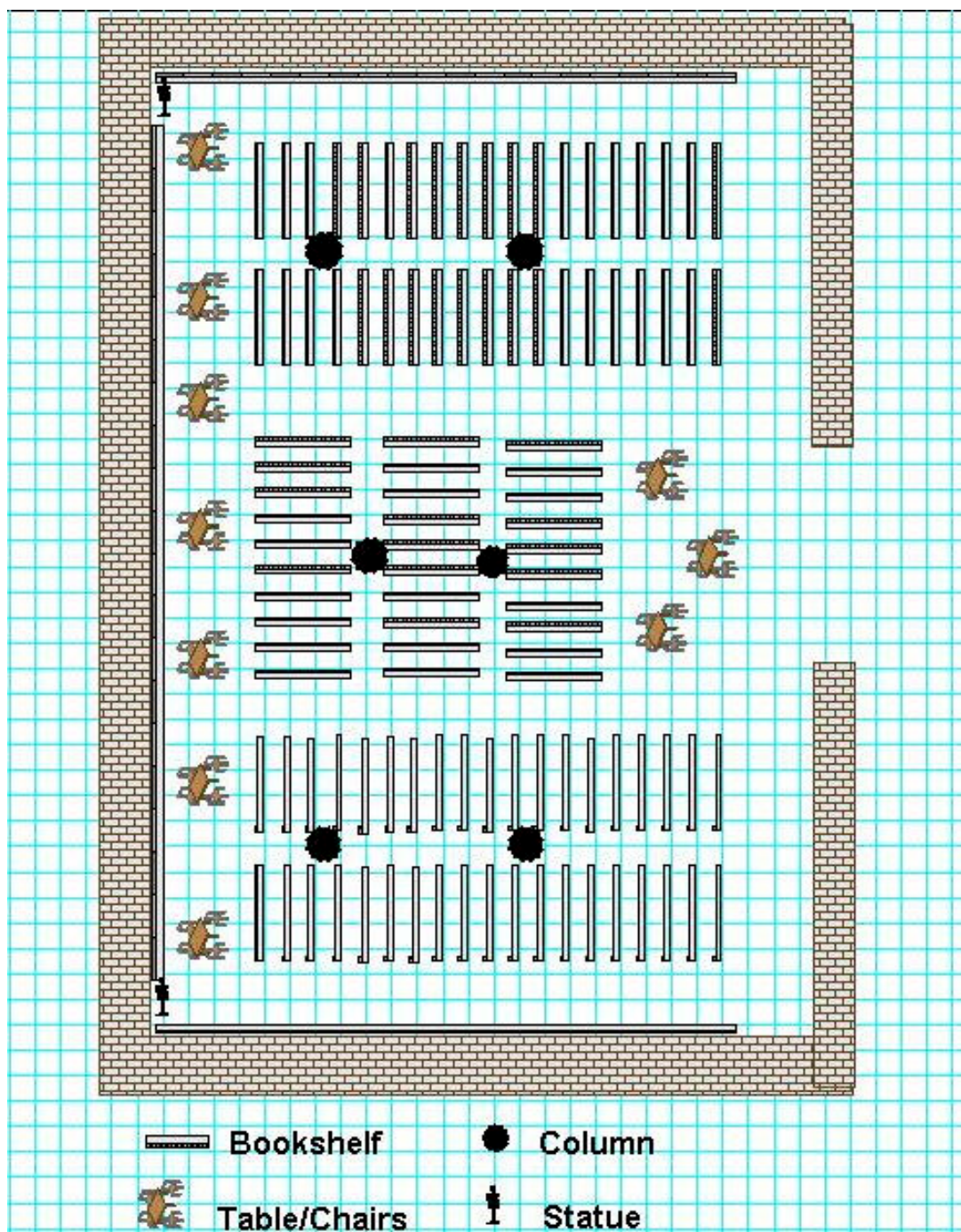
Possessions: Headband of Intellect +6, Amulet of Health +6, Gloves of Dexterity +4, Rod of Metamagic - Lesser Extend, Rod of Metamagic - Extend, Ring of Counterspells (Greater Dispel), Cloak of Resistance +5, Ring of Force Shield.

Description: A tall, very thin human woman with wisps of softly reddish hair and fine, Suel features. Her skin is rough and leathery, her eyes shine silver and she has delicate mandibles that flank her mouth.

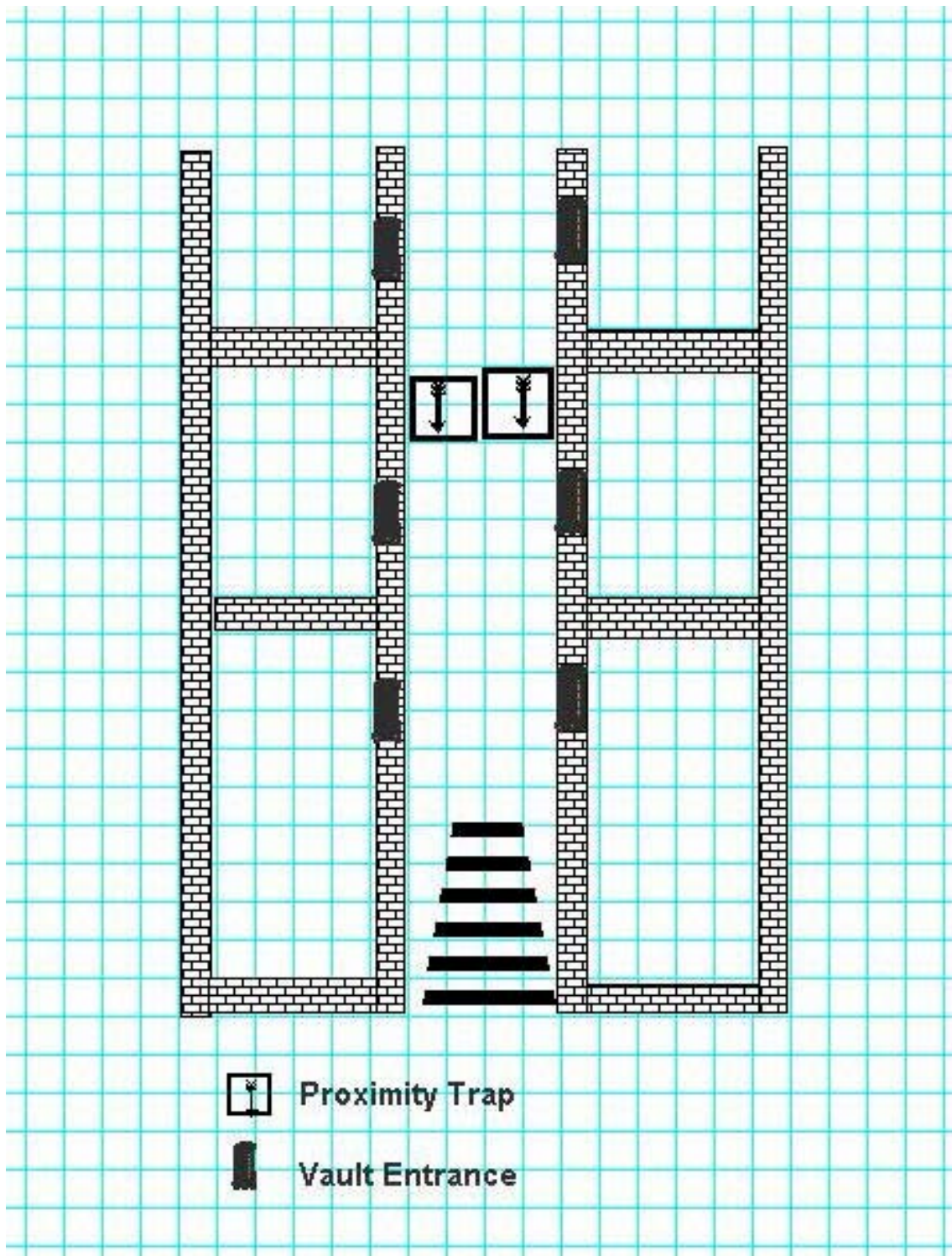
DM AID: POSSIBLE CARD LAYOUT



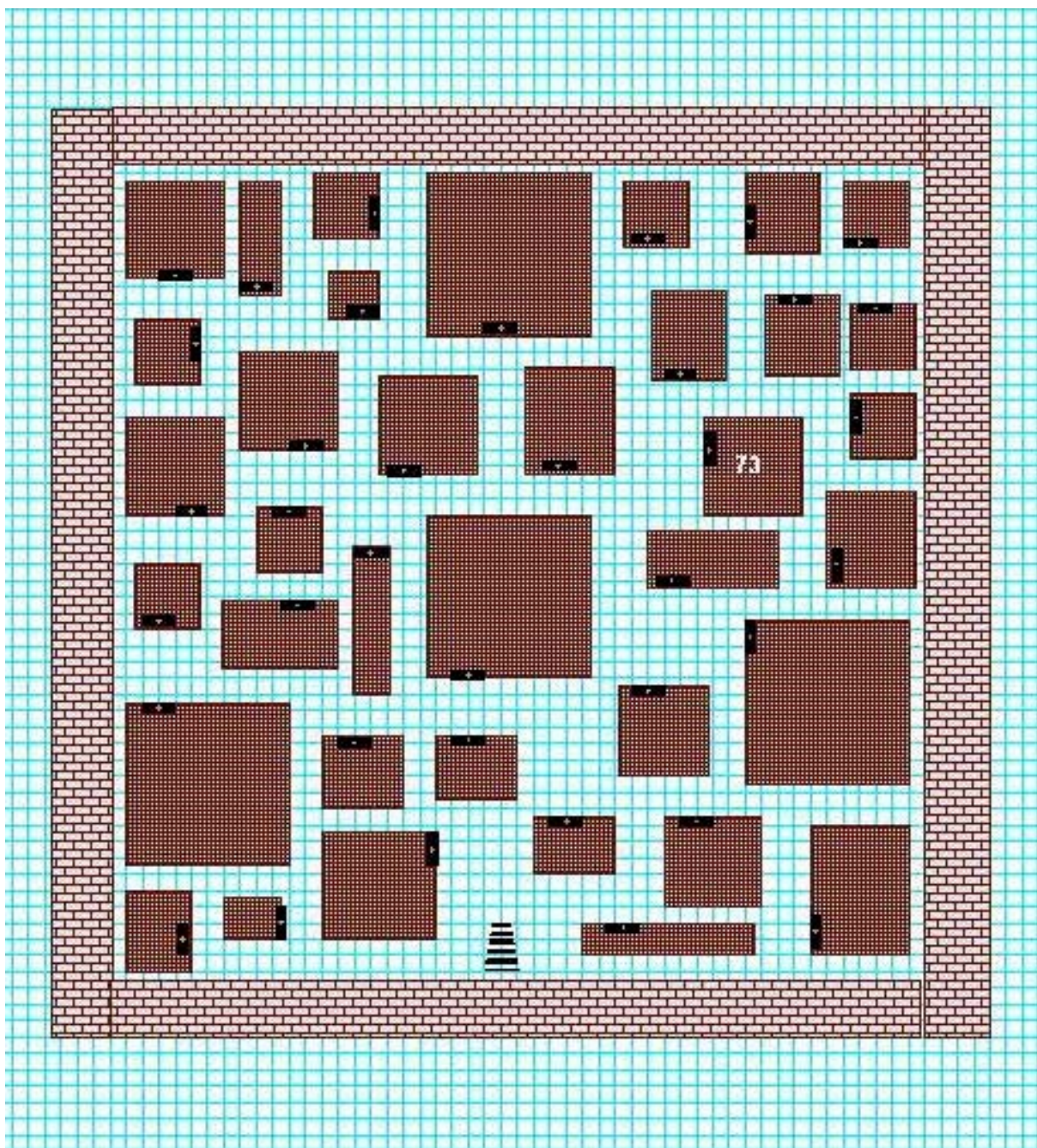
DM AID: MAP #1 – ENCOUNTER 2 – FIENDISH SOLDIERS



DM AID: MAP #2 – ENCOUNTER 4 – BASEMENT TRAPS



DM AID: MAP #3 – ENCOUNTER 5 - VAULTS



DM AID: KNIGHTS VIGILANT



PLAYER HANDOUT #1 – SYRLOCH GRADUATES

What Arcanists of Graduate Rank and higher know about The Athenaeum:

It has seven stories above ground, and two or three basement levels.

The first three floors contain historical manuscripts, military manuals and all manner of books. They are open to the public for a fee.

The top four floors are where magic writings are stored and where magic research is conducted. This area is restricted to those who hold a Literari Charter with The Athenaeum. This is where most students of Syrloch research their spells. The higher levels of the library are increasingly restricted.

The basement is used for storage and for old non-magical works that might not be appropriate for public display (i.e. restricted books confiscated from Hextorite cults).

The upper floors are separated into multiple rooms that are all locked and warded. They require passwords and keys to enter.

Librarians usually accompany Literari members to the upper floors for spell research or the basement for research on very old subjects.

Some of the areas are warded by *forbiddance* spells. The librarians know the passwords.

PLAYER HANDOUT #2 – SYRLOCH MARTINETS AND MASTERS

PCs who are Graduate Rank of Syrloch know the following about The Athenaeum:

It has seven stories above ground, and two or three basement levels.

The first three floors contain historical manuscripts, military manuals and all manner of books. They are open to the public for a fee.

The top four floors are where magic writings are stored and where magic research is conducted. This area is restricted to those who hold a Literari Charter with The Athenaeum. This is where most students of Syrloch research their spells. The higher levels of the library are increasingly restricted.

The basement is used for storage and for old non-magical works that might not be appropriate for public display (i.e. restricted books confiscated from Hextorite cults).

The upper floors are separated into multiple rooms that are all locked and warded. They require passwords and keys to enter.

Librarians usually accompany Literari members to the upper floors for spell research or the basement for research on very old subjects.

Some of the areas are warded by *forbiddance* spells. The librarians know the passwords.

PCs who are Master or Martinet Rank of Syrloch also know the following about The Athenaeum:

There are elementals bound to service at The Athenaeum. Medium water elementals are summoned in case of fire and earth elementals are summoned if anyone attempts to breach the basement floors.

There are *wands of create water* stored around the library in case of fires. Water damages books as well, so fires are extinguished without water if it is still a small fire.

There are a number of artifacts of considerable power rumored to be stored on the 7th floor, guarded by numerous golems, summoning spells and at least one ooze type creature.

There are numerous dangerous, though non-magical, writings in the basement, including lists of fiends from different texts, histories of the region, and religious works from deities banned in Gran March. Some of these are just made up works by creative minds.

The four upper levels contain numerous separate library collections. While most people believe that the more powerful spells and items are located on the highest floors, the collections are actually intermingled, and periodically moved around.

CRITICAL EVENT SUMMARY: GRM6-07 ATHENAEUM

For use only before 12/31/2006.

- | | | |
|---|-----|----|
| 1. Did the PCs prevent the yugoloths from taking the stone tablet? | Yes | No |
| 2. Was Marax killed? | Yes | No |
| 3. Did any PC yield to Marax under the promise of spreading his fame? | Yes | No |
| 4. If the answer to question#3 was yes, did the player indicate that the PC would, in fact, tell others of Marax? | Yes | No |
| 5. Did any of PC do significant damage to The Athenaeum? | 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):