

KET4-07

The Darkeye Hour

A One-Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

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Arad Darkeye is ready to return to the Beygraf's service. Yet old enemies jealously await to spoil the national celebration. The consequences could lead to Ket's darkest hour. Part four in the 'Darkeye of Ket' series. An adventure for APLs 8 to 12.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1 round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit, all others pay two Time Units. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

What has Gone Before

Of the coming of Iuz to Lopolla

It was during the reign of Beygraf Zoltan that Ket's infamous alliance with Iuz was struck.

Throughout the Greyhawk was the alliance was, on the surface, a boon to Ket. A period of grand expansion reinvigorated the Baklunish peoples. But as with all things, there was a cost.

During this time, throngs of Iuz found their way into the inner circle of the Beygraf's government and its supporting bureaucracy. Well positioned, this Iuz shadow cabinet secretly influenced decisions of both foreign and domestic policy – much to the chagrin of the Mullahs who saw their temporal power in Kettite life marginalized.

Yet the more things change, the more they stay the same. By CY 587 popular opinion was swinging back towards the Mullahs. The agents of Iuz close to the Beygraf could sense the winds of change. Rather than risk exposing themselves through public support of the Beygraf, they opted to keep a low profile and prepared to act swiftly if required.

The Flight of Fiends in late CY 586 weakened Zoltan and his shadow cabinet, and three months later the Beygraf was assassinated. During the brief period of unrest and civil war that followed, Iuz loyalists in the government and bureaucracy quickly 'sanitized' the records of Lopolla. All references to their secret operations, interests, agents and informants were erased.

The civil war was short and largely bloodless. General Naidad was quickly installed as Beygraf, bringing the True Faith onside by embracing their traditional orthodox values, and giving them a senior role in his cabinet. With the Mullahs support, he united Ket under his banner. Most of the minions of Iuz chose to flee the country at this time, rather than risking exposure and punishment in this ultra-conservative nation.

	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

Yet many stayed. Some to continue tending the work of the Old One, for the seeds which had been planted still found fertile soil from which evil could grow. More remained to manage the unholy alliance accomplished with the corruption of the Air Archon's Vay Raste. However most remained in Lopolla simply because they had lived their entire lives here or had not the means to comfortably start anew elsewhere.

This last group attempted to simply blend back into Kettite culture. Over time though, the jealousy of Iuz would find them. One by one all of these 'loose ends' were eliminated – that is to say, all except the few who devised a way to hold the Old One's knives at bay.

Of the Corruption of the Archons

The Archons is Ket's pre-eminent organization for wizards. Following ancient Baklunish tradition, the Archons are divided into four separate disciplines (rastes), each focusing on one elemental type (Air, Earth, Fire or Water).

One of the most significant and lasting accomplishments of Iuz during the period of the alliance was the infiltration and corruption of the Archons' Vay Raste (otherwise known as the Air Archons).

It was Beygraf Zoltan who sanctioned the creation of the Vaste, a secret sub-raste of the Air Archons. The Vaste established a base in eastern Ket in the Yatils between Molvar and Thornward. Here, in an abandoned mine, the Vaste conducted experiments on Bisselite Prisoners of War to unlock secrets of elemental destruction lost since the Invoked Devastation.

Zoltan was seduced by his desire to uncover weapons of such power they could slay an entire army in a matter of seconds. But details on how Iuz actually seduced the Archons were kept from the Beygraf's ears.

The corruption was achieved from within, spearheaded by Meratopoles, the solitary Archon member of the High Jurats.

Meratopoles al'Jurat began his career dedicated to the arcane arts. Along the way, he demonstrated a near legendary comprehension of the Law. He enjoyed a meteoric rise through the judicial ranks of Ket. Meratopoles was the only High Jurat invited into Zoltan's inner circle, serving as justice advisor. Yet even to Zoltan, Meratopoles' allegiance with Iuz was a secret.

While Meratopoles represented the public face of the law in Ket, privately he had found himself inexplicably drawn to demonology. He longed to understand and master their chaotic world. However, as is often the case when arrogance meets curiosity, the chaos mastered him.

Iuz became aware of Meratopoles' liaisons with demons and realized this Jurat would be the perfect pawn to lead the Archons into temptation. Through hidden ways Meratopoles traveled to Iuz, and in the end pledged his life and soul to the Old One. In return, the Jurat was bestowed with a cadre of demons to do his bidding and an array of protective magics.

Among the demons under Meratopoles' command were a number of powerful Fiends of Corruption. Under the Old One's direction, Meratopoles' fiends infiltrated the ranks of the Air Archons. These succubae targeted the vain and the power hungry, offering to fulfill their lust with lost eldritch lore. To these willing souls a most precious gift was bestowed – an elevation of their intellect. Yet this enhancement could not be sustained for more than one day at a time. The heightened intelligence proved addictive. With each bestowal of this gift the succubi asked more and more.

Soon the Vaste was created. Not all members had fiend sponsors. Many joined out of the selfish desire to discover and touch forbidden magic. Still, from its beginning the Vaste found itself in Iuz's bony palm. They made great strides and rediscovered vile lore at an astonishing pace until late in CY 586.

The Flight of Fiends weakened Iuz's influence over Ket and across the Flaness. The loss of the Fiends of Corruption also diminished the Vaste's intellectual capacity and the ability to pursue their research.

After the assassination of Zoltan, the wily Meratopoles managed to survive the transition of governments. While no longer an advisor to the Beygraf, he remained a High Jurat in the Kettite judicial system.

In time the Vaste would return to their intellectual superiority, thanks to an unlikely source. Iuz made a pact with a rare sect of rakshasa Fiends of Corruption, sending them to work with the Vaste. Picking up where the succubae left off, some of the rakshasa also succeeded in penetrating Naidad's cabinet until their duplicity was exposed in CY 593. However, Iuz's link to the rakshasa remains secret.

Meratopoles continues to use his political power to conceal his dual life – publicly a Jurat, privately a Demonologist and agent of Iuz. Yet soon both sides of this dark coin may be revealed.

Of Bezag and his Nemesis, Arad Darkeye

Bezag was a relative latecomer to the Vaste, entering its service shortly before the fall of Zoltan. Meratopoles' fiends discovered a man eminently corruptible, for he

desired more than merely the lost magic of his Baklunish ancestors. His dark heart was consumed with revenge. The Vaste offered Bezag both.

Bezag's brother Krish had been killed in the Greyhawk Wars. The two were inseparable throughout childhood. Krish died in a suicide mission ordered by the great Kettite hero and military officer Arad Darkeye. Bezag judged Arad forever responsible for his brother's death, a hatred fueled by the fiend that corrupted him.

After the Flight of Fiends and Zoltan's assassination, the Vaste abandoned the mine base. While all known records of its operation were destroyed in Lopolla by Iuz Loyalists, the Vaste strove to eliminate any outsiders who ever visited the mine. Among these targets were Arad Darkeye and the men who escorted their test subjects, the Bisselite Prisoners of War, to the mine.

This was the mission Bezag had been waiting for. Volunteering would not only achieve his own personal agenda but the Vaste's objectives as well. Bezag joined the Kettite military, and with Meratopoles help, was assigned to Darkeye's unit. With evil patiently biding its time within him, Bezag saw to it that each witness was eliminated. The remaining members of Krish's unit also came to an untimely end, either in battle, or by an ill-fated accident.

It was during a mission into the Bramblewoods in CY591 that Bezag was poised to achieve his ultimate goal. Attacks on the unit by the terrors of the dark forest ravaged Darkeye's forces leaving only himself and Bezag alive. With the last of the Arad's men dead, Bezag revealed himself. Bezag told Darkeye not only the nature of his betrayal, but its depth. For Bezag had not only been responsible for the deaths of these warriors, but Arad's wife as well.

Arad found the most biting betrayal the realization the Beygraf had used him. That the Prisoners of War he had delivered in good faith could be tortured and experimented upon by the Beygraf's command, this was a complete transgression. It dishonored all he had pledged to uphold and protect including the four feet of the Dragon.

Leaving Arad paralyzed in the forest, with a pack of dire wolves approaching, Bezag called forth an air elemental and made his escape.

The story might have ended there. Yet because of his great service to Ket, Beygraf Naidad called upon the Mullahs to bestow a True Resurrection upon Arad Darkeye when he did not return from the Bramblewood. To everyone's surprise Arad resigned his commission that same day he was restored to life. After settling his

personal affairs, in CY 591 Arad sought a new path. He choose to follow Al'Akbar, joining a monastery in the Yatils.

Of the Vaste's Research, Iuz's Retribution and Bezag's Revenge

In CY 592, the secrets of the Vaste's abandoned mine base were at last uncovered. Evidence revealed the dark crimes were indeed committed at the direction of Beygraf Zoltan. Still, the evidence restored Arad's confidence in the current Beygraf and after further contemplation is now ready to return to Naidad's service. With the recent devastation of Lopolla, the conflict with the World Burners, and the current Tusmit engagement, he recognizes it is as Ket's hour of greatest need.

Arad knows that Bezag remains. His return to public life exposes not only himself but others to danger. With no honor to be found in hiding, Arad must, once and for all, draw Bezag and the Vaste into the open.

Arad's instincts are correct. Upon hearing of the Beygraf's plan to honor the great Darkeye, Bezag became determined to make the day of his military reinduction one that will live on in Kettite infamy.

Now the ranking member of the Vaste in Lopolla, Bezag has worked with Meratopoles and the minions of the Old One, convincing them it is time to remind the Beygraf that Iuz remembers Ket's disloyalty after the Greyhawk Wars. He has convinced the archmage of the Vaste it is now time to unleash the culmination of their research – the most horrific and vile magic conceived by the Baklunish since the Rain of Colourless Fire.

The ritual involves summoning an air elemental with a specially crafted summoning apparatus known as a *Pyramid of Elemental Rending*. Once summoned, the magic of the pyramid then tears the elemental into a number of fragments, depending on the elemental's size. A small elemental is ripped into 6 parts, a medium elemental into 66 parts, and Elder Elemental in 60,006 fragments. Torn asunder, the elemental fragments disperse, seeking out a creature of the type inscribed on the surfaces of the pyramid. Entering into the creature through its air passageways, it savagely and painfully destroys the creature's lungs in a matter of seconds.

The very nature of the arcane lore used to create the *Pyramid of Elemental Rending* causes great distress on the magical flows and weaves around it. Ever since the final assembly of the pyramid on the morning of the Darkeye celebration, transdimensional spells have failed to function in a ten-mile radius of the apparatus. This

means summoning spells, as well as spells such as *dimension door* or *teleportation* do not function in Lopolla. The one exception is a transdimensional window open 500 feet in all directions of the pyramid. Here, transdimensional spells do function.

On this day the Beygraf is hosting a celebration, one that honors those who lost their lives in the attack of the World Burners, as well as the heroes of the reconstruction effort. The day culminates in the return of Arad Darkeye to active military service and his promotion to General.

At this event Bezag arranges for a demonstration of the Vaste's power. A small *Pyramid of Elemental Rending* will be dropped amidst the revelers and six elemental fragments will, almost immediately, each kill a citizen of Lopolla. Inside the pyramid, two messages will be delivered.

One message is directed at Arad and reveals that Bezag's revenge is at hand.

The other message is for Naidad. It gives the Beygraf one hour to submit to Iuz or face the opening of the greatest summoning pyramid ever created. A pyramid capable of rending an Elder Elemental. A pyramid capable of slaying 60,006 citizens – and the heart of the Kettite military.

One hour to stop catastrophe. The Darkeye Hour.

Adventure Summary

Introduction: Characters who have played *Into Thin Air* are invited to a briefing with Arad Darkeye. He plans to return to Ket's military in the nation's time of need. He suspects this action will provoke a response from the Vaste as well as his nemesis Bezag. He asks the characters to assist in drawing the Vaste out.

If characters have not played *Into Thin Air*, they find themselves in Lopolla, drawn into a celebration of the city's rebuilding after the recent confrontation with the World Burners. Their renown as adventurers gains characters an invitation to the festivities at the Beygraf's palace, where Arad Darkeye will be promoted to General.

Encounter One: At the Beygraf's party, characters have the chance to mingle with guests, hear rumors, and witness the ceremony of Arad Darkeye being reinstated into the Beygraf's army.

Encounter Two: The Vaste throw down the gauntlet to Beygraf Naidad: A *small Pyramid of Elemental Rending* appears at the Beygraf's party, instantly killing 6 of his guests. The Beygraf receives a note revealing that he has

one hour to surrender to Iuz or an immense Pyramid will be activated, capable of killing 60,006 people. Meanwhile, a message from Bezag provides a personal challenge to Arad: find him or virtually all the citizens of Ket die.

Encounter Three: Characters may choose to follow the trail of clues left by Bezag. This trail however is a red herring, designed to further humiliate Darkeye and lead him away from the real threat. Characters may however see some fleeing bureaucrats who have knowledge of what the Vaste are up to.

Encounter Four: The characters may choose to visit the Archons to discover more about the Vaste. Here they can also find out about members of the Air Archons (the Vay Raste) who have been mysteriously missing for the past few days – including the dean of the Archon's Vay College. They also discover that through summoning magic they may be able to triangulate and home in on the location where the Vaste intend to unleash their vile magic.

Encounter Five: Characters investigate the Vay dean's home. They can discover information leading to Iuz loyalists and bureaucrats who have not fled the region and may be a source of valuable intelligence.

Encounter Six: The characters encounter the bureaucrats who have only recently learned of the Vaste plan and are now attempting to leave the city with great speed. They take with them a lead-lined safe that contains many secrets of the previous Beygraf's regime, details on how to stop the rending process, and evidence of Jurat Meratopoles involvement. All information points towards the Hall of the Jurats.

Encounter Seven: at the Hall of the Jurats, the characters face servants of Iuz (Meratopoles and his demons), as well as Bezag as he prepares to unleash the *Pyramid of Elemental Rending*. After fighting their way to the Cupola of the building, where Bezag and the Pyramid await, the party is joined by Arad Darkeye. The characters must first interrupt the process of elemental rending. If successful, they then have a choice: Help Arad fight the Fiend of Corruption who now controls Bezag (a half-fiend rakshasa); or prevent Bezag from escaping by jumping into the summoned elder air elemental.

Encounter Eight: This combat only takes place if the characters enter into the air elemental in pursuit of Bezag. Here characters must defeat Bezag while dealing with the unique tactical situation of being spun within a tornado.

A Note on Time, Travel and Divination

Key to this module is a sense of urgency. The characters' use of time is be critical in determining their success in saving the people of Lopolla – and quite possibly themselves.

The characters may need to be reminded of this urgency. Taking 20 burns precious time they do not have to spare. Keep track of the time characters take at each location. They only have one hour to find Bezag and prevent the process of elemental rending from taking place.

After each encounter location, times to reach other likely locations are listed. It is assumed the characters are moving through the streets of Lopolla as fast as possible, and times are given for both 30' and 20' base movement speed. Use the base movement of the group's slowest member to calculate the party's speed, and adjust accordingly (i.e. it takes twice as long as 30' if the party's base speed is 15'). Also take into account means the party may use to acceleration movement such as *haste* or *expeditious retreat*. Flying party members do not need to navigate the often casbah-like streets of Lopolla's quarters, so use the slowest fly speed to calculate time, then cut that time by one half (rounding up).

Trans-dimensional magic (*dimension door*, *teleport*, summoning spells etc.) is not functioning in a 10 mile radius around Lopolla save for the 500 feet immediately surrounding the Hall of the Jurats. Trans-dimensional spells can be used within the 500-foot window: creatures can be summoned. *Dimension door* and *teleport* function in a limited capacity: they can be used to *teleport* within the 500 foot radius area, but cannot be used to exit the area.

There are high-level members of the Archons and priests of Iuz who have been involved in this plot but do not appear in the module. They have aided Bezag and Meratopoles by casting spells that foil divinations. Assume that any divination spell fails or provides erroneous information.

A Note on the Laws of Ket

Once the messages have been delivered in Encounter Two, Arad provides the characters with permission to do whatever is necessary in order to prevent the looming catastrophe – this allows those who do not have permission to cast spells permission to do so, and the ability to break laws within reason (i.e. break and enter for investigative purposes).

Assume the characters will be interrogated after the adventure – any unlawful transgressions that go beyond the spirit of Arad's intent will be discovered and the law upheld.

Introduction Part One: Prior Experience

Use this introduction only if one or more characters have played *Into Thin Air*. If none of the characters has played *Into Thin Air*, start at 'Introduction Part Two: the Market Gate'.

At the conclusion of the characters' previous adventure, they receive a message – a voice in their head (cast from a *sending* spell) from the Mullah of Passage at the Holy Monastery of the Talisman.

"Arad Darkeye calls upon you to expose great evil. Meet Arad at the Monastery of the Talisman with companions you trust if you would aid."

The monastery is where the Mullahs have secluded Arad, and where he was found by characters in *Into Thin Air*.

Upon arriving at the impressive monastery, its onion-domed mosque and white minarets framed by the rugged splendor of the Yatils, you are met and escorted by the Mullah of Passage. He is pleased to see you have responded to his sending, and escorts you directly to Arad Darkeye's private chamber.

This modest room is exactly as you remember it, containing only a bed, writing desk, and space for a few chairs which the Mullah is now providing. However, Arad meets you not longer wearing the garb of a monk. He is now dressed in the full regalia of the Kettite Army.

At this point the characters may meet others who have responded to the summons. Arad asks for introductions if any of them have brought adventurers he has not met. He offers the characters tea, then invites them to take a seat before addressing the business at hand.

"It is the time of Ket's greatest need. No doubt you have heard of the near disaster at Villayad. Kettite operations in Tusmit have taken an unexpected turn. The alliance of the World Burners and the Vaste are a threat to the entire Baklunish west."

Arad then provides the characters the following information. Allow characters the opportunity to ask questions and interact with Arad.

- The Vaste are of particular concern. They are a corrupt splinter group of the Air Archon's Vay Raste. They are known to have conducted unconscionable war crimes against Bisselite Prisoners-of-War to further their experiments to seek lost magics.
- Bezag, a member of the Vaste, through deception served under Arad. He had been sent by the Vaste to eliminate any of the men who had accompanied Arad when the Bisselites were taken to what Arad believed was a Prisoner of War camp, but was instead the base where the Vaste were conducting their experiments. The Vaste sought to erase all record and memory of their secret base.
- Bezag's mission was also one of revenge. He blamed Arad for the death of his brother Krish, who died while volunteering for a high-risk decoy mission.
- Through subtlety and guile, Bezag assassinated Arad's men, and his wife. He made all appear as accidents.
- During a mission to the Bramblewood, in which Bezag saw to the deaths of his final targets by leaving trails to draw the creatures of the dark forest to Arad's party. Arad himself died that day – but for the good graces of the Beygraf his second life would have been spent in the immortal lands.

"For too long I have held a grudge against the Beygraf. It brings shame on my ancestors, for I have blamed him for the corruption that allowed the Bisselites to be tortured and murdered.

"But I was wrong – as you have proved. It was Zoltan who was responsible, while Beygraf Naidad has stood wrongly accused in my heart.

"And now in the time of Ker's need, I must answer my country's call. The Beygraf has graciously accepted my request to return to the field. I am to become a General.

"However, Bezag still seeks his revenge. And my arrival in Lopolla, at a public ceremony next week in my honor may be too great an opportunity for Bezag to deny.

"Here is my chance to be the decoy – to draw Bezag and the Vaste out at last. Yet it is a high stakes game – the citizens of Lopolla, my division of soldiers, anyone attending the ceremony – all may be put in harm's way catch the rat.

"Are you willing to help?"

Once the answer is yes, move forward to Introduction: Part Two. If the eventual answer is no, hand out the ARs and end the module here.

Introduction Part Two: Arriving at the Market Gate

The adventure starts here if no one has played *Into Thin Air*. Read the following to characters who have not participated in the Arad Darkeye introduction.

Your stature and reputation precede you. Due to your renown, you find yourself invited to a celebration being hosted by the Beygraf of Ket.

Characters who are from Ket have been invited due to their local reputation – the Beygraf wishes these heroes and celebrities to be part of the celebration. For visitors to Ket, the Beygraf wishes representatives of other nations to witness the country's strength.

Read the following to all adventurers when they arrive at Lopolla.

The Merchant gate is the most impressive of all entryways into Lopolla – and the only gate through which non-residents of the city can enter.

It is a busy morning, with many people from the Ourmistan and from surrounding villages lining up to enter the city so they may witness the celebrations that will take place on this national holiday. Today the Beygraf himself will rededicate the cornerstone to the new High Mosque of the True Faith in Lopolla. And this afternoon, the great Arad Darkeye will return to the military, a General! Surely now the Worldburner scum will run in fear.

While you wait, an unsettled sky hangs overhead. No rain falls, but the topography of clouds is dramatic, almost bristling with tension. It is as if the sky itself is brooding with anger.

Finally it is your turn to meet the Threshers at the gate. Six heavily armed guards stand sternly. "Halt and obey the Thresher of the Merchant Gate. I am Ardavan al'Tresher. To gain entrance to the city, you must swear to abide by the laws and surrender your weapons and armors until you leave these walls. "

Rules for Weapons and Armor in Lopolla

Unless a character has campaign documentation stating otherwise, the rules for weapons and armor in Lopolla are as follows:

- No armor is allowed
- Small weapons (daggers, saps, double purpose utility items) and walking aids (staves) are allowed if kept visible and declared upon entry.
- All gear not allowed is placed in a backpack, a number is given, and the pack is securely placed away.
- Characters paying Luxury lifestyle are allowed to carry a scimitar or falchion within the city. A Disguise check [DC15] combined with a Bluff check [DC20] trick the Threshers into thinking that the character is of the noble status and thus allowed those privileges. Only nobility from Ket may claim this status (no Lord Errants from Sterich, please).
- Clerics of the True Faith may carry in a falchion or a scimitar but no armor.
- Being caught in the city with prohibited items means the permanent confiscation of the items and 20 TU in the slave mines.

Once the characters have permission from Arad, they may retrieve their items from the Merchant gate. They are no longer bound by these restrictions until Bezag has been thwarted.

Flanking either side of the Merchant Gate are two advanced stone golems, taking the form of two armed ancient Baklunish soldiers. Should there be any problem at the gate, the Threshers do not hesitate to call in the golems for aid.

Encounter One – A Day in Lopolla

While the sky never surrenders its gloom, it cannot suppress the spirit of the Lopollan people. For the first time in a long time the city is alive with a pulse of optimism. You have witnessed the dedication ceremony where the new High Mosque of Al' Akbar will soon stand. The parade through the city streets has been triumphant, celebrating the heroes of Ket: heroes of the great fire, heroes of the reconstruction, and heroes of the military.

Everywhere you looked there were signs of rebuilding, from places of commerce to the almost completed Hall of the Jurats. The Baklunish have always been a strong, proud people, and it is clear they have rallied together to start anew.

As befits your status, you have been invited to a reception within the Beygraf's own palace courtyard. Here you will witness the investiture of legendary war hero Arad Darkeye. Today he becomes a General of Ket.

The Royal courtyard is as beautiful as one would expect: ornate fountains suggesting the elemental heritage of the Baklunish race; a pair of swans floating majestically in a large reflecting pool. The floors and walls are tiled, with the colours also picking up on elemental motifs of water, air, fire and earth.

If the characters have adventured in Ket before, they may notice some familiar faces. Characters now have the opportunity to mingle with the assorted guests. They include:

Tomaz, Jaz, and Arad al'Tomaz – Tomaz and Jaz (from *Treasure Hunt* and *Into Thin Air*) are former adventurers, retiring from the dangerous business to raise a family after the discovery of a treasure in the Bramblewoods. Arad has been like a beloved uncle to Tomaz ever since his own father passed away serving under Arad during the Greyhawk Wars. Arad is their one-year old son, named after the great hero. Both are Baklunish, in their mid-twenties. Jaz is visibly pregnant.

Both are aware of the current political situation in Ket. Molvar (their home) was abuzz when the troops pulled out of Thornward, encamping outside their city's gates. They are happy to see Arad Darkeye return to put the pain of his past behind him, and return to the service of the Beygraf. Jaz has also reacquainted herself with her old friends in the Archons. She confides with those she recognizes that there's talk amongst the Archons about certain spells not functioning. Jaz was a member of the Ates Raste (fire).

Jaz seeks out any player who became the Protector of Arad al'Tomaz in *Into Thin Air* - she needs his or her assistance accompanying the family on a pilgrimage to the Paynims and the remains of the first mosque built by Al'Akbar. Here the young Arad will receive his 'Confirmation in the Sands of Righteousness'. It is expected of Ketites who practice the True Faith to make this pilgrimage so that their child may receive this Blessed Sacrament. It is customary for the Protector to accompany the family, and it would be a grave insult for a Protector to deny such a request.

Kia al'Mullah (*Treasure Hunt* and *Into Thin Air*) - the good Mullah, former adventuring companion of Tomaz and Jaz, has traded her armor for the vestments of the clergy, and has an interest in joining the Jurats. In her late 20s, she is no longer as fit as she was in her adventuring days. While in Lopolla, she hopes to visit the Hall of the Jurats, now nearing its reconstruction after the fell damage done by the World Burners.

Veer (*Treasure Hunt* and *Into Thin Air*) - a half-orc that looks resplendent in his new 'Monster Chain' (Elven Chain) magical armor. Enthusiastic, yet not too bright, he is considering joining the Kettite military, eager to do his part to teach those 'Tusmite elf-huggers' a lesson.

Katron Salorade (*Into Thin Air*) – a Bisselite noble whose brother was one of Prisoners of War escorted by Darkeye to the Vaste mine, he is here today since the Beygraf is to officially apologize on behalf of Ket for the war crimes committed against Bisselite PoWs in the Greyhawk Wars. He personally thanks characters who played *Into Thin Air*. Without their effort, this day could never have been realized. He is also quite pleased about the ceding of Thornward back to Bissel. His attitude to Kettites has changed considerably in the past year, even talking in terms of 'Allies' when he speaks of Ket. He is about 40, with a slightly graying beard, and a slight paunch that is minimized by the fine cut of his clothing.

Mahrokh Gaubaruva and her son Tarim (*A Favor*) – dignified and matronly, Mahrokh is a reasonably wealthy merchant in Lopolla. The Gaubaruva family is famous for 'the Blooming Tower', a seven-story structure housing an arboretum, renowned for the flowers and plants that adorn its balconies. If the characters approach her (and someone in the party has met her before), she openly wonders why so many people seem to be moving away from Lopolla now that the reconstruction has begun. She knows of several people in the past month who have left the city with all their belongings, including her neighbour just this past week.

General Tourak bey'Hirvo (VTF 3-07 - *Midnight in the Garden of Law and Chaos*) – in his mid-forties, with a chiseled and battle-hardened face, the General is willing to socialize briefly with characters who were successful in aiding the Beygraf in *Midnight in the Garden of Law and Chaos*. While doing so, he always keeps an eye on his Thorns (the Beygraf's elite guard) who patrol the courtyard and provide security. He alludes to a character he knows that he does not believe all the imposters that had infiltrated the government have yet been ferreted out. If pressed he reminds the characters of how 'the tiger shapeshifters (rakshasas)', set up a shadow cabinet around the Beygraf. Could there be more?

Captain Gortash (*Sneers of the Mind* and *Broken Faith*) – a half-orc Thresher who takes great pride in his personal appearance. He speaks to characters who have Influence with the Blackhammers or the Military of Ket about a series of disappearances he is investigating. For decades there have been random disappearances of citizens in Lopolla. Recently those disappearances have accelerated – could the Worldburners be involved? Is there a dedicari dust link? The bulk of the disappearances have taken place in the Ourmistan, but not all. There is no pattern to age or gender in terms of who has gone missing.

Gather Information: there is also much to be learned by talking to the assembled honored guests.

DC 10 - There is peace with Bissel. Ket has given Thornward back to the Bisselites, and now claims Bissel as an ally.

DC 11 – A Kettite joke. Q: Did you hear the one about the Tusmite barmaid? A: Neither did she. She wasn't allowed to.

DC 12 - There is great debate amongst the Jurats about the judicial rights of horses in Ket since the recent experience of a Mullah visiting Keoland. Can they be charged and held responsible for their crimes?

DC 14 – The last celebration held here by the Beygraf was to celebrate the 20th anniversary of High Jurat Meratopoles' appointment to the court. The immensely fat Meratopoles was given a flying carpet by the Beygraf in honor of his service. Now he's known in Lopolla as 'the Flying Ton'.

DC 15 - The troops parading through Lopolla today are the Beygraf's personal regiment. Arad Darkeye is to lead these men to the Tusman hills for upcoming military action – quite a prestigious honor.

DC 17 – A few people have disappeared in Lopolla in the past few weeks.

DC 18 – There is talk amongst the Archons. Certain spells don't seem to be functioning in Lopolla.

DC 20 – Word is that Ket gave up Thornward because the Tusmit campaign isn't progressing as well as planned and the Beygraf needed the troops.

DC 22 – It is said that the Threshers have no leads in the case of the missing Lopollans.

DC 24 – A number of bureaucrats have recently been seen leaving the city, some with all their belongings. Strange – if they were going to leave you would have

thought it would have been before the reconstruction of Lopolla

DC 25 – Summoning spells and *dimension door* do not seem to be functioning in Lopolla at the moment.

DC 27 – It is said that the Air Archons splinter group the Vaste allied with the World Burners in the recent attack on Villayad.

DC 30 – The disappearances in Lopolla? They've been happening for years. Some think there are high-ups in the government involved in a cover-up.

The disappearance of Lopollans is more than just a rumor. It has been caused by Meratopoles. Human sacrifices are a required component for several of his Demonologist spells.

Encounter Two – The Air Apparent

After the characters have had the opportunity to mingle, the crowd is brought to silence with the sounding of an immense horn. From the arch leading to the royal stables, a procession of Ket's finest cavalry enters the courtyard, trotting a piaffe in time to Ket's national anthem.

Moving with precision, the horsemen and their mounts take position under the balcony of the Beygraf's office. The horn sounds again, and the Beygraf steps out on the Balcony. Wearing the layered black and red robes of office, combined with the tall ceremonial red crown of Ket, he greets the assembled guests.

"Citizens. Allies. Friends. Elves. Today is a great day for Ket. Indeed, it may be called a turning point. Like our ancient ancestors, we have survived the test of fire. We have shown once again what our foes bring upon us only makes us stronger.

"And in our strength, a true patriot of Ket, has returned: General Arad Darkeye.

Entering through the cavalry gate comes Arad Darkeye, riding a gray stallion, wearing polished half plate embossed with the scimitar of Ket. He rides through the crowd to directly below the balcony. He brings his horse to a crisp, square halt and salutes.

"My Beygraf, the honor you bestow upon me is beyond what I deserve. On the four feet of the dragon I pledge my blade, my heart and my life to your service."

Allow the characters a Spot check [DC 15] - success reveals a floating pyramid (as detailed in the boxed text below). A Spot check [DC 35] also identifies that there is some minor activity at the street gate leading into the courtyard. Characters who make this higher Spot check see two rapidly exiting guests (the Khadirs from **Encounter Six**). The characters may be tempted to pursue the Khadirs but immediately after their exit General Tourak orders his Thorn guards to hold the gates and more significant events unfold before the characters eyes. Flying familiars however are able to follow the Khadirs to their home easily.

Suddenly the respectfully silent crowd starts to whisper and point. Floating over the south wall into the courtyard, a metallic pyramid appears, about three feet across and three feet tall.

As the crowd watches in delight at this surprise, the pyramid settles onto the ground near the reflecting pool. It's three sides open at a deliberate speed, revealing an inverted air elemental, which rights itself. Yet the moment the three sides of the pyramid touch the ground, the elemental is wracked and torn apart into numerous fragments. Immediately, and at great velocity, they disperse into the crowd, heading for the faces of the nearest spectators.

Should any of the characters attempt to intervene, or if they are one of the six closest people to the pyramid when the elemental is torn apart, have them make a Fortitude save, [DC 20]. Success means the elemental fragment moves on to the next closest person. Failure means death in one round as the characters lungs are liquefied. A *heal* spell or the equivalent is sufficient to keep the character alive, otherwise death is inevitable.

With great violence, these elemental fragments enter through the nose or mouth of the guests – six in total. Flailing in agony, screaming in terror, they grab at their chests, blood issuing forth from their mouths and nose. In a matter of seconds they drop to the ground, lifeless.

One quick command from General Tourak, and the Thorns have the Beygraf quickly secured in his office. Arad immediately dismounts from his horse and calls to Nebikatan, the Beygraf's Archon advisor. Both stride towards the pyramid and the scene of devastation.

Whether the characters are here at Arad's request or not, he singles them out, asking them to come forward. To characters who have not met with Arad yet, he simply states...

“I have heard of you... individuals of great competence. The Beygraf will need your aid this day. Will you help?”

Arad does not have time to negotiate. He's looking for a yes or no. If the answer is no, he adds that this may be a harbinger of an even greater attack – their aid may be what is required to save themselves.

When the characters agree, Arad invites them to approach the pyramid with him. He is joined by Nebikatan (a distinguished Baklunish man in his late 60s) and Bashir al'Jurat (Baklunish and balding with an unfortunate comb-over), another senior advisor to Naidad who is a mullah and a member of the High Jurats.

If the characters do not agree to help, they are detained. Their participation in this module is not only over, but possibly their lives. Go to 'Conclusion: Failure'. Each character must make a saving throw or die as the wrath of the Vaste rolls throughout Lopolla.

The characters find that General Tourak and his Thorns have already cordoned the area around the pyramid and the six victims. Nebikatan and Bashir cast divinatory magics before allowing Arad and the characters to approach. Meanwhile no one is being permitted to leave. There is hushed whispering and fear about the courtyard. The characters are now able to investigate.

The victims: A Heal check [DC 5] reveals the victims are dead, while a Heal check [DC 20] reveals more than just blood has issued out of the victims' nose and mouth. Tissue from their lungs was also expelled. They died almost instantly. Of the six victims, three are Baklunish males, one a Suel woman, one a man of mixed human ancestry, and the last is a female dwarf.

The pyramid: made of brass, its three faces are hinged and lie flat on the ground, creating the shape of a giant triangle. Engraved onto each of the exterior faces of the pyramid are reliefs of humans with clearly Baklunish features. Characters who have inspected the bodies will realize that the fragments did not seem to discriminate between Baklunish people and other humanoids. The interior panels also reveal engravings of the swirling vortex of air elementals. Etched on the base of the pyramid are concentric circles, with runic glyphs connecting both, which a Knowledge (Arcana) check [DC18] identifies as some kind of summoning circle (if the characters fail their check, Nebikatan easily recognizes it as such). *Detect magic* reveals residual magic on the pyramid: conjuration (weak) and evocation (strong). The pyramid is a single-use item, and cannot be made to operate again.

A Search check [DC 10] reveals two brass panels affixed to the base of the pyramid, held in place by brackets, and easily removed. One panel is addressed to 'Naidad the Betrayer' (provide the characters '**Player Handout #1**'), while the other is addressed to 'Arad Darkheart' (provide the characters '**Player Handout #2**').

The characters have a few moments to examine both engravings before Bashir al'Jurat takes it to the Beygraf.

“The game is on”: Once characters have shared the engravings with Arad, he addresses the group. “It has begun. The game is on.”

Darkeye is very suspicious of the 'trail of clues'. What is at stake is far graver than anything he had imagined, and he is not certain whether the trail is genuine or another trap laid out to capture Arad with his sense of honor. Arad feels he is the wrong person to pursue the clues and Bezag – the rage he feels threatens to cloud his mind. Arad asks the characters to take on this urgent and vital task, while he develops a contingency plan to save the lances of Ket in case the characters should fail.

Arad impresses the urgency of the matter on the heroes. The characters now have less than one hour till sunset (when prayer calls ring out from minarets).

Before Arad heads off to join his men, General Tourak provides the characters with Ubakbar, a member of the elite Thorn guard, to accompany them. The Thorn guard is to deflect any trouble the characters might get from the Threshers. Tourak provides the characters with a writ that permits them to use any means necessary to find Bezag and stop the catastrophe. Tourak also warns that any 'unnecessary means' will be reported back to him by Ubakbar. Arad requests Ubakbar return to him should Bezag be found.

Finally, General Tourak requests the characters keep the dire nature of this threat private. Panic in the city would only hamper their investigation.

Nebikatan agrees. Based on what he discerns from the magic, it is of an ancient Baklunish design, a fearful weapon rumored to have been used in the ancestral battles against the Suel. He suspects no lives would be saved by informing the citizens of Lopolla.

At this time, Nebikatan and Tourak notice a beacon fire being lit from the cabinet tower. This is a call from the Beygraf to all his advisors to join him for an emergency cabinet meeting. Before leaving, Nebikatan suggests to the characters they may wish to meet with Salim al'Hava (Hava is an honorific given to senior members of the Vay raste). It is clear to Nebikatan that the Vaste are behind this plot. As head of the rastes from which the Vaste were

created, Salim is most likely to have insight into the current crisis.

Protectors of Arad al'Tomaz: Protectors of Arad al'Tomaz who have not purchased the *+1 Great Scimitar* from *Into Thin Air* are approached by Tomaz before they leave on their investigation. "I can tell by the look on Arad Darkeye's face that my family and my son are in grave danger. I give you this in the hopes that it may help." Tomaz provides the protector with a claim check for the great scimitar. It is currently held by the threshers at the Market Gate and once retrieved can be used by the Protector during the adventure.

Gaubaruva Family Influence (*A Favor*): If any characters have an Influence Point with the Gaubaruva Family (from Ket Year One module *A Favor*) they are approached by Mahrokh Gaubaruva. She enhances the information characters may have uncovered if they spoke with her earlier. The neighbours who recently, and without warning, left their home with a most of their belongings – the husband was Fazid al'Hava, Dean of the Archon's Vay College. Mahrokh suspects she now knows why they left so suddenly. As a senior air Archon, clearly he must have known about this impending assault. Fazid and his wife Fastiva are in their late forties and have four children.

Gather Information: Characters may also spend 5 minutes and make a Gather Information check before leaving the courtyard. Success means they discover the following:

DC 10 – Someone left the gate the moment the Pyramid came into view. They had a look of horror on their faces.

DC 20 – The people who fled were the Khadirs, a family that lives in the Wazir quarter, just north of the Mouqollad Road, and about a half-dozen streets east of the Beygraf's Procession.

Characters not familiar with Arad Darkeye can also automatically discover the following information about the man simply by asking any of the guests:

- He is one of Ket's greatest heroes.
- He served honorably during the Greyhawk Wars.
- Four times, outnumbered by 3 to 1 more, he used superior tactics to defeat Bisselite forces.
- His unit was instrumental in quelling civil unrest after the assassination of Beygraf Zoltan.

- His wife died three or four years ago. Shortly after, he died on a mission into the Bramblewood.
- The Beygraf had him brought back to life in honor of his service, and immediately resigned his commission.

Requesting help: If the characters ask for help from Arad, the Threshers, the Mullahs or the Archons, the answer is simple: there is no help to give. The resources of Lopolla are already stretched. Right now, the Beygraf requires all resources on hand to preserve the government and the military should the characters fail.

Ubakbar can ensure the characters get their weapons and armor from the Threshers at the Market Gate should they wish to spend the time doing so. Remember that donning armor costs precious time. Characters do not need to be all present to pick up their belongings. One can go with Ubakbar, and arrange to meet back with the party at a later time.

Map of Lopolla

Provide the map of Lopolla (**Appendix 5**) to aid the characters in their investigation. Two locations are not specified on the map – the Hall of Jurats is located on the map in the north-central portion, in the Paid Quarter, just below the B in Kasbah on the map. The Chair's home is directly south-west of the Path to Perfection (location 17), on Modular Road.

Travel times:

Ray's Tower – 6 minutes (30 ft.); 9 minutes (20 ft.)

Market Gate – 12 minutes (30 ft.); 18 minutes (20 ft.)

Archons Headquarter – 4 minutes (30 ft.); 6 minutes (20 ft.)

Fazid althea's home – 4 minutes (30 ft.); 6 minutes (20 ft.)

Khadirs' home – 10 minutes (30 ft.); 15 minutes (20 ft.)

The Grand Bazaar – 10 minutes (30 ft.); 15 minutes (20 ft.)

Encounter Three – The Trail of Clues

The trail is, in fact, a red herring created by Bezag to eat up valuable time before the *Pyramid of Elemental Rending* is activated. More importantly, it is intended to further humiliate Arad Darkeye (although he has refused to take the bait).

Rary's Tower

The first clue refers to Rary's Tower.

Rary's Tower, still a landmark of Ket, is no longer renowned for its great height. All that remains is a flat, empty space where the tower once stood. Even so, the surrounding grounds and the pathway to the tower are still groomed and maintained as if waiting for its return.

Give the characters an opportunity to spot the clue as soon as they approach the tower, Spot check [DC 20] – otherwise they need to search the tower area. A Search check [DC 15] within the flattened area where the tower once stood reveals an engraved brass plate lodged underneath a stone. The engraving reads:

When faithful answer evening's call
The temple of the righteous falls
Irony that the new laid stone
Is riven bare by the throne of bone

This clue refers to the High Mosque of the True Faith. If characters do not understand the clue they may attempt a Bardic Knowledge, Knowledge (Religion) or Knowledge (Local) check, [DC 15] reveals that Al Akbar, patron god of Ket, is known as the 'Restorer of Righteousness'. A Bardic Knowledge or Knowledge (Religion) check [DC 20] reveals the throne of bone to be a phrase oft used in connection with Iuz.

As a note for the curious, the grounds have not been groomed for the past three months but show no signs of neglect. Cruor al'Lakshi, a young man who was tending the Tower and ruins, has departed for the south of Ket (see *At the Feet of the Dragon* for more details).

Travel times:

High Mosque of the True Faith – 4 minutes (30 ft.); 6 minutes (20 ft.)

Market Gate – 8 minutes (30 ft.); 12 minutes (20 ft.)

Archons Headquarter – 6 minutes (30 ft.); 9 minutes (20 ft.)

Fazid althea's home – 6 minutes (30 ft.); 9 minutes (20 ft.)

Khadirs' home – 6 minutes (30 ft.); 9 minutes (20 ft.)

The Grand Bazaar – 6 minutes (30 ft.); 9 minutes (20 ft.)

High Mosque of the True Faith

The High Mosque stands at the intersection of the Mouqollad Road and the Beygraf's Procession. Four temples face the 50 foot high statue of Al'Akbar at the centre of the square where these roads meet. There can be no doubt that once the High Mosque is rebuilt, it will once again outshine those of Istus, Geshtai, and Mouqol.

The recent fires left the Mosque of the True Faith in ruins. Intricate tiling has flaked away, destroyed by the fire. Still the foundation remains, as does the wall around the great structure. The rubble has been cleared away so that the faithful may still assemble for outdoor worship.

Characters would have stood on these grounds earlier in the day when they attended the dedication of the foundation stone.

Within the outer wall, towards the middle of the courtyard, is the foundation on which the new Mosque will be built. Right now it is merely a hole in the earth. Around the foundation lie mounds of blocks to be used in the reconstruction, covered by tarpaulins.

The clue is hidden in one of these 12 mounds of blocks, and is visible as soon as the tarpaulin is removed. It takes one character one minute to remove a tarpaulin. Roll randomly as each is removed to see if that stack of blocks will reveal the clue.

Blaze of color, noise and sound

Where arms of merchants wheel around

The noise will cease when evening falls

It is the end of house Mequon

The clue reveals the bazaar of Ket. Towards the centre of the bazaar is the chapterhouse of the Moquollod Consortium.

Travel times:

The Grand Bazaar – 4 minutes (30 ft.); 6 minutes (20 ft.)

Market Gate – 6 minutes (30 ft.); 9 minutes (20 ft.)

Archons Headquarter – 6 minutes (30 ft.); 9 minutes (20 ft.)

Fazid althea's home – 2 minutes (30 ft.); 3 minutes (20 ft.)

Khadirs' home – 4 minutes (30 ft.); 6 minutes (20 ft.)

The Bazaar

En route to the Bazaar, allow characters a Spot check [DC 25]. Success means they notice the Khadir family loading

their belongings with great urgency onto a horse drawn cart as they pass the street on which they live. If the characters decide to investigate, go to **Encounter Six**.

By the laws of the Ket, the Bazaar can only operate while the sun is above the horizon. At this time the shops are still open, doing brisk business in this final hour before sunset.

The bazaar is immense, but at its centre the Lopollan chapterhouse of the Moquollad Consortium can be easily found near the shrine to Modulo at the centre of the Bazaar. The building dates back to the Keoish occupation, and is atypical of Baklunish architecture, featuring grandiose pillars and statuary representing icons of trade. Yet Moquol has had his way with the building: tent-like tarpaulins stretch out from all sides of the chapterhouse, where vigorous business is being conducted even at this hour.

Facing the main entrance to the chapterhouse is one of the few empty souks today in the Bazaar. Here the characters may find the clue bolted to the underside of the empty stall's table. The table itself is draped with fabric.

With fabric roofs against the sky

Here the last to live will die

Taken to the firmament

When Darkeye's Hour has been spent

The clue refers to the Ourmistan. A Knowledge (Local) check [DC 12] identifies the sprawling tent city outside of Lopolla's gate.

Travel times:

Kurdistan – 6 minutes (30 ft.); 9 minutes (20 ft.)

Market Gate – 2 minutes (30 ft.); 3 minutes (20 ft.)

Archons Headquarter – 10 minutes (30 ft.); 15 minutes (20 ft.)

Fazid althea's home – 8 minutes (30 ft.); 12 minutes (20 ft.)

Khadirs' home – 2 minutes (30 ft.); 3 minutes (20 ft.)

The Market Gate and the Ourmistan

On the way to the Ourmistan and the Mop olla Gate, allow the characters another Spot check. Success means they notice the Khadir family, now driving their horses and belongs to the gate at a canter. If it does not occur to the players, allow an Intelligence check [DC 12] to notice that this is unusual given that no one should know about

the peril Lopolla faces. If the characters choose to interact with the Khadirs, go to **Encounter Six**.

To reach the Ourmistan, characters have to exit through the Market Gate. With Ubakbar present, the characters waste no time. If they haven't already done so, Ubakbar reminds them this is an opportune time to get armor or weapons (which Tourak's writ expressly allows for the characters).

A sea of tents flow across the land directly beyond the city walls. The tents themselves form rows and alleys alive with people.

The only way to find the location of the clue in this chaotic locale is to walk the actual streets of the Ourmistan. Each minute spent looking in this way allows the PCs a Spot check. [DC 30]. Each minute spent gives a character a cumulative +2 to their check.

Success identifies an abandoned tent, featuring a skull painted on the tent's roof. A Knowledge (Religion) check [DC 10] identifies it as the holy symbol of Iuz. The final clue can be found here.

Darkeye you fool, this is a futile quest

You've spent your time on this false test

Your loved ones dead by my command

Your men betrayed by my own hand

But here the trail comes to its end

A pathetic tale of discontent

Your day of glory to be recalled

As the day of Ket's betrayal and fall

The neighbors can say only that the tent appeared yesterday morning, the lone individual who had lived there having disappeared with all his belongings during the night. He was thought to be some sort of sorcerer.

If the characters have still not talked to the Khadirs, give them a final Spot check [DC25] to see the family driving their horses at a gallop out of the tent village and away from Lopolla.

Travel times:

Market Gate – 4 minutes (30 ft.); 6 minutes (20 ft.)

Archons Headquarter – 16 minutes (30 ft.); 24 minutes (20 ft.)

Fazid althea's home – 12 minutes (30 ft.); 18 minutes (20 ft.)

The Grand Bazaar – 8 minutes (30 ft.); 12 minutes (20 ft.)

Encounter Four – The Archons

The characters, either on the suggestion of Nebikatan, or by their own deduction, may wish to consult with the Archons.

After visiting the Beygraf's palace, the Archons possess the most impressive grounds in Lopolla. Beyond the pristine plaster walls lies a veritable park. At the centre is Archons Keep, an imposing block structure surrounded by four soaring towers, the spires each inspired by the four elements of Baklunish magic.

To speak with a senior Archon, the characters need to present themselves to the clerks (Archon Initiates) at a reception area within the square. Clerks manage the flow of visitors into the keep and the towers of the four rastes. The clerks want to know who the characters wish to visit with, and of which Raste. The characters may already know it is Salim, head of the Vay Raster, that they wish to speak with but the clerks offer Salem's name if asked who the 'Head of the Air Archons is?'

Without a writ (or not displaying the writ) from Tourak, it takes a Diplomacy check [DC 20] to see Salim. Use the following circumstance modifiers:

- +10 if a member of the Archons
- +5 if a member of an arcane order other than the Archons
- +5 if a character declares their mission is urgent and involves the Vaste
- 2 if the characters do not mention Salim's name
- 5 if the characters do not mention Salim's name or the name of the Air Archon's Raste (the Vay)
- +5 if the characters expend an influence point with any organization in Ket (maximum of one point expended).

Providing the writ or a successful Diplomacy check means that Salem meets with the characters in 2 minutes. Unless the characters act in an insulting manner, failure of a Diplomacy check merely adds to the time characters must wait for Salim to arrive (as the clerks and Salim are less motivated to respond to the characters' request). If the characters failed their check, add the difference between their result and the DC to the number of minutes they wait (i.e. if the Diplomacy check was a total

of 16, add 4 minutes to the 2 minute waiting time for a total of 6 minutes).

The Archon initiate escorts the characters into a windowless, round room in the center of the administrative tower. The wall is adorned by four impressive Kettite wall hangings, each representing one of the four elements and depicting scenes of the Baklunish Migration.

Here they are met by Salim, a man in his mid-fifties, with a salt and pepper goatee, wearing a blue fez and layered robes of blue and white. Once Salim is convinced of the legitimacy and urgency of the characters' call, he openly shares what he knows.

About the Pyramids

To provide information on the pyramids, Salim requires a thorough description. Upon receiving this information, he shares the following:

- The device the characters have encountered is what the Ancient Baklunish referred to as a *Pyramid of Elemental Rending*. The secret of their creation was believed to have been lost in the Invoked Devastation.
- The pyramids were designed to summon an elemental, then rend it into 'elemental fragments' mere seconds later. The size of the pyramid determined the size of elemental summoned, as well as the number of fragments created (i.e. a small elemental would create six fragments, a medium elemental sixty-six, a large elemental six-hundred and six, a huge elemental six-thousand and six, and an Elder Elemental would create 60,006 fragments as a result of its rending).
- Once rent, each fragment would seek out a creature. The specific type of creature was designated by the inscription or drawings on the exterior face of the pyramid.
- Upon finding an appropriate creature, the fragment would force itself into its lungs. Ancient Baklunish texts describe the victim experiencing its lungs being shredded apart from inside. Salim imagines such a death would be almost immediate.
- Each fragment would continue to seek a living target, stopping only once it had successfully found and destroyed the lungs of a victim.
- The summoning of the pyramids is of a permanent nature. The elemental's spirit is destroyed in the rending process.

About the Air Archons

- If asked, Salim provides the characters a brief history of the Vaste (as outlined in 'What Has Gone Before'). He knows that they are a splinter group of the Vay but does not know who leads them. He knows of their past operations and experiments at the abandoned mine base in the Yatils. Salim has great disdain for the Vaste, as they dishonor not just the Archons but all of Ket. He wishes them to be exposed.
- There are rumors of an alliance between the Vaste and the WorldBurners
- There are a number of Air Archons who have missed shifts volunteering, teaching, or participating in the classes sponsored by the Vay Raste. Most notably: Fariz al'Hava, Dean of the College of the Vay.
- If asked, Salim provides the Dean's address.

About spells not functioning

If the characters do not ask about rumors regarding spells not functioning (or have not yet discovered this information), allow them a Sense Motive check [DC 12]. If the characters are successful, they feel that Salim has something on his mind, as if he is deciding to share some information with them. If asked about this, Salim mentions that he was weighing this information, not certain of its relevance...

- There is a sense that the sky is angry, but the Vay have not been able to divine why.
- Summoning and Trans-dimensional spells have not been operating in Lopolla, or for 10 miles around Lopolla, for the past two days.
- Salim suddenly has a realization: for the Vaste to succeed, there must be a window where summoning and trans-dimensional spells are operating (as demonstrated at the Beygraf's courtyard). If the characters can find the perimeter of that space, they likely find where the Vaste are operating – at it's epicentre.
- If the characters ask if they can access scrolls or wands of summoning, Salim directs them to a shop kept by the Archons on the edge of the great bazaar. He writes them a note giving characters permission to purchase wands (Summon Monster I at APL 8, Summon Monster I or II at APL 10, Summon Monster I, II or III at APL 12).

An interruption: After no longer than five minutes with the characters, they are interrupted by a young Archon

who tells Salim he has received a summons from Nebikatan. Salim immediately breaks off the interview with the characters and makes his way to the Beygraf's Palace. Within a manner of minutes almost all Archons in Lopolla will be summoned to the palace.

Attempting triangulation: Armed with this information, the characters may now attempt to find where the Vaste operations are centred. Use the map of Lopolla, and allow them to attempt casting spells (either from wands, scrolls, or from their own spell slots). When casting summoning or transdimensional spells more than 500 feet from the Hall of the Jurats, the spells simply fail (the characters do not get the sense of a 'weaker signal') – the charge or spell is lost. Within 500 feet though, spells do function. Using hit-or-miss methods, PCs can determine where the Vaste are operating from. Estimate the time it takes to move from place to place based on the established time to travel similar distances.

While the characters are attempting to triangulate on the position of the Vaste, there is the possibility they may see the Khadirs as they attempt to make their flight from Lopolla. Give the characters a Spot check [DC 20]. Success means the Khadirs have been seen, driving their laden cart at great speed down the Begraf's Procession towards the Merchant Gate.

Travel times:

Rary's Tower – 6 minutes (30 ft.); 9 minutes (20 ft.)

Market Gate – 12 minutes (30 ft.); 18 minutes (20 ft.)

Fazid al'Hava's home – 6 minutes (30 ft.); 9 minutes (20 ft.)

Khadirs' home – 10 minutes (30 ft.); 15 minutes (20 ft.)

The Grand Bazaar – 10 minutes (30 ft.); 15 minutes (20 ft.)

Encounter Five: Dean Fazid's Home

The late afternoon cast shadows from the Gaubaruva's Blooming Tower on the dwelling of Dean Fazid. It is a typical Baklunish upper-class Lopollan: red-tiled roof, white plaster walls inset with tiles, and arches that reveal windows and a front entryway.

The characters find the front door locked.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Good Lock DC 30.

If the characters are unable to pick the lock, they can attempt to break the door, a window, or climb over the roof into the courtyard. Here they find two other doors:

❖ **Good Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Average Lock DC 25.

Any obvious or loud attempt at entry attracts the Threshers providing Ubakbar is not with them. If the characters provide the writ from Tourak, the Threshers guard the door while they are allowed to inspect inside. If not, the characters are arrested and lose 1d10 minutes of time while they explain their presence.

The interior of the home contains a large living and entertaining area, featuring a portrait of what must be Fazid and his clearly younger wife, as well as portraits of four children. The kitchen shows evidence that four meals were hurriedly prepared and eaten, the table not cleared.

Ask the characters where they would like to search, keeping in mind that time is precious. The rooms of the house are: the living area, kitchen, dining area, 3 bedrooms, 2 bathrooms, a library, the courtyard, and an office/arcane laboratory.

There is evidence of missing items throughout the house. All are clearly visible and do not require any Spot or Search checks. Open, empty drawers in the bedroom. On the bed, folded clothing that was not selected for the journey. A square on the dresser devoid of dust where a jewelry box might have rested. Empty spaces and hooks on walls, books missing from the library. In the office that also doubled as Fazid's makeshift arcane laboratory, desk drawers are now empty, as are many of the shelves.

A secret door can be found in the laboratory under a now empty chest. A Spot check [DC 25] (or a Search check [DC 20]) means the characters notice marks on the floor where the chest has been dragged. Moving the chest reveals a trap door, leading down to a more private office and meeting area.

While Fazid has done a thorough job sanitizing his home of evidence, he has missed two things. First, on the desk in the secret office is a sheaf of blank parchment. A Spot check [DC 25] or a Search check [DC 15] on the desk reveals that there is some writing that has pressed through onto the top sheet of the parchment. Chalk can be easily found in the arcane lab above, and if a rubbing is done provide the characters **Player Handout #3**.

A map of Lopolla hanging in Fazid's study can be easily used to find Graf Sandor Avenue – a street in the same quarter of the city that they are currently in. If the characters head immediately to the Khadir's home, they

meet the Khadirs just as they are about to drive their horse and cart away at full speed to the Merchant Gate.

The one other item Fazid has missed is a single sheet of paper that has slipped behind one of the bookshelves in the secret office. It can be found on a Search check [DC 25]. If found, provide the **Players Handout #4**, providing information on the operation of the *Pyramids of Elemental Rending*, as well as how to disrupt the rending process.

Travel times:

High Mosque of the True Faith – 6 minutes (30 ft.); 9 minutes (20 ft.)

Market Gate – 8 minutes (30 ft.); 12 minutes (20 ft.)

Archons Headquarter – 6 minutes (30 ft.); 9 minutes (20 ft.)

Fazid al'Hava's home – 6 minutes (30 ft.); 9 minutes (20 ft.)

Khadirs' home – 6 minutes (30 ft.); 9 minutes (20 ft.)

The Grand Bazaar – 8 minutes (30 ft.); 12 minutes (20 ft.)

Encounter Six – the Fleeing Bureaucrats

The characters may meet up with the Khadirs in a number of ways: by noticing or discovering of their flight from the Beygraf's palace; discovering evidence at Fazid al'Hava's home; noticing the urgent loading of their belongings onto their cart in front of their home in the upper-middle class Wazir district; or witnessing the Khadirs driving the cart out of the city to escape the upcoming storm of elemental fragments.

The Khadirs are a rarity in Lopolla – bureaucrats who once worked for Iuz, yet survived both the transition to Naidad's government, and the assassins of the Old One.

The Khadirs do not in fact worship Iuz – they were instead purchased by his agents. The Khadirs became accustomed to their enhanced status (and the wealth that came with it). They chose to stay in Lopolla after Zoltan's fall, and played the right political cards to retain employment with the government.

Perhaps even more remarkable was how they managed to avoid the knives of Iuz in the night. Hasessa el'Khadir had the wisdom to see where their family's risky alliance could lead. She took files, and kept a log of information

that could incriminate the agents of Iuz and the Vaste – including information on their entire membership in Ket. Hasessa carefully hid these documents where they could be shielded from divinations, created duplicates, and left instructions to circulate the information should anything untoward happen to the family.

While collecting this information, Hasessa also grasped its content. From the first sighting of the pyramid, the Khadirs knew what was about to happen. They fled at full speed, aware the small pyramid was likely the vanguard of a much deadlier attack.

When the characters approach the Khadirs, they do what they've always done: they Bluff (+12 to their checks). They tell the PCs whatever they need to get them to let them go: that they're late to leave in order to attend their daughter's wedding in Polvar; or that they have urgent business out of the city.

A Diplomacy check [DC 30] or Intimidate check [DC 19] can make the Khadirs co-operate. Should the characters attempt to use arcane or divine means to persuade the Khadirs, treat them both as Expert 5/Aristocrat 2. Their saving throw bonuses are: Fort +2, Ref +1, Will +9.

Otherwise, if the characters take a look at what the Khadirs have packed they'll find personal effects, food, and two safes. One safe is filled with jewelry, gems and gold. The second safe is much larger and made of thick lead. Inside the characters find the following documents (provide the characters **Players Handout #5**):

- Information on the Vaste *Pyramids of Elemental Rending* (which include an inscription informing characters how to disrupt the fragmentation/rending process Names and addresses of Vaste and Iuz loyalists in Lopolla, including Meratopoles al'Jurat.
- The missing files from the Greyhawk wars regarding the lost Bisselite Prisoners of War.
- Location of the current Vaste base in the Yatils (and the documents showing the transfer of property ownership of that land to Fazid al'Hava).
- Information that suggests that Meratopoles al'Jurat has provided the Vaste a secret place of operation within the Hall of the Jurats.

If the Khadirs think the characters represent the Vaste or Iuz, they threaten them with the information that would expose their membership.

Travel times (from Khadirs' home):

Hall of the Jurats – 8 minutes (30 ft.); 12 minutes (20 feet)

High Mosque of the True Faith – 4 minutes (30 ft.); 6 minutes (20 ft.)

Market Gate – 4 minutes (30 ft.); 6 minutes (20 ft.)

Archons Headquarter – 10 minutes (30 ft.); 15 minutes (20 ft.)

Fazid al'Hava's home – 6 minutes (30 ft.); 9 minutes (20 ft.)

The Grand Bazaar – 2 minutes (30 ft.); 3 minutes (20 ft.)

Encounter Seven – The Hall of the Jurats

Whatever means the characters use, ultimately they arrive at the Hall of the Jurats. It is here that the fight for the lives of those in Lopolla unfolds.

The ticking clock: the amount of time characters have spent traveling, searching and talking to people should leave them with less than ten minutes to solve the mystery. This is perfect, as it provides the right sense of urgency for the conclusion. Unless the characters have used brilliant and unexpected tactics, or have taken a phenomenally long period of time, treat them as arriving at about five minutes to sunset.

The Hall of the Jurats was devastated during the recent devastation in Lopolla, and is still in the midst of reconstruction. The exterior works are now complete, the most dominant feature being a 150 foot high onion-domed cupola now lit by the last light of the sun. In front of the Cupola stand the Halls of Justice, a two storey rectangular structure which will be lavishly fitted once construction is complete.

The structure contains many frames where windows will appear. However, dropsheets are firmly attached to each window around the Grand Foyer and Halls of Justice – characters need to cut through to enter. The Cupola's onion dome is not actually complete. A *hallucinary terrain* spell creates the illusion that it is. Only airborne characters with *detect magic*, *arcane sight*, or *true seeing* are able to get within range to detect the illusion.

Once the characters enter into the Hall of the Jurats, Ubakbar heads off at a run to get Arad Darkeye.

Should the characters discover the illusory nature of the domed cupola and opt to arrive directly into area 7F, Arad Darkeye arrives running towards them. It is critical that Arad accompany the party when they enter into the cupola.

7A – The Grand Foyer

Once completed, the Grand Foyer will provide a remarkable public procession into to the Hall of the Jurats. 25 feet wide and 100 feet long, the foyer is overlooked by grand archways, their columns revealing a promenade that surrounds the Grand Foyer from the east, west and south sides. Stairs, beginning at the north end of the hall, split off to the east and the west, connecting to the second-floor promenade. The door at the north of the hall leads to the Cupola. There are also two arches mid-way on the east and west walls. These lead to smaller courtrooms on the ground level.

Lining the west wall of the Grand Foyer is scaffolding. It is being used to paint the ceiling, 30 feet above the floor. When completed, it will portray iconography of justice in Baklunish style. Right now, no more than outlines of these illustrations appear on the ceiling. There are drop sheets on the floor to catch any paint that splatters.

The unfinished nature of the Hall makes the characters' voices and footfalls echo. Characters also hear the clattering of what sounds like hooves coming from the second floor, on the east side beyond the pillared archways.

Lurking in this chamber is one or more sentinels of Meratopoles.

For all APLs. Once combat has started, allow characters a Listen check. A DC of 10 lets them know the sound of hooves on stone from the second floor has changed from a walk to a trot (the Nightmare is now pacing, preparing itself for action). On a DC 19 the characters can hear spells being cast somewhere on the second floor to the west.

On the fourth round of combat, allow characters another Listen check [DC 9] to hear spellcasting.

APL 8 (EL 10)

☛ **Babau Demons (2):** hp 66, 66; see *Monster Manual*

☛ **Vrock:** hp 115; see *Monster Manual*

APL 10 (EL 13)

☛ **Glazbrezu:** hp 174; see *Monster Manual*

APL 12 (EL 15)

☛ **Glazbrezu:** hp 174; see *Monster Manual*

☛ **Hezrou:** hp 138; see *Monster Manual*

Tactics:

APL 8: The Babau Demons hide within the scaffolding (Spot check [DC 39]) while the Vrock waits at the apex of the north, east and west staircase. The Babau demons push the scaffolding on the characters at an opportune time. The falling scaffolding and drop sheets cause 3d6 points of damage and trap a character under its collective mass unless a Reflex save DC 18 is made. Characters making their save only take half damage. Trapped characters are prone, and must make a Strength check [DC 20] or Escape Artist check [DC 25] to get free. This is a full round action. The Vrock attempts to land on trapped characters doing an automatic additional 2d6 subdual damage, and another 2d6 each round the vrock stands on top of them, increasing by 5 the DC to escape.

APL 10: If possible, the Glazbrezu takes full advantage of its 'reverse gravity' ability, sending characters to the ceiling (covering two 10 foot squares from the floor to the ceiling). Travelling with the characters is a dropsheet, as well as the 10 foot by 10 foot piece of plywood it covers. In addition to the fall damage of 3d6, the characters must make a save of 10 + APL or take an additional 3d6 points of damage and be pinned under the platform and dropsheet. Trapped characters are prone, and must make a Strength check [DC 20] or Escape Artist check [DC 25] to get free. In addition, if the Nightmare near the procession way notices that characters are trapped, it jumps into the reverse gravity zone, galloping and trotting over the trapped enemies until they are released, doing an automatic additional 2d6 subdual damage each round, and increasing the escape DC by 5. In addition, the Glazbrezu may attempt to drop the scaffolding on the characters (either by brute force, or by using reverse gravity to spill it on anyone standing on the ceiling).

APL 12: Same as for APL 10, except that, if effective, the Hezrou uses its *blasphemy* spell-like ability in the first round to give the Glazbrezu the opportunity to soften the party and bring in reinforcements. On round one the Glazbrezu attempts to summon in more demons. In round two, it attempts to *dispel magic*, and on round three it attempts another *dispel magic* or a *mirror image*. After the third round, the Glazbrezu uses tactics as outlined for APL 10, while the Hezrou uses *unholy blight* before attacking unless provoked.

Development: Meratopoles has cast *message* on himself, Bezag, Katryvan, and his strongest demon. As a result, once combat has begun with the demons, all know of the characters arrival, Meratopoles begins casting, buff spells first, then summoning spells.

Bezag and Katryvan begin casting their minute per level buff spells (they save any round per level spells or *invisibility* spells until combat begins).

7B – The Lesser Courts of Justice

The corridors to the east and west of the Grand Foyer lead to a series of courtrooms. It is here the Jurats will see to smaller trials – trials involving civil matters. Currently these rooms are empty, waiting to be finished before the proper court accoutrements and furnishings are brought in. While there are no windows in these rooms, there are windows at either end of the corridor covered and sealed with dropsheets. These dropsheets can be easily torn to provide characters access to the corridor.

At the end of each corridor is a staircase leading to the basement of the Hall of the Jurats. It is here bureaucratic and administrative employees will work, and court records will be held. However the basement is currently unfinished and empty.

7C – The Eastern Promenade

With its Baklunish arched columns, 15 foot high ceiling and fountain, this space almost resembles a courtyard. It is on this floor that the offices of the High Jurats and their staff are located.

As the characters enter the Hall of the Jurats, the Eastern Promenade houses a Nightmare, called by Meratopoles, now impatiently waiting its opportunity to strike. It paces the promenade when the characters arrive. Should combat begin with the demons in the Grand Foyer, it begins to trot back and forth in an agitated manner. It waits either for Meratopoles's command, or until the Glabrezu in APLs 10/12 uses *Reverse Gravity*.

ALL APLs

☛ **Nightmare:** hp 45; see *Monster Manual*** Note – the Nightmare has been called by Meratopoles using his day's spells, and as such does not count towards XP generated by the party, or the EL cap of the adventure.

7D – The Western Promenade

On this side of the Foyer, Meratopoles waits with his called Dretches. Meratopoles has been polymorphed by Bezag into an annis so that he can survive the coming storm of elemental fragments. Assuming the PCs are pressed for time, Meratopoles has been *polymorphed* into an annis by Bezag. If the PCs are remarkably fast in finding the location (i.e. arrive at the Hall of the Jurats with more than ten minutes before sunset), Bezag has not yet cast the spell and Meratopoles is in human form.

When revealed, Meratopoles taunts the characters for breaking the law and entering the Hall of the Jurats without permission. If accused of breaking the law himself he ironically spits back... "I don't break the law. I am the law."

Should Meratopoles be slain, he returns to his human form: a grotesquely obese man in his mid 50s, weighing close to 400 pounds.

Tactics: As soon as combat begins, Meratopoles moves into the nearest office (what would be his office once construction is complete), pushing thorough a dropsheet to do so, and begins casting spells. He casts *invisibility* and *fly* first, and then on the third round either begins to cast summoning spells or further buffs if the characters are still struggling with the demons in 7A. Remember that when Meratopoles summons a creature, he adds +2 (at APL 8), +3 (at APL 10) or +4 (at APL 12) to the type of summoning spell being cast (i.e. a *summon monster III* becomes a *summon monster VI* at APL 10 provided Chaotic Evil outsiders are summoned). Also bear in mind that Meratopoles has the Augmented Summoning feat, adding +4 to all summoned creatures Strength and Constitution scores (see Appendix Three for stat blocks of chaotic evil outsiders Meratopoles can cast).

When Meratopoles is either discovered by the characters, the demons are defeated, or the characters are preparing to open the door into the Cupola, he orders his called nightmare, dretches and summoned creatures to attack. He then continues to cast summoning spells, using his *invisibility*, *fly*, and his *lesser metamagic rod of silence* to avoid detection.

Once Meratopoles is personally threatened, he continues to cast summoning spells, but at this point he resorts to his memorized rapid spells (rapid summoning spells are only a standard action to cast, and the summoned creature arrives in the same round as the casting). Once visible, the characters see an obese annis in a Jurat's robes.

Meratopoles has used Arcane Preparation on his demonologist spells. DMs comfortable with the demonologist class can choose to ignore Meratopoles prepared spells (save those he has applied Rapid Spell to) and have the jurat spontaneously cast demonologist spells instead.

APL 8 (EL 10)

☛ **Meratopoles:** annis Wiz5/Demonologist5; hp 21 (51 as annis); see Appendix One

☛ **Quasit (familiar):** hp 10; see Appendix One

☛ **Dretches (5):** hp 13, 13, 13, 13, 13; see *Monster Manual*

APL 10 (EL 12)

☛**Meratopoles:** annis Wiz5/Demonologist6: hp 34 (56 as annis); see Appendix One

☛**Quasit (familiar):** hp 17; see Appendix One

☛**Dretches (7):** hp 13, 13, 13, 13, 13, 13, 13; see *Monster Manual*

APL 12 (EL 14)

☛**Meratopoles:** annis Wiz5/Demonologist9: hp 43 (71 as annis); see Appendix One

☛**Quasit (familiar):** hp 21; see Appendix One

☛**Dretches (9):** hp 13, 13, 13, 13, 13, 13, 13, 13, 13

**Note: the dretches have been called by Meratopoles using his day's spells, and as such does not count towards the EL of the encounter.

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: 1333 gp *ring of mind shielding* (666 gp per character), *cloak of charisma +2* (333 gp per character), *vest of resistance +1* (83 gp per character), *lesser silent metamagic rod* (250 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 1666 gp *ring of mind shielding* (666 gp per character), *cloak of charisma +2* (333 gp per character), *vest of resistance +2* (333 gp per character), *lesser silent metamagic rod* (250 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 3083 gp (*ring of mind shielding* (666 gp per character), *cloak of charisma +4* (1,333 gp per character), *vest of resistance +3* (750 gp per character), *lesser silent metamagic rod* (250 gp per character)

7E – The Jurats Offices

This is where the jurats and their staff will work once the Hall is finished. Right now, it consists of little more than office walls and some scaffolding.

However a Search check [DC 20] reveals manacled and gagged bodies hidden amongst what looks like a pile of workmen's supplies covered by tarpaulin. Another tarp covers what appears to be a make-shift altar made from a workbench, covered in blood, and decorated with human skulls. A bloodied serrated blade lies on the altar. In front of the altar is an ornately patterned carpet. *Detect magic* reveals its true nature (a *carpet of flying*). Meratopoles used the carpet to fly himself and his sacrificial victims

from their holding cell in the secret Vaste lair beneath the cupola.

A successful Heal check reveals the cause of death to be the serrated dagger thrust into the chest. A Knowledge (religion) check [DC 15] or Knowledge (the planes) check [DC 20] reveals the wound is consistent with that used in sacrificial magic – where the soul of a person is used as a spell component.

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: 1666 gp *carpet of flying 5ft. by 5ft.* (1666 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 1666 gp *carpet of flying 5ft. by 5ft.* (1666 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 1666 gp *carpet of flying 5ft. by 5ft.* (1666 gp per character)

7F – the Cupola and the Pyramid of Elemental Rending

As soon as the characters put their hands on the handle to open the door into the cupola, Arad Darkeye arrives. He arrives flying, and wearing resplendent armor. He is the very image of a Baklunish hero in his prime. Ubakbar has informed Arad of the party's success (if not enough time has passed, Arad has sought out the party on his own and met Ubakbar on the way). He flies over to the party and addresses them. "I am here, as I should be, to bring this cycle to an end."

Once the door is open the characters see..

The floor of this room is raked slightly to provide theatre-style seating (which has yet to be installed). Here the major trials of Ket will be heard and decided upon by the Jurats.

At the far end of the cupola, where the presiding Jurats will sit, a troll now attends to the Pyramid of Elemental Rending, making final preparations for its operation. The Pyramid is enormous – over 20 feet tall – its brass sides inscribed with line drawings of people. One looks remarkably like Arad Darkeye, while another looks like Beygraf Naidad.

Standing with the troll is another creature, with the face and markings of a tiger, clothed in Tusmite robes.

The troll is a recently polymorphed Bezag. He is accompanied by Katryvan, a half-fiend rakshasa, who is also a Fiend of Corruption. Each day Katryvan bestows on Bezag a gift, a +3 bonus to Intelligence. However, this gift is addictive, and has brought Bezag increasingly under the fiend's influence.

Arad turns his attention to the Troll. "Bezag – I would recognize your posture anywhere, even in a monster's skin."

Bezag-troll smiles. "The great Arad Darkeye. Does it get better than this? In a matter of seconds, I will get to see you die a wonderfully painful death. Too bad the Beygraf could not find it in his heart to come on bended knee to Old Wicked..."

With that, the walls of the pyramid ominously open and before they can touch the ground an elder air elemental appears above the summoning circle on the pyramid's base. Almost immediately it begins to thrash as if under great distress.

Interfering with the Rending Process

The characters now have one round to interfere with the rending of the elemental. Arad tells the characters, "If you know how to prevent this disaster, do so now!" He strides forward to confront Bezag, but Katryvan intervenes. Throughout the round, characters can see the elemental is experiencing greater and greater distress. But if earth or stone is thrown upon the base of the Pyramid, the rending process is prevented and the forces attempting to sunder the elemental dissipate.

If the characters have not discovered the documents revealing how to disrupt the rending process, allow them a Knowledge (arcana) or Knowledge (the planes) check (characters using Knowledge (the planes) get a +10 circumstance bonus). A DC 20 reveals that 'Earth' is the opposition element to 'Air', while DC 30 reveals that earth spread over the surface of the base of the pyramid could disrupt the rending process.

If the characters are successful read the following:

Bezag curses at them, then steps into the elder elemental. Arad, who is now engaged with the rakshasa, yells out, "I don't trust myself to deal honorably with Bezag. If you don't jump into the whirlwind, he will escape, as he did in the Bramblewood two years ago. Let me take care of this rancid cat."

A choice

The characters now have a choice. They can pursue Bezag by jumping into the elemental (they have one round to do so) as Arad has requested. If so, go to **Encounter Eight**. Otherwise, the characters can assist Arad in fighting the rakshasa.

Fighting the Rakshasa

If the PCs do not pursue Bezag, the following round the elder elemental lifts off the ground, taking Bezag with it.

Even if the characters are beyond their full movement away from the elemental, allow them to enter the whirlwind before it lifts off. However, if the characters do more than move (i.e. cast spells, help Arad, etc.) they will miss their window of opportunity. If the characters seem to consider this option, Arad urges them forward.

The round after the characters enter the elemental, it rises from the floor, its double move taking it through the illusory ceiling of the cupola.

If the characters have not entered the elemental, unless they have some means to dismiss it, Bezag gets away.

The rakshasa is the fiend of corruption who has been linked to Bezag. He relishes the opportunity to take on the great Arad Darkeye and will focus its efforts on him, ignoring the party until Arad is dead.

ALL APLs

☞ **Arad Darkeye, human Ftr13/Mnk2:** hp 137; see Appendix One

☞ **Elder air elemental (Non-Combatant):** hp 204; see *Monster Manual*

APL 8 (EL 10)

☞ **Bezag:** human (troll) Wiz5/ElemSav5: hp 41 (91 as troll); see Appendix One

☞ **Imp familiar:** hp 20; see Appendix One

☞ **Katryvan:** half-fiend rakshasa Sor1/Fiend of Corruption1: hp 74; see Appendix One

☞ **Hippogriff familiar:** hp 37; see Appendix One

APL 10 (EL 12)

☞ **Bezag:** human (troll) Wiz5/ElemSav7: hp 49 (109 as troll); see Appendix One

☞ **Imp familiar:** hp 24; see Appendix One

☞ **Katryvan:** half-fiend rakshasa Sor1/Fiend of Corruption1: hp 74; see Appendix One

☞ **Hippogriff familiar:** hp 37; see Appendix One

APL 12 (EL 14)

☞ **Bezag:** human (troll) Wiz5/ElemSav9: hp 57 (127 as troll); see Appendix One

☞ **Imp familiar:** hp 28; see Appendix One

☞ **Katryvan:** half-fiend rakshasa Sor1/Fiend of Corruption1: hp 74; see Appendix One

☞ **Hippogriff familiar:** hp 37; see Appendix One

Tactics: At APLs 8 and 10, Katryvan casts *haste* sends his hippogriff familiar to deal with the party while the rakshasa deals with Darkeye. At APL 12, rakshasa also casts *haste*, but targets the party and Darkeye as equal threats. If grappled, Katryvan will attempt to *dimension door* to a safe location from which to continue the attack (Concentration +15 vs a DC 24 check).

Note that Katryvan's stat block does not include any buff spells cast as a result of Meratopoles *message* spell. If warned, he will have cast *mage armor*, *shield* and *bear's endurance*.

The DM should do everything in his power to suggest Arad is confident in his ability to take on Katryvan by himself. Should the party separate (some go into the whirlwind, others stay to help Arad), Katryvan does not pull punches, likely attempting to charm the characters, turning them to fight against Arad.

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: 583 gp *ring of misdirection* (583 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 583 gp *ring of misdirection* (583 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 583 gp *ring of misdirection* (583 gp per character)

Failure to stop the Rending

If the characters fail to prevent the rending process, they face a grim destiny. They witness the elemental being shorn into 60,006 elemental fragments, which immediately start moving out in search of victims. The fragments only target victims of the Humanoid-type, so any character currently not in Humanoid form (via *polymorph*, etc), is immune to the fragments.

Any character in humanoid-form must make a Fortitude save [DC 15+APL] as one of the elemental fragments now streaming across Lopolla attempts to enter their lungs. If the save is successful, that particular elemental fragment has been unsuccessful in penetrating the character's air passageways and moves on to find another victim. If the character fails the save, their lungs are torn apart and they die in the next round.

Arad is killed in the resulting swarm, and surviving characters must now face both Bezag and Katryvan. If the characters surrender, Bezag sees that they are secured away and taken to the Vaste base in the Yatils, to be used as subjects for further experiments. Over time the characters will be rescued. The time that rescue takes depends on whether the information pointing out the location to the Vaste base has been discovered.

Go to **Conclusion:** Failure.

Encounter Eight – the Air Beneath Your Feet

Characters who pursue Bezag now find themselves in a unique and challenging situation...

The last thing that you hear as you enter into the Elder Air Elemental is Arad yelling, "Bring Bezag back alive – for justice!"

Immediately upon entering the Elemental, you are lifted off the feet, as if you have walked into a tornado. Outside, you can barely see the Cupola where Arad is dueling with the rakshasa, as you are tossed around and the Elemental itself starts to rise. It seems to pass through the roof of the Cupola, and now all of Lopolla is arrayed beneath you.

Within the whirlwind, as you are lifted even higher, you can see Bezag and your companions wheeling around inside the elemental's vortex. At the top of his lungs, and barely audible, you hear the troll Bezag shout, "To air you have come, and from air you shall die!"

Combat now begins.

While fighting in the elemental use the elemental rules stated in the MM.

Protector of Arad al'Tomaz: Any character that was chosen as Protector of Arad al'Tomaz in the module *Into Thin Air* and has in their possession the +1 *Great Scimitar* that is the symbol of this honor, suddenly realizes the weapon has awakened in the face of a great enemy of the Dar'hai family. If purchased before the end of this module, from this point forward the scimitar has the Axiomatic descriptor whenever wielded by the Protector (but only the Protector). Once awakened, the character may unlock other abilities of the great scimitar in the future. However, this privilege comes at a cost: the character must continue to play the role of Protector as requested by Tomaz and Jaz. A character who at any time refuses to fulfill on his obligation as protector forever loses any benefit of the scimitar other than the +1 enhancement.

Duration of the Whirlwind: The elder elemental can whirlwind for 12 rounds. After leaving through the illusory onion dome of the Hall of the Jurats, it heads west each round at a full-speed double move. On the 12th round, it deposits all inside (characters and Bezag) 2000

feet west of the Hall, outside the walls of Lopolla, and clear of the Ourmistan.

Tactics: Bezag has several spells pre-cast at the time of the characters' arrival, having expected that should an intervention arrive it could come near the end of the Darkeye Hour. This includes *stoneskin* (absorbing whirlwind damage from the elemental each round), and *freedom of movement* (meaning he cannot be grappled while the spell is functioning). If he has been warned through Meratopoles *message* spell, he will have also cast as many of his minute-or-longer per level buffs as time allows since the characters began combat in area 7a (i.e. *mage armor*, *false life*, *see invisibility*, *fly*, etc). Bezag's stat block only takes into account spells which are already crossed off his spell list.

Bezag's tactics are simple: use his elemental mastery and extremely high DCs on electric evocation spells to soften and take down the characters. If they are highly resistant to electrical damage, he then switches to the most potentially damaging spells on his list. The trans-dimensional shield is still in place so Bezag cannot escape save by the Elder Elemental. As such, he fights to the end – although he resents Darkeye sending underlings to do his dirty work for him.

Development: Characters who speak Auran can speak with the elemental to discover that the Vaste have basically been used their kind as slaves. They are powerless to resist their vile magic.

ALL APLs (Non-combatant)

☛ **Elder air elemental:** hp 204; see *Monster Manual*

APL 8 (EL 10)

☛ **Bezag:** human (polymorphed into troll) Wiz5/ElemSav5: hp 41 (91 as troll); see Appendix One

☛ **Imp familiar:** hp 20; see Appendix One

APL 10 (EL 12)

☛ **Bezag:** human (polymorphed into troll) Wiz5/ElemSav7: hp 49 (109 as troll); see Appendix One

☛ **Imp familiar:** hp 24; see Appendix One

APL 12 (EL 14)

☛ **Bezag:** human (polymorphed into troll) Wiz5/ElemSav9: hp 57 (127 as troll); see Appendix One

☛ **Imp familiar:** hp 28; see Appendix One

Treasure:

APL 8: L: 0 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp per character), *ring of counterspells* (333 gp per character), *ring of the wind* [5 charges] (2,333 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: *cloak of resistance* +2 (333 gp per character), *ring of counterspells* (333 gp per character), *ring of the wind* [5 charges] (2,333 gp per character), *headband of intellect* +2 (333 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: *cloak of resistance* +3 (750 gp per character), *ring of counterspells* (333 gp per character), *ring of the wind* [5 charges] (2,333 gp per character), *headband of intellect* +4 (1333 gp per character)

Conclusion: Success!

The characters defeat Bezag, the Air Elemental escapes from his control the second he goes unconscious. The Elemental is aware of what the characters have done, and is grateful. Its kin have become slaves and throngs of the Vaste against their will (characters that speak Auran can communicate with the elemental and, in fact, discover this). The Air Elemental ceases to whirlwind in a way that does not do damage to the characters. It returns to the Hall of the Jurats, passing through the illusory onion dome, and gently places the characters back on the ground. Here they discover Arad Darkeye has defeated the rakshasa.

If the characters bring Bezag back alive, Arad is grateful. He brings out masterwork manacles and binds Bezag. He ensures that Bezag is brought to justice for his crimes. If Bezag is dead, Arad turns a blind eye to the transgression of the law but is personally disappointed that he will not oversee the retribution that is his due.

Either way, a search of the cupola will uncover a trap door on the raked floor, revealing a stairwell descending to the Vaste's secret headquarters. There are also holding cells where victims used for sacrificial and vile mage have been held.

Regardless of whether the characters pursue Bezag or not, if they have prevented the rending of the elder air elemental, they are true heroes of Ket. The characters are invited to a personal audience with the Beygraf. Naidad bestows on each character the honor of being a member of the Beygraf's retinue. Whenever a character adventures in Lopolla, they are permitted to stay as guests in the Beygraf's palace, and receive luxury upkeep for free. However, there is one condition. The Beygraf requests that the characters do not speak of what has transpired on the day of the Darkeye Hour. To do so would seed grave concern amongst the populace.

An investigation of Meratopoles' home provides evidence of his obsession with demons. A secret area is found beneath his home. Within are discovered records of the Fiends of Corruption he has worked with, and logs of all those within Lopolla he has corrupted and bent towards Iuz' will over the years.

If the Khadirs co-operated with the characters, they are be sentenced to death as traitors, but their children are allowed to live freely. If the Khadirs did not cooperate, the entire family is put to death.

Any Protector of Arad al'Tomaz (from *Into Thin Air*) is requested by Tomaz and Jaz to join them on their pilgrimage to the Paynims to see young Arad confirmed in the holy sands surrounding the foundation of the first mosque built by Al'Akbar. Those who fulfill on their obligation, find they receive the gift of foretelling. On one future attack or saving throw, the protector can use their knowledge from the dream to add +20 to their roll.

The request to accompany the pilgrimage can be declined but with dire consequences. First, they are considered to have broken their contract of honor with Tomaz and Jaz and are no longer considered to be young Arad's guardian. Three days later the characters find themselves visited in a dream by something representing Al'Akbar (not good enough to fulfill the Contemplative prestige class). The representative both marks and curses the character, lowering the character's primary stat by six for the next three adventures. This curse of the aspect can only be undone by a *miracle* or *wish* spell. A *remove curse* is not sufficient.

Finally, in recognition of all Arad Darkeye has lost in his lonely fight against the Vaste, the Beygraf has the remains of Arad's wife exhumed. A resurrection spell is cast. Arad and his wife Trella are briefly reunited before Arad receives his orders to march out with his men towards the Tusmit border.

Conclusion – Failure

Aside from failing to interrupt the rending process in the Cupola, the character may also fail by simply running out of time.

Each character in humanoid form must make a successful Fortitude saves [DC 15+APL]. Failure means that one of the elemental fragments has succeeded in entering the character's lungs and has torn them to shreds. A character cannot hold their breath to attempt to stop this from happening. If the character makes their save, they have managed to evade the swarm of fragments as they seek

out other targets in Lopolla and the surrounding countryside.

Once the devastation is complete, 60,006 people will be dead. The Beygraf, his advisors, many of the Archons, senior clergy of the True Faith, and senior officers of the army have been spared. Nebikatan and the Archons correctly divined that anyone transformed into a non-humanoid form would be protected from the elemental fragments. However, in the short time allowed, the Archons were only able to save 536 people (through wands, spells and potions) – and those saved must live with the knowledge that their life has cost the breath of another soul.

Lopolla is now a ghost-town with a population of just over 1,000. Anyone who survives is asked to be on corpse detail – moving from house to house in order to find all the dead before further devastation and disease can spread.

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 7A

Defeat the Demons

APL 8	300 xp
APL 10	390 xp
APL 12	450 xp

Encounter 7C

Defeat/expose Meratopoles

APL 8	300 xp
APL 10	330 xp
APL 12	420 xp

Encounter 7F OR Encounter Eight

Assist Arad in defeating the Rakshasa OR Defeat Bezag

APL 8	300xp
APL 10	360 xp
APL 12	420xp

Story Award

Preventing the huge *Pyramid of Elemental Rending* from functioning

APL 8 150 xp

APL 10 260 xp

APL 12 270 xp

Discretionary roleplaying award

APL 8 150 xp

APL 10 260 xp

APL 12 270 xp

Total possible experience:

APL 8 1,125 xp

APL 10 1,350 xp

APL 12 1,575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to

use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six: The Fleeing Bureaucrats

APL 8: L: 0 gp; C: 1000 gp; M: 0 gp

APL 10: L: 0 gp; C: 1000 gp; M: 0 gp

APL 12: L: 0 gp; C: 1000 gp; M: 0 gp

Encounter 7D: The Western Promenade

APL 8: L: 0 gp; C: 0 gp; M: 1333 gp *ring of mind shielding* (666 gp per character), *cloak of charisma +2* (333 gp per character), *vest of resistance +1* (83 gp per character), *lesser silent metamagic rod* (250 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 1666 gp *ring of mind shielding* (666 gp per character), *cloak of charisma +2* (333 gp per character), *vest of resistance +2* (333 gp per character), *lesser silent metamagic rod* (250 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 3083 gp (*ring of mind shielding* (666 gp per character), *cloak of charisma +4* (1,333 gp per character), *vest of resistance +3* (750 gp per character), *lesser silent metamagic rod* (250 gp per character)

Encounter 7E: The Jurats' Offices

APL 8: L: 0 gp; C: 0 gp; M: 1666 gp *carpet of flying 5ft. by 5ft.* (1666 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 1666 gp *carpet of flying 5ft. by 5ft.* (1666 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 1666 gp *carpet of flying 5ft. by 5ft.* (1666 gp per character)

Encounter 7F: The Cupola and the Pyramid of Elemental Rending

APL 8: L: 0 gp; C: 0 gp; M: 583 gp *ring of misdirection* (583 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 583 gp *ring of misdirection* (583 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 583 gp *ring of misdirection* (583 gp per character)

Encounter 8: The Wind Beneath Your Feet

APL 8: L: 0 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character), *ring of counterspells* (333 gp per character), *ring of the wind [5 charges]* (2,333 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: *cloak of resistance +2* (333 gp per character), *ring of counterspells* (333 gp per character), *ring of the wind [5 charges]* (2,333 gp per character), *headband of intellect +2* (333 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: *cloak of resistance +3* (750 gp per character), *ring of counterspells* (333 gp per character), *ring of the wind [5 charges]* (2,333 gp per character), *headband of intellect +4* (1,333 gp per character)

Total Possible Treasure

APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

APPENDIX ONE: NPCs

ALL APLs

Encounter 7F

Arad Darkeye: Male Baklunish Human, Ftr13/Mnk2; CR 15; Medium Humanoid; HD 13d10+2d8+45; hp 137; Init +4; Spd 30 ft.; AC 28, touch 16, Flat-footed 24; Base Atk +14; Grp +22; Atk +21 melee (1d6+9, [crit 15-20] *+1 holy cold iron scimitar*); Full Atk +21/+16/+11 melee (1d6+9, [crit 15-20] *+1 holy cold iron scimitar*); SA flurry of blows; SQ evasion; AL LN; SV Fort +18, Ref +15, Will +15; Str 19, Dex 18 Con 17, Int 14, Wis 14, Cha 15.

Skills and Feats: Handle Animal +10, Listen +14, Profession (Soldier) +7, Profession (Officer) +16, Ride +22, Spot +20; Blindfight, Combat Expertise, Combat Reflexes, Greater Weapon Focus (scimitar), Improved Critical (scimitar), Improved Grapple, Improved Unarmed Strike, Improved Weapon Specialization (scimitar), Iron Will, Leadership, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +4 belt of giant strength, +2 amulet of health, +2 gloves of dexterity, +4 cloak of resistance, +2 ring of protection, +3 mithral chain shirt, +3 mithral heavy shield, +1 holy cold iron scimitar, 4 potions of cure moderate wounds, masterwork light crossbow, 20 cold iron bolts, backpack, 3 daggers, masterwork alchemical silver scimitar, scimitar, masterwork lance

APL 8

Encounter 7D

Meratopoles: Wiz5/Demonologist5*; CR 10; Baklunish male human; medium humanoid; HD 10d4-10; hp 21; Init -1; Spd 20 ft.; AC 9, touch 9, Flat-footed 9; Base Atk +4; Grp +3; Atk +3 melee (1d6-1 subdual, sap); Full Atk +3 melee (1d6-1 subdual, sap); SA spells, charm demon, quasit familiar, summoning mastery +2; SQ acid, cold, fire resistance 10, lighting resistance 20, poison immunity; AL CE; SV Fort +2, Ref +2, Will +11; Str 8, Dex 8, Con 8, Int 16, Wis 15, Cha 20.

Polymorphed stats (as annis): large monstrous humanoid; HD 10d4+20; hp 51; Init +1; Spd 40 Ft.; AC 20, touch 10, Flat-footed 19; Base Atk +4; Grp +15; Atk +6 melee (1d6+7, claw); Full Atk +6 melee (1d6+7, 2

claws) and +1 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, charm demon, quasit familiar, summoning mastery +2, improved grab, rake (+9 melee, 1d6+7 damage, 2 claws), rend (2d6+10 damage); SQ acid, cold, fire resistance 10, lighting resistance 20, poison immunity; AL CE; SV Fort +5, Ref +4, Will +11; Str 25, Dex 12, Con 14, Int 16, Wis 15, Cha 20.

Skills and Feats: Bluff +18, Concentration +12, Intimidate +18, Knowledge (arcana) +11, Knowledge (local) +9, Knowledge (nobility and royalty) +5, Knowledge (planes) +11, Knowledge (religion) +4, Listen +4*, Profession (Lawyer) +12, Sense Motive +15, Spellcraft +11 Spot +4*, Alertness*, Arcane Preparation*, Augment Summoning, Evil Brand*, Malign Spell Focus*, Rapid Spell*, Sacrificial Mastery*, Scribe Scroll; *when within 5 ft. of familiar

Spells known (4/4+1/3+1/2+1; Base DC = 13 + Spell Level or DC 15 + Spell Level if Evil): 0th - *detect magic, ghost sound, mage hand, ~~message~~*, 1st - *grease, mage armor, obscuring mist, shield, summon monster I*; 2nd - *glitterdust, invisibility, rapid summon monster I, summon monster II*; 3rd - *fly, rapid summon monster II, summon monster III*

Demonologist Spells (5/3/3/2; Base DC = 15 + Spell Level or DC 17 + Spell Level if Evil) 1st - *demonflesh, protection from good, spores of the vrock, summon monster I* (x2); 2nd - *dance of ruin, rapid summon monster I, summon monster II*; 3rd - ~~*call dretch horde, rapid summon monster II, summon monster III*~~; 4th - ~~*call nightmare, summon monster IV*~~

Possessions: sap, silent metamagic rod (lesser), ring of mind shielding, cloak of charisma +2, vest of resistance +1

Languages: Abyssal, Ancient Baklunish, Auran, Common

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 10d4; hp 10; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +4; Grp -5; Atk +9 melee (1d3-1 plus poison, claw); Full Atk +9 melee (1d3-1 plus poison, 2 claws) and +4 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share

spells, empathic link, deliver touch spells, speak with master; SV Fort +3 Ref +6 Will +9; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +13, Diplomacy +2, Disguise +0, Hide +17, Intimidate +13, Knowledge (arcana) +8, Knowledge (local) +6, Knowledge (nobility and royalty) +2, Knowledge (planes) +8, Knowledge (religion) +1, Listen +7, Move Silently +9, Search +6, Sense Motive +14, Spellcraft +8, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good*, *detect magic and invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

Encounter 7F

Katryvan: Half-fiend Rakshasa Sor1/Fiend of Corruption1*; CR 14; Medium outsider (native); HD 7d8+1d4+1d6+36; hp 74; Init +4; Spd 40 ft., fly 40 ft. (average); AC 24, touch 14, Flat-footed 20; Base Atk +7; Grp +10; Atk +10 melee (1d4+3, claw); Full Atk +10 melee (1d4+3, 2 claws) and +5 melee (1d6+1, bite); SA spells, detect thoughts, smite good +9, spell-like abilities, natural weapons treated as magic weapons for overcoming DR; SQ change shape, alternate form, DR 15/good and piercing, darkvision 60 ft., SR 27, immunity to poison, acid, cold, fire, electricity resistance 10, fiend's favor; AL LE; SV Fort +11, Ref +11, Will +10; Str 16, Dex 18, Con 18, Int 17, Wis 13, Cha 20.

Skills and Feats: Bluff +21, Concentration +15, Diplomacy +16, Disguise +19, Intimidate +15, Knowledge (arcana) +5, Knowledge (plane) +6, Knowledge (religion) +5, Listen +13, Move Silently +15, Perform (oratory) +15, Sense Motive +16, Spellcraft +14, Spot +11; Alertness, Combat Casting, Dodge, Improved Familiar

Spell-Like Abilities (Caster Level 9th): 3/day *darkness*, *poison* (DC 19); 1/day *contagion*, *desecrate*, *unholy blight* (DC 19)

Spells known (6/8/7/6/4; base DC = 15 + Spell Level or DC 15); 0 - *detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*, 1st - *charm person*, *mage armor*, *magic missile*, *shield*, *silent image*; 2nd - *bear's endurance*, *invisibility*, *Melf's acid arrow*; 3rd - *haste*, *suggestion*; 4th - *dimension door*

Possessions: ring of misdirection

Languages: Abyssal, Ancient Baklunish, Auran, Common

* See Appendix 2: New Rules Items

Hippogriff Familiar: Large magical beast; HD9; hp 37; Init +2; Spd 50 ft., fly 100 ft. (average); AC 16, touch 11, Flat-footed 14; Base Atk +7; Grp +15; Atk +10 melee (1d4+4, claw); Full Atk +10 melee (1d4+1, 2 claws) and +5 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SQ darkvision 60 ft., low-light vision, improved evasion, scent, share spells, empathic link; SV Fort +10 Ref +9 Will +10; Str 18, Dex 15, Con 16, Int 6, Wis 13, Cha 8

Skills and Feats: Bluff +14, Diplomacy +10, Disguise +13, Intimidate +9, Knowledge (arcana) +0, Knowledge (planes) +1, Knowledge (religion) +0, Listen +13, Move Silently +13, Sense Motive +16, Spellcraft +9, Spot +11; Dodge, Wing-over.

Bezag: Wiz5/ElemSav(Air)5*; CR 10; Baklunish male human; medium humanoid; HD 10d4+10; hp 41; Init +1; Spd 30 ft.; AC 11, touch 11, Flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, 18-20/x2, scimitar); Full Atk +5 melee (1d6+1, 18-20/x2, scimitar); SA spells, quasit familiar, elemental focus +2, elemental penetration +1; SQ elemental transition (air), immunity to sleep and paralysis, darkvision 60 ft., electricity resistance 10; AL CE; SV Fort +4, Ref +4, Will +8; Str 12, Dex 12, Con 12, Int 23, Wis 8, Cha 8.

Polymorphed stats (as troll): large giant; HD 10d4+60; hp 91; Init +2; Spd 30 Ft.; AC 16, touch 11, Flat-footed 14; Base Atk +4; Grp +14; Atk +10 melee (1d6+6, 18-20/x2, scimitar); Full Atk +10 melee (1d6+6, 18-20/x2, scimitar) and +6 melee (1d6+6, claw) and +1 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, quasit familiar, elemental focus +2, elemental penetration +1, rend (2d6+9 damage); SQ elemental transition (air), immunity to sleep and paralysis, darkvision 60 ft., electricity resistance 10; AL CE; SV Fort +9, Ref +5, Will +8; Str 23, Dex 14, Con 23, Int 23, Wis 8, Cha 8. Concentration +19.

Skills and Feats: Bluff +5, Concentration +14, Disguise +4, Knowledge (Arcana) +19, Knowledge (Planes) +19, Listen +1*, Ride +5, Sense Motive +5, Spellcraft +19 Spot +1*; Alertness*, Empower Spell, Energy Substitution (electricity), Greater Spell Penetration (evocation), Improved Familiar (Quasit), Martial Weapon Proficiency (scimitar), Scribe Scroll, Spell Focus (evocation); *when within 5 ft. of familiar

Spells prepared (4/6/6/4/4/3; base DC = 16 + Spell Level or DC = 18 + Spell Level if Evocation or DC = 18 + Spell Level if Electricity or DC = 20 + Spell Level if Evocation and Electricity); 0 - *detect magic* (x2),

mending, touch of fatigue, 1st - charm person, grease, mage armor, magic missile (x2), true strike, 2nd - electric scorching ray, false life, glitterdust, mirror image, misdirection, see invisibility, 3rd - dispel magic, electric fireball, empowered magic missile, fly, 4th - greater invisibility, ~~polymorph (x2)~~, ~~stoneskin~~, 5th - cone of electric cold, empowered electric fireball, summon monster V

Possessions: cloak of resistance +1, ring of counterspells (dispel magic), ring of the wind (5 charges)

Languages: Abyssal, Ancient Baklunish, Auran, Common, Infernal

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 10d4; hp 20; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +4; Grp -5; Atk +9 melee (1d3-1 plus poison, claw); Full Atk +9 melee (1d3-1 plus poison, 2 claws) and +4 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +3 Ref +6 Will +9; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0, Hide +17, Intimidate +2, Knowledge (arcane) +13, +2, Knowledge (planes) +13, Listen +7, Move Silently +9, Search +6, Sense Motive +7, Spellcraft +13, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good, detect magic, invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

Encounter Eight

Bezag: Wiz5/ElemSav(Air)5*; CR 10; Baklunish male human; medium humanoid; HD 10d4+10; hp 41; Init +1; Spd 30 ft.; AC 11, touch 11, Flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, 18-20/x2, scimitar); Full Atk +5 melee (1d6+1, 18-20/x2, scimitar); SA spells, quasit familiar, elemental focus +2, elemental penetration +1; SQ elemental transition (air), immunity to sleep and paralysis, darkvision 60 ft., electricity resistance 10; AL CE; SV Fort +4, Ref +4, Will +8; Str 12, Dex 12, Con 12, Int 23, Wis 8, Cha 8.

Polymorphed stats (as troll): large giant; HD 10d4+60; hp 91; Init +2; Spd 30 Ft.; AC 16, touch 11, Flat-footed 14; Base Atk +4; Grp +14; Atk +10 melee (1d6+6, 18-20/x2, scimitar); Full Atk +10 melee (1d6+6, 18-20/x2, scimitar) and +6 melee (1d6+6, claw) and +1 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, quasit familiar, elemental focus +2, elemental penetration +1, rend (2d6+9 damage); SQ elemental transition (air), immunity to sleep and paralysis, darkvision 60 ft., electricity resistance 10; AL CE; SV Fort +9, Ref +5, Will +8; Str 23, Dex 14, Con 23, Int 23, Wis 8, Cha 8. Concentration +19.

Skills and Feats: Bluff +5, Concentration +14, Disguise +4, Knowledge (Arcana) +19, Knowledge (Planes) +19, Listen +1*, Ride +5, Sense Motive +5, Spellcraft +19 Spot +1*; Alertness*, Empower Spell, Energy Substitution (electricity), Greater Spell Penetration (evocation), Improved Familiar (Quasit), Martial Weapon Proficiency (scimitar), Scribe Scroll, Spell Focus (evocation); *when within 5 ft. of familiar

Spells prepared (4/6/6/4/4/3; base DC = 16 + Spell Level or DC = 18 + Spell Level if Evocation or DC = 18 + Spell Level if Electricity or DC = 20 + Spell Level if Evocation and Electricity); 0 - *detect magic* (x2), *mending, touch of fatigue, 1st - charm person, grease, mage armor, magic missile (x2), true strike, 2nd - electric scorching ray, false life, glitterdust, mirror image, misdirection, see invisibility, 3rd - dispel magic, electric fireball, empowered magic missile, fly, 4th - greater invisibility, ~~polymorph (x2)~~, ~~stoneskin~~, 5th - cone of electric cold, empowered electric fireball, summon monster V*

Possessions: cloak of resistance +1, ring of counterspells (dispel magic), ring of the wind (5 charges)

Languages: Abyssal, Ancient Baklunish, Auran, Common, Infernal

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 10d4; hp 20; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +4; Grp -5; Atk +9 melee (1d3-1 plus poison, claw); Full Atk +9 melee (1d3-1 plus poison, 2 claws) and +4 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +3 Ref +6 Will +9; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0, Hide +17, Intimidate +2, Knowledge (arcane) +13, +2, Knowledge (planes) +13, Listen +7, Move Silently +9, Search +6, Sense Motive +7, Spellcraft +13, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good, detect magic, invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

APL 10

Encounter 7D

Meratopoles: Wiz5/Demonologist6*; CR 11; Baklunish male human; medium humanoid; HD 11d4; hp 34; Init -1; Spd 20 ft.; AC 9, touch 9, Flat-footed 9; Base Atk +5; Grp +4; Atk +4 melee (1d6 subdual-1, sap); Full Atk +4 melee (1d6-1 subdual, sap); SA spells, charm demon, quasit familiar, summoning mastery +3; SQ acid, cold, fire, resistance 10, electricity resistance 20, poison immunity; AL CE; SV Fort +5, Ref +4, Will +13; Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 20.

Polymorphed stats (as annis): large monstrous humanoid; HD 11d4+22; hp 56; Init +1; Spd 40 Ft.; AC 20, touch 10, Flat-footed 19; Base Atk +5; Grp +16; Atk +7 melee (1d6+7, claw); Full Atk +7 melee (1d6+7, 2 claws) and +2 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, charm demon, quasit familiar, summoning mastery +3, improved grab, rake (+9 melee, 1d6+7 damage, 2 claws), rend (2d6+10 damage); SQ acid, cold, fire resistance 10, electricity resistance 20, poison immunity; AL CE; SV Fort +7, Ref +6, Will +13; Str 25, Dex 12, Con 14, Int 16, Wis 15, Cha 20. Concentration +16.

Skills and Feats: Bluff +19, Concentration +14, Intimidate +19, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (nobility and royalty) +5, Knowledge (planes) +11, Knowledge (religion) +6, Listen +5*, Profession (Lawyer) +12, Sense Motive +16, Spellcraft +11 Spot +4; Alertness, Arcane Preparation*, Augment Summoning, Evil Brand*, Malign Spell Focus*, Rapid Spell*, Sacrificial Mastery*, Scribe Scroll.

Spells prepared (4/4+1/3+1/2+1; base DC = 13 + Spell Level or DC = 15 + Spell Level if Evil): 0 - *detect magic, ghost sound, mage hand, message*, 1st - *grease, mage armor, obscuring mist, shield, summon monster I*; 2nd - *glitterdust, invisibility, rapid summon monster*

I, summon monster II; 3rd - *fly, rapid summon monster II, summon monster III*

Demonologist Spells (5/4/3/3; base DC = 15 + Spell Level or DC = 17 + Spell Level if Evil): 1st - *bane, demonflesh, protection from good, spores of the vrock, summon monster I* (x2); 2nd - *dance of ruin, rapid summon monster I, stunning screech, summon monster II*; 3rd - ~~*call dretch horde*~~, *rapid summon monster II, summon monster III*; 4th - ~~*call nightmare*~~, *rapid summon monster III, summon monster IV*

Possessions: sap, *silent metamagic rod (lesser)*, *ring of mind shielding, cloak of charisma +2, amulet of health +2, vest of resistance +2*

Languages: Abyssal, Ancient Baklunish, Auran, Common

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 11d4; hp 17; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +5; Grp -4; Atk +10 melee (1d3-1 plus poison, claw); Full Atk +10 melee (1d3-1 plus poison, 2 claws) and +5 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +3 Ref +6 Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +14, Diplomacy +2, Disguise +0, Hide +17, Intimidate +14, Knowledge (arcane) +8, Knowledge (local) +8, Knowledge (nobility and royalty) +2, Knowledge (planes) +8, Knowledge (religion) +3, Listen +7, Move Silently +9, Search +6, Sense Motive +15, Spellcraft +8, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good, detect magic and invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

Encounter 7E

Katryvan: Half-fiend Rakshasa Sor1/Fiend of Corruption1*; CR 14; Medium outsider (native); HD 7d8+1d4+1d6+36; hp 74; Init +4; Spd 40 ft., fly 40 ft. (average); AC 24, touch 14, Flat-footed 20; Base Atk +7; Grp +10; Atk +10 melee (1d4+3, claw); Full Atk +10 melee (1d4+3, 2 claws) and +5 melee (1d6+1, bite); SA

spells, detect thoughts, smite good +9, spell-like abilities, natural weapons treated as magic weapons for overcoming DR; SQ change shape, alternate form, DR 15/good and piercing, darkvision 60 ft., SR 27, immunity to poison, acid, cold, fire, electricity resistance 10, fiend's favor; AL LE; SV Fort +11, Ref +11, Will +10; Str 16, Dex 18, Con 18, Int 17, Wis 13, Cha 20.

Skills and Feats: Bluff +21, Concentration +15, Diplomacy +16, Disguise +19, Intimidate +15, Knowledge (arcana) +5, Knowledge (plane) +6, Knowledge (religion) +5, Listen +13, Move Silently +15, Perform (oratory) +15, Sense Motive +16, Spellcraft +14, Spot +11; Alertness, Combat Casting, Dodge, Improved Familiar

Spell-Like Abilities (Caster Level 9th): 3/day *darkness*, *poison* (DC 19); 1/day *contagion*, *deseccate*, *unholy blight* (DC 19)

Spells known (6/8/7/6/4; base DC = 15 + Spell Level or DC 15); 0 - *detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*, 1st - *charm person*, *mage armor*, *magic missile*, *shield*, *silent image*, 2nd - *bear's endurance*, *invisibility*, *Melf's acid arrow*, 3rd - *haste*, *suggestion*, 4th - *dimension door*

Possessions: *ring of misdirection*

Languages: Abyssal, Ancient Baklunish, Auran, Common

* See Appendix 2: New Rules Items

Hippogriff Familiar: Large magical beast; HD9; hp 37; Init +2; Spd 50 ft., fly 100 ft. (average); AC 16, touch 11, Flat-footed 14; Base Atk +7; Grp +15; Atk +10 melee (1d4+4, claw); Full Atk +10 melee (1d4+1, 2 claws) and +5 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SQ darkvision 60 ft., low-light vision, improved evasion, scent, share spells, empathic link; SV Fort +10 Ref +9 Will +10; Str 18, Dex 15, Con 16, Int 6, Wis 13, Cha 8

Skills and Feats: Bluff +14, Diplomacy +10, Disguise +13, Intimidate +9, Knowledge (arcana) +0, Knowledge (planes) +1, Knowledge (religion) +0, Listen +13, Move Silently +13, Sense Motive +16, Spellcraft +9, Spot +11; Dodge, Wing-over.

Bezag: Wiz5/ElemSav(Air)7*; CR 12; Baklunish male human; medium humanoid; HD 12d4+12; hp 49; Init +1; Spd 30 ft.; AC 11, touch 11, Flat-footed 10; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, 18-20/x2, scimitar); Full Atk +6 melee (1d6+1, 18-20/x2, scimitar); SA spells, quasit familiar, elemental focus +2, elemental penetration +2 SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft.,

electricity resistance 15; AL CE; SV Fort +6, Ref +6, Will +10; Str 12, Dex 12, Con 12, Int 26, Wis 8, Cha 8.

Polymorphed stats (as troll): large giant; HD 12d4+72; hp 109; Init +2; Spd 30 ft.; AC 16, touch 11, Flat-footed 14; Base Atk +5; Grp +15; Atk +11 melee (1d6+6, 18-20/x2, scimitar); Full Atk +11 melee (1d6+6, 18-20/x2, scimitar) and +7 melee (1d6+6, claw) and +2 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, quasit familiar, elemental focus +2, elemental penetration +2, rend (2d6+9 damage); SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft., electricity resistance 15; AL CE; SV Fort +11, Ref +7, Will +10; Str 23, Dex 14, Con 23, Int 26, Wis 8, Cha 8. Concentration +21.

Skills and Feats: Bluff +5, Concentration +16, Disguise +4, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (religion) +16, Listen +1*, Ride +5, Sense Motive +5, Spellcraft +23 Spot +1; Alertness, Empower Spell, Energy Substitution (electricity)*, Greater Spell Penetration (Evocation), Improved Familiar (Quasit), Martial Weapon Proficiency (scimitar), Quicken Spell, Scribe Scroll, Spell Focus (Evocation);

Spells prepared (4/6/6/6/5/4/3; base DC = 18 + Spell Level or DC = 20 + Spell Level if Evocation or DC = 20 + Spell Level if electricity or DC = 22 + Spell Level if Evocation and electricity): 0 - *detect magic* (x2), *mending*, *touch of fatigue*, 1st - *charm person*, *grease*, *mage armor*, *magic missile* (x2), *true strike*, 2nd - *electric scorching ray*, *false life*, *glitterdust*, *mirror image*, *misdirection*, *see invisibility*, 3rd - *dispel magic*, *electric fireball*, *empowered magic missile*, *fly*, *haste*, *hold person*, 4th - *empowered electric scorching ray*, *greater invisibility*, ~~*polymorph*~~ (x2), ~~*stoneskin*~~, 5th Lvl *cone of electric cold*, *empowered electric fireball*, *quicken true strike*, *summon monster V*, 6th - *disintegrate*, *greater dispel magic*, *quicken false life*

Possessions: *cloak of resistance* +2, *headband of intellect* +2, *ring of counterspells* (*dispel magic*), *ring of the wind* (5 charges)

Languages: Abyssal, Ancient Baklunish, Auran, Common, Infernal

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 12d4; hp 24; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +5; Grp -4; Atk +10 melee (1d3-1 plus poison, claw); Full Atk +10 melee (1d3-1 plus poison, 2 claws) and +5 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR

5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +3 Ref +6 Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0, Hide +17, Intimidate +2, Knowledge (arcane) +15, +2, Knowledge (planes) +15, Knowledge (religion) +8, Listen +7, Move Silently +9, Search +6, Sense Motive +7, Spellcraft +15, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good*, *detect magic and invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

Encounter Eight

Bezag: Wiz5/ElemSav(Air)7*; CR 12; Baklunish male human; medium humanoid; HD 12d4+12; hp 49; Init +1; Spd 30 ft.; AC 11, touch 11, Flat-footed 10; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, 18-20/x2, scimitar); Full Atk +6 melee (1d6+1, 18-20/x2, scimitar); SA spells, quasit familiar, elemental focus +2, elemental penetration +2 SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft., electricity resistance 15; AL CE; SV Fort +6, Ref +6, Will +10; Str 12, Dex 12, Con 12, Int 26, Wis 8, Cha 8.

Polymorphed stats (as troll): large giant; HD 12d4+72; hp 109; Init +2; Spd 30 ft.; AC 16, touch 11, Flat-footed 14; Base Atk +5; Grp +15; Atk +11 melee (1d6+6, 18-20/x2, scimitar); Full Atk +11 melee (1d6+6, 18-20/x2, scimitar) and +7 melee (1d6+6, claw) and +2 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, quasit familiar, elemental focus +2, elemental penetration +2, rend (2d6+9 damage); SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft., electricity resistance 15; AL CE; SV Fort +11, Ref +7, Will +10; Str 23, Dex 14, Con 23, Int 26, Wis 8, Cha 8. Concentration +21.

Skills and Feats: Bluff +5, Concentration +16, Disguise +4, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (religion) +16, Listen +1*, Ride +5, Sense Motive +5, Spellcraft +23 Spot +1; Alertness, Empower Spell, Energy Substitution (electricity)*, Greater Spell Penetration (Evocation), Improved Familiar (Quasit), Martial Weapon Proficiency (scimitar), Quickened Spell, Scribe Scroll, Spell Focus (Evocation);

Spells prepared (4/6/6/6/5/4/3; base DC = 18 + Spell Level or DC = 20 + Spell Level if Evocation or DC = 20 + Spell Level if electricity or DC = 22 + Spell Level if Evocation and electricity): 0 - *detect magic* (x2), *mending*, *touch of fatigue*, 1st - *charm person*, *grease*, *mage armor*, *magic missile* (x2), *true strike*, 2nd - *electric scorching ray*, *false life*, *glitterdust*, *mirror image*, *misdirection*, *see invisibility*, 3rd - *dispel magic*, *electric fireball*, *empowered magic missile*, *fly*, *haste*, *hold person*, 4th - *empowered electric scorching ray*, *greater invisibility*, ~~*polymorph* (x2)~~, ~~*stoneskin*~~, 5th - *cone of electric cold*, *empowered electric fireball*, *quickened true strike*, *summon monster V*, 6th - *disintegrate*, *greater dispel magic*, *quickened false life*

Possessions: *cloak of resistance +2*, *headband of intellect +2*, *ring of counterspells (dispel magic)*, *ring of the wind* (5 charges)

Languages: Abyssal, Ancient Baklunish, Auran, Common, Infernal

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 12d4; hp 24; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +5; Grp -4; Atk +10 melee (1d3-1 plus poison, claw); Full Atk +10 melee (1d3-1 plus poison, 2 claws) and +5 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +3 Ref +6 Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0, Hide +17, Intimidate +2, Knowledge (arcane) +15, +2, Knowledge (planes) +15, Knowledge (religion) +8, Listen +7, Move Silently +9, Search +6, Sense Motive +7, Spellcraft +15, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good, detect magic and invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

APL 12

Encounter 7D

Meratopoles: Wiz5/Demonologist9*; CR 14; Baklunish male human; medium humanoid (5'8" tall, 790 lbs.); HD 14d4; hp 43; Init -1; Spd 20 ft.; AC 9, Touch 9, Flat-footed 9; Base Atk +6; Grp +5; Atk +5 melee (1d6 subdual-1, sap); Full Atk +5 melee (1d6-1 subdual, sap); SA spells, charm demon, hold demon, quasit familiar, summoning mastery +4; SQ acid, cold, fire resistance 10, electricity resistance 20, poison immunity, telepathy; AL CE; SV Fort +7, Ref +6, Will +15; Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 23.

Polymorphed stats (as annis): large monstrous humanoid; HD 14d4+28; hp 71; Init +1; Spd 40 Ft.; AC 20, touch 10, Flat-footed 19; Base Atk +6; Grp +17; Atk +8 melee (1d6+7, claw); Full Atk +8 melee (1d6+7, 2 claws) and +3 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, charm demon, hold demon, quasit familiar, summoning mastery +4, improved grab, rake (+9 melee, 1d6+7 damage, 2 claws), rend (2d6+10 damage); SQ acid, cold, fire resistance 10, electricity resistance 20, poison immunity, telepathy; AL CE; SV Fort +8, Ref +7, Will +15; Str 25, Dex 12, Con 14, Int 16, Wis 15, Cha 23. Concentration +18.

Skills and Feats: Bluff +20, Concentration +15, Intimidate +20, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (nobility and royalty) +7, Knowledge (planes) +11, Knowledge (religion) +8, Listen +4*, Profession (Lawyer) +12, Sense Motive +17, Spellcraft +11 Spot +4; Alertness, Arcane Preparation*, Augment Summoning, Willing Deformity [Vile]*, Evil Brand*, Malign Spell Focus*, Rapid Spell*, Sacrificial Mastery*, Scribe Scroll.

Spells prepared (4/4+1/3+1/2+1; base DC = 13 + Spell Level or base DC = 15 + Spell Level if Evil): 0 - *detect magic, ghost sound, mage hand, message*, 1st - *grease, mage armor, obscuring mist, shield, summon monster I*; 2nd - *glitterdust, invisibility, rapid summon monster I, summon monster II*; 3rd - *fly, rapid summon monster II, summon monster III*

Demonologist Spells (6/6/4/4; base DC = 16 + Spell Level or DC = 18 + Spell Level if Evil): 1st - *bane, demonflesh, protection from good, spores of the vrock* (x2), *summon monster I* (x2); 2nd - *bestow curse* (x2), *dance of ruin, rapid summon monster I, stunning*

screech, summon monster II; 3rd - ~~*call dretch horde, rapid summon monster II, summon monster III*~~ (x2); 4th - ~~*call nightmare, rapid summon monster III*~~ (x2), *summon monster IV*

Possessions: sap, *silent metamagic rod (lesser)*, *ring of mind shielding, cloak of charisma +4, vest of resistance +3, amulet of health +2*

Languages: Abyssal, Ancient Baklunish, Auran, Common

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 11d4; hp 21; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +6; Grp -3; Atk +11 melee (1d3-1 plus poison, claw); Full Atk +11 melee (1d3-1 plus poison, 2 claws) and +5 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +4 Ref +7 Will +11; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +15, Diplomacy +2, Disguise +0, Hide +17, Intimidate +15, Knowledge (arcane) +8, Knowledge (local) +8, Knowledge (nobility and royalty) +4, Knowledge (planes) +8, Knowledge (religion) +5, Listen +7, Move Silently +9, Search +6, Sense Motive +16, Spellcraft +8, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good, detect magic and invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

Encounter 7F

Katryvan: Half-fiend Rakshasa Sor1/Fiend of Corruption1*; CR 14; Medium outsider (native); HD 7d8+1d4+1d6+36; hp 74; Init +4; Spd 40 ft., fly 40 ft. (average); AC 24, touch 14, Flat-footed 20; Base Atk +7; Grp +10; Atk +10 melee (1d4+3, claw); Full Atk +10 melee (1d4+3, 2 claws) and +5 melee (1d6+1, bite); SA spells, detect thoughts, smite good +9, spell-like abilities, natural weapons treated as magic weapons for overcoming DR; SQ change shape, alternate form, DR 15/good and piercing, darkvision 60 ft., SR 27, immunity to poison, acid, cold, fire, electricity resistance 10, fiend's favor; AL LE; SV Fort +11, Ref

+11, Will +10; Str 16, Dex 18, Con 18, Int 17, Wis 13, Cha 20.

Skills and Feats: Bluff +21, Concentration +15, Diplomacy +16, Disguise +19, Intimidate +15, Knowledge (arcana) +5, Knowledge (plane) +6, Knowledge (religion) +5, Listen +13, Move Silently +15, Perform (oratory) +15, Sense Motive +16, Spellcraft +14, Spot +11; Alertness, Combat Casting, Dodge, Improved Familiar

Spell-Like Abilities (Caster Level 9th): 3/day *darkness*, *poison* (DC 19); 1/day *contagion*, *deseccate*, *unholy blight* (DC 19)

Spells known (6/8/7/6/4; base DC = 15 + Spell Level or DC 15); 0 - *detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*, 1st - *charm person*, *mage armor*, *magic missile*, *shield*, *silent image*, 2nd - *bear's endurance*, *invisibility*, *Melf's acid arrow*, 3rd - *haste*, *suggestion*, 4th - *dimension door*

Possessions: *ring of misdirection*

Languages: Abyssal, Ancient Baklunish, Auran, Common

* See Appendix 2: New Rules Items

Hippogriff Familiar: Large magical beast; HD9; hp 37; Init +2; Spd 50 ft., fly 100 ft. (average); AC 16, touch 11, Flat-footed 14; Base Atk +7; Grp +15; Atk +10 melee (1d4+4, claw); Full Atk +10 melee (1d4+1, 2 claws) and +5 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SQ darkvision 60 ft., low-light vision, improved evasion, scent, share spells, empathic link; SV Fort +10 Ref +9 Will +10; Str 18, Dex 15, Con 16, Int 6, Wis 13, Cha 8

Skills and Feats: Bluff +14, Diplomacy +10, Disguise +13, Intimidate +9, Knowledge (arcana) +0, Knowledge (planes) +1, Knowledge (religion) +0, Listen +13, Move Silently +13, Sense Motive +16, Spellcraft +9, Spot +11; Dodge, Wing-over.

Bezag: Wiz5/ElemSav(Air)9*; CR 14; Baklunish male human; medium humanoid (6' tall); HD 14d4+12; hp 57; Init +1; Spd 30 ft.; AC 11, touch 11, Flat-footed 10; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, 18-20/x2, scimitar); Full Atk +7/2 melee (1d6+1, 18-20/x2, scimitar); SA spells, quasit familiar, elemental focus +3, elemental penetration +3 SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft., electricity resistance 15; AL CE; SV Fort +8, Ref +8, Will +12; Str 12, Dex 12, Con 12, Int 28, Wis 8, Cha 8.

Polymorphed stats (as troll): large giant; HD 14d4+84; hp 127; Init +2; Spd 30 Ft.; AC 16, touch 11, Flat-footed 14; Base Atk +6; Grp +16; Atk +12 melee

(1d6+6, 18-20/x2, scimitar); Full Atk +12/7 melee (1d6+6, 18-20/x2, scimitar) or +12 melee (1d6+6, 18-20/x2, scimitar) and +8 melee (1d6+6, claw) and +3 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, quasit familiar, elemental focus +3, elemental penetration +3, rend (2d6+9 damage); SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft., electricity resistance 15; AL CE; SV Fort +13, Ref +9, Will +12; Str 23, Dex 14, Con 23, Int 28, Wis 8, Cha 8. Concentration +23.

Skills and Feats: Bluff +5, Concentration +18, Disguise +4, Knowledge (arcana) +26, Knowledge (planes) +26, Knowledge (religion) +23, Listen +1, Ride +5, Sense Motive +5, Spellcraft +26 Spot +1; Alertness, Empower Spell, Energy Substitution (electricity)*, Greater Spell Penetration (Evocation), Improved Familiar (Quasit)*, Martial Weapon Proficiency (scimitar), Quicken Spell, Scribe Scroll, Spell Focus (Evocation).

Spells prepared (4/7/6/6/6/5/4/3; base DC = 19 + Spell Level or DC = 21 + Spell Level if Evocation or DC = 22 + Spell Level if electricity or DC = 24 + Spell Level if Evocation and electricity): 0 - *detect magic* (x2), *mending*, *touch of fatigue*, 1st - *charm person*, *grease*, *mage armor*, *magic missile* (x3), *true strike*, 2nd - *electric scorching ray*, *false life*, *glitterdust*, *mirror image*, *misdirection*, *see invisibility*, 3rd - *dispel magic*, *electric fireball*, *empowered magic missile*, *fly*, *haste*, *hold person*, 4th - *empowered electric scorching ray*, *empowered scorching ray*, *greater invisibility*, ~~*polymorph* (x2)~~, ~~*stoneskin*~~, 5th - *cone of electric cold*, *empowered electric fireball*, *quicken magic missile*, *quicken true strike*, *summon monster V*, 6th - *disintegrate*, *greater dispel magic*, *quicken electric scorching ray*, *quicken false life*, 7th - *empowered cone of electric cold*, *quicken empowered magic missile*, *spell turning*

Possessions: *cloak of resistance* +3, *headband of intellect* +4, *ring of counterspells* (*dispel magic*), *ring of the wind* (5 charges)

Languages: Abyssal, Ancient Baklunish, Auran, Common, Infernal

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 10d4; hp 28; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +6; Grp -3; Atk +11 melee (1d3-1 plus poison, claw); Full Atk +11 melee (1d3-1 plus poison, 2 claws) and +6 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2,

immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +4 Ref +7 Will +11; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0, Hide +17, Intimidate +2, Knowledge (arcana) +17, +2, Knowledge (planes) +17, Knowledge (religion) +14, Listen +7, Move Silently +9, Search +6, Sense Motive +7, Spellcraft +17, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good*, *detect magic and invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

Encounter Eight

Bezag: Wiz5/ElemSav(Air)9*; CR 14; Baklunish male human; medium humanoid (6' tall); HD 14d4+12; hp 57; Init +1; Spd 30 ft.; AC 11, touch 11, Flat-footed 10; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, 18-20/x2, scimitar); Full Atk +7/2 melee (1d6+1, 18-20/x2, scimitar); SA spells, quasit familiar, elemental focus +3, elemental penetration +3 SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft., electricity resistance 15; AL CE; SV Fort +8, Ref +8, Will +12; Str 12, Dex 12, Con 12, Int 28, Wis 8, Cha 8.

Polymorphed stats (as troll): large giant; HD 14d4+84; hp 127; Init +2; Spd 30 Ft.; AC 16, touch 11, Flat-footed 14; Base Atk +6; Grp +16; Atk +12 melee (1d6+6, 18-20/x2, scimitar); Full Atk +12/7 melee (1d6+6, 18-20/x2, scimitar) or +12 melee (1d6+6, 18-20/x2, scimitar) and +8 melee (1d6+6, claw) and +3 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA spells, quasit familiar, elemental focus +3, elemental penetration +3, rend (2d6+9 damage); SQ elemental transition (immune to sleep, paralysis and stunning), darkvision 60 ft., electricity resistance 15; AL CE; SV Fort +13, Ref +9, Will +12; Str 23, Dex 14, Con 23, Int 28, Wis 8, Cha 8. Concentration +23.

Skills and Feats: Bluff +5, Concentration +18, Disguise +4, Knowledge (arcana) +26, Knowledge (planes) +26, Knowledge (religion) +23, Listen +1, Ride +5, Sense Motive +5, Spellcraft +26 Spot +1; Alertness, Empower Spell, Energy Substitution (electricity)*, Greater Spell Penetration (Evocation), Improved Familiar (Quasit)*, Martial Weapon Proficiency (scimitar), Quicken Spell, Scribe Scroll, Spell Focus (Evocation).

Spells prepared (4/7/6/6/6/5/4/3; base DC = 19 + Spell Level or DC = 21 + Spell Level if Evocation or DC = 22 + Spell Level if electricity or DC = 24 + Spell Level if Evocation and electricity): 0 - *detect magic* (x2), *mending*, *touch of fatigue*, 1st - *charm person*, *grease*, *mage armor*, *magic missile* (x3), *true strike*, 2nd - *electric scorching ray*, *false life*, *glitterdust*, *mirror image*, *misdirection*, *see invisibility*, 3rd - *dispel magic*, *electric fireball*, *empowered magic missile*, *fly*, *haste*, *hold person*, 4th - *empowered electric scorching ray*, *empowered scorching ray*, *greater invisibility*, ~~*polymorph* (x2)~~, ~~*stoneskin*~~, 5th - *cone of electric cold*, *empowered electric fireball*, *quicken magic missile*, *quicken true strike*, *summon monster V*, 6th - *disintegrate*, *greater dispel magic*, *quicken electric scorching ray*, *quicken false life*, 7th - *empowered cone of electric cold*, *quicken empowered magic missile*, *spell turning*

Possessions: *cloak of resistance +3*, *headband of intellect +4*, *ring of counterspells (dispel magic)*, *ring of the wind* (5 charges)

Languages: Abyssal, Ancient Baklunish, Auran, Common, Infernal

* See Appendix 2: New Rules Items

Quasit Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 10d4; hp 28; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 15, Flat-footed 18; Base Atk +6; Grp -3; Atk +11 melee (1d3-1 plus poison, claw); Full Atk +11 melee (1d3-1 plus poison, 2 claws) and +6 melee (1d4-1, bite); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 10, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +4 Ref +7 Will +11; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0, Hide +17, Intimidate +2, Knowledge (arcana) +17, +2, Knowledge (planes) +17, Knowledge (religion) +14, Listen +7, Move Silently +9, Search +6, Sense Motive +7, Spellcraft +17, Spot +6; Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fort [DC 13], initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-like abilities: At will - *detect good*, *detect magic and invisibility* (self-only); 1/day - *cause fear* (as spell, except area is 30 ft. radius from the quasit, Will [DC 11], caster level 6th.

Appendix Two – New Rules Items

Demonologist as presented in *The Book of Vile Darkness*

A demonologist is a mortal who has devoted his life to the study of demons. He is practiced in dealing with them, fighting them, and using them for his own gain. He even gains some demon abilities due to his studies and devotion to the fiends of the Abyss. Demonologists are always evil, although they might not think of themselves as such. No character can get so close to the mind of utter corruption and come away unchanged.

Most demonologists were once wizards or sorcerers, although bards who delve into evil lore also frequently meet the requirements of the class.

Demonologists see themselves as researchers and keepers of lore that most people cannot handle. Thus they often sequester themselves away in libraries of dark knowledge. They attempt to deal with demons on an equal footing - an extremely dangerous undertaking - and rarely interact with mortals. When demonologists see the need, they emerge from their studies and use their dark powers to take or do what they want; then they return to their books and summoning circles. PCs might come into conflict with a demonologist who is after some rare bit of lore or a magic item that they possess. Or the characters might need the help of a demonologist if they are planning to fight demons and need aid or information.

Hit Die: d4

Requirements

To qualify to become a demonologist, a character must fulfill all the following criteria.

Alignment: Chaotic evil.

Skills: Knowledge (arcana) 4 ranks, Knowledge (the planes) 8 ranks.

Feats: Evil Brand, Sacrificial Mastery, Malign Spell Focus.

Special: Must be able to cast at least six arcane spells of the Conjuraton school, one of which must be at least 3rd level.

Class Skills

The demonologist's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Decipher Script (Int), Forgery

(Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Ride (Dex), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the demonologist prestige class.

Weapon and Armor Proficiency: Demonologists are proficient with no weapons, armor or shields.

Spells: Beginning at 1st level, a demonologist gains the ability to cast a small number of arcane spells. To cast a spell, the demonologist must have a Charisma score of at least 10 + the spell's level, so a demonologist with a Charisma of 10 or lower cannot cast these spells. Demonologist bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. The demonologist's spell list appears below; a demonologist has access to any spell on the list and need not prepare those spells ahead of time, just like a sorcerer. A demonologist casts spells just as a sorcerer does.

Charm Demon (Sp): A 1st level demonologist can attempt to charm a chaotic evil outsider, as described in the *charm person* spell, once per day. The demon does not get to use its spell resistance, though it can make a saving throw as normal (DC 11 + demonologist's Cha modifier).

Quasit Familiar (Ex): A 2nd-level demonologist gains a quasit as a familiar, whether he wants it or not. If the demonologist already has a familiar, the quasit devours it and takes its place, but the character suffers no experience point loss. The quasit is treated as a normal familiar, using the class level of the demonologist as the master's level.

Summoning Mastery (Su): When a demonologist of 3rd level or higher casts a *summon monster* spell, it is treated as the equivalent spell of two levels higher for purposes of summoning chaotic evil creatures. For example, a demonologist refers to the *summon monster IV* list for chaotic evil outsiders when casting *summon monster II*. At 6th level, the demonologist refers to the summoning list three levels higher than the one for the *summon monster* spell he is casting. At 9th level, the demonologist refers to the list four levels higher.

Resistances (Su): A demonologist who reaches 4th level gains acid resistance 10, cold resistance 10, fire resistance 10, and electricity resistance 20.

Poison Immunity (Ex): A 5th-level demonologist is immune to poison.

Hold Demon (Sp): A 7th level demonologist can attempt to hold a chaotic evil outsider, as described in the *hold person* spell, once per day. The demon does not get to use its spell resistance, though it can make a saving throw as normal (DC 12 + demonologist's Cha modifier).

Telepathy (Su): An 8th-level demonologist can communicate telepathically with any creature within 100 feet that has a language, just as a tanar'ri can.

Dominate Demon (Sp): A 10th-level demonologist can attempt to dominate a chaotic evil outsider, as described in the *dominate person* spell, once per day. The demon does not get its spell resistance, but it can make a saving throw as normal (DC 15 + demonologist's Cha modifier).

Demonologist Spell List

Demonologists choose their spells from the following list.

1st Level: *bane*, *demonflesh*, *doom*, *protection from evil*, *protection from good*, *spores of the vrock*, *summon monster I*, *unnerving gaze*.

2nd Level: *bestow curse*, *dance of ruin*, *demoncall*, *magic circle against evil*, *magic circle against good*, *protection from elements*, *stunning screech*, *summon monster II*.

3rd Level: *abyssal might*, *call dretch horde*, *corrupt summons*, *demon wings*, *dread word*, *dimensional anchor*, *lesser planar binding*, *summon monster III*.

4th Level: *bestow greater curse*, *call nightmare*, *cloud of the achaierai*, *dismissal*, *impotent possessor*, *imprison possessor*, *planar binding*, *summon monster IV*.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+0	+0	+0	+2	<i>Charm Demon</i>	1	-	-	-
2 nd	+1	+0	+0	+3	Quasit familiar	1	1	-	-
3 rd	+1	+1	+1	+3	Summoning mastery +2	2	1	1	-

4 th	+2	+1	+1	+4	Resistances	2	2	1	1
5 th	+2	+1	+1	+4	Poison immunity	3	2	2	1
6 th	+3	+2	+2	+5	Summoning mastery +3	3	3	2	2
7 th	+3	+2	+2	+5	<i>Hold demon</i>	3	3	3	2
8 th	+4	+2	+2	+6	Telepathy	4	3	3	3
9 th	+4	+3	+3	+6	Summoning mastery +4	4	4	3	3
10 th	+5	+3	+3	+7	<i>Dominate demon</i>	4	4	4	3

Elemental Savant as presented in *Tome and Blood*

Elemental savants study the basic building blocks of existence – air, earth, fire, and water – learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Hit Die: d4

Requirements

To qualify as a elemental savant, a character must fulfill the following criteria.

Knowledge (arcana): 8 ranks.

Knowledge (planes): 8 ranks.

Feat: Energy Substitution (acid, cold, electricity or fire) – altered to Energy Affinity.

Spells: Ability to cast at least three spells with one of the acid, cold, electricity or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire or Water.

Special: The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire or Water).

Class Skills

The elemental savant's class skills (and the key ability for each skill are Craft (Alchemy) (Int), Concentration (Int), Handle Animal (Cha), Knowledge (any) (Int), Profession (Wis), Speak Language, Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental Savants gain no weapon or armor proficiencies.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spell-casting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spell-casting. If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

Elemental Transition (Ex): Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature. On first taking this prestige class, she chooses an element, which must be allied with a type of energy she can substitute using Energy Substitution (Energy Affinity). Each element also has an opposing element and energy form. The elemental savant cannot use Energy Substitution (Energy Affinity) to insert a type of energy opposed to her chosen element. For example, an air elemental savant can substitute lightning for another form of energy in a spell, but she is prohibited from substituting acid. Fire – opposed by Water, Cold.

At 1st level the elemental savant becomes immune to magical sleep effects. At 4th level she gains darkvision with a range of 60 feet and immunity to paralysis. At 7th level, she gains immunity to stunning.

Resistance (Ex): As the elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy form. This rises to resistance 10 at 4th level, resistance 15 at 7th level and complete immunity when she becomes an elemental being (at 10th level).

Elemental Focus (Ex): Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element (Fire). The save DC for any spell using that type of energy increases by +1. This rises to +2 at 5th level and +3 at 8th level. These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Elemental Penetration (Ex): Beginning at third level, the elemental savant further refines her ability to wield energy allied with her chosen element. When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20+caster level) to beat a creature's spell resistance. At 6th level, this modifier increases to +2, and at 9th level it increases to +3. These increases are cumulative with those granted by the Spell Penetration and Greater Spell Penetration feats.

Elemental Perfection (Ex): At 10th level the elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to “elemental,” which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*. She gains an elemental creature's immunity to poison, sleep, paralysis, and

stunning and is no longer subject to critical hits or flanking.

The elemental savant gains the speed and movement modes, special attacks and special qualities of a medium elemental of the appropriate type, as noted in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn or vortex) is 20+her Constitution modifier.

Upon achieving this state, the elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with creatures having her elemental type and with other elemental savants who have chosen her element (Fire).

Elemental perfection is not without cost. The elemental savant can be hedged out by a *magic circle* spell against her alignment. She also takes double damage from energy attacks allied with her opposing element (water) unless the attack allows a saving throw for half damage, in which case she takes half damage even on a successful save.

Immunity (Ex): At 10th level, the elemental savant is completely comfortable with the energy allied with her chosen element. She gains immunity to that type of energy, in addition to the immunities granted by her elemental form (See Elemental Perfection above).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Elemental Transition, resistance 5	+1 Level of Existing Class
2 nd	+1	+0	+0	+3	Elemental Focus +1	+1 Level of Existing Class
3 rd	+1	+1	+1	+3	Elemental Penetration +1	+1 Level of Existing Class
4 th	+2	+1	+1	+4	Elemental Transition, resistance 10	+1 Level of Existing Class
5 th	+2	+1	+1	+4	Elemental Focus +2	+1 Level of Existing Class
6 th	+3	+2	+2	+5	Elemental Penetration +2	+1 Level of Existing Class
7 th	+3	+2	+2	+5	Elemental Transition, resistance 15	+1 Level of Existing Class
8 th	+4	+2	+2	+6	Elemental Focus +3	+1 Level of Existing Class
9 th	+4	+3	+3	+6	Elemental Penetration +3	+1 Level of Existing Class
10 th	+5	+3	+3	+7	Elemental Perfection, Immunity	--

Fiend of Corruption as presented in *Fiend Folio*

For a variety of reasons - to win more fodder for an unending Blood War, to gain currency in an infernal economy, or to hold stakes in a cosmic conflict between good and evil - some fiends are preoccupied with corrupting mortals to ensure that their souls end up on the Lower Planes after death. These fiends delight in finding souls pure and untouched by evil, and leading them astray until they are utterly and irredeemably corrupt. What they cannot corrupt, they nevertheless hope to claim by virtue of an inviolable bargain that the fiend can inevitably twist toward its own purposes. Such fiends thrive in the fiend of corruption prestige class.

As the name suggests, only fiends can enter the fiend of corruption prestige class. Some can qualify without any levels in any character class before joining the prestige class.

A fiend of corruption works best by establishing a one-on-one relationship with an individual mortal, so it generally does its diabolical work independent of other fiends. On rare occasions, succubus or erinyes fiends of corruption have been known to work in pairs.

Hit Die: d6

Requirements

To qualify to become a fiend of corruption, a character must fulfill all the following criteria.

Race: Outsider with the evil subtype.

Base Save Bonus: Will +7.

Skills: Bluff 10 ranks, Disguise 10 ranks, Sense Motive 10 ranks.

Special: Must be able to use charm person or charm monster as a spell or spell-like ability.

Class Skills

The fiend of corruption's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Knowledge (religion) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). Skill Points at Each Level: 2 + Int modifier.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the fiend of corruption prestige class:

Weapon and Armor Proficiency: Fiends of corruption gain no proficiency with any weapons, armor or shields.

Alternate Form (Su): A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms. While using this ability, the fiend gains a +10 circumstance bonus on Disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets. It is hard, after all, to manipulate a person who is running away, howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a means to the eventual end of the mortal's damnation, not an end in itself. Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are more susceptible to further temptations and blackmail.

Fiend's Favor (Su): Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonus the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score for the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability - at least at first. They often approach people who are in need of a short-term ability boost for a specific situation, offering them the "favor" for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favor gets slightly higher, and so on - until a power-hungry character is willing to do just about anything in return.

Suggestion (Sp): At 2nd level, a fiend of corruption gains the ability to use *suggestion* three times per day. The saving throw DC is 15 + the fiend's Charisma modifier (as though the fiend had Spell Focus [Enchantment]). The fiend of corruption's class level is its caster level. If the target of this ability is currently under the influence of a charm person cast by the fiend, she takes a -2 penalty on her saving throw.

A fiend of corruption is generally interested in corrupting mortals and seducing them toward evil. A mortal who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of evil can easily be removed with an atonement spell. Even so, using this power can be a useful first step toward the mortal's ultimate damnation. Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Mind Shielding (Su): At 2nd level, a fiend of blasphemy gains complete immunity to detect thoughts, discern lies, and any attempt to magically discern its alignment.

This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Mark of Justice (Sp): At 3rd level, a fiend of corruption can use *mark of justice* once per day,

though the ability might better be termed "mark of iniquity" when used in this manner.

A fiend of corruption uses this ability to cement a good person's descent into evil. Once its victim is living an immoral life, the fiend uses mark of justice to ensure that the victim does not return to her old ways or seek atonement. While good clerics typically place a mark of justice in a visible place on the subject, fiends generally hide their marks in locations that are not obvious.

Fiendish Graft (Su): Once per month, a fiend of corruption of 4th level or higher can bestow a fiendish graft or symbiont (see Appendix 3, *Fiend Folio*) on a willing mortal.

Fiendish grafts are offered as rewards to characters who are already well along the path of corruption.

Major Creation (Sp): A 4th-level fiend of corruption gains the ability to use *major creation* three times per day. The fiend of corruption's class level is its caster level.

Fiends of corruption use this ability to offer concrete temptation to mortals whose tastes run to material wealth and finery.

Geas (Sp): At 5th level, a fiend of corruption can use *geas/quest* once per day.

As with suggestion, magical compulsion is not an ideal way to accomplish the fiend of corruption's goals, but works admirably as a step along the way.

Temptation (Su): Also at 5th-level, a fiend of corruption gains the ability to offer good creatures the opportunity to change their alignment to evil. This works like the redemption or temptation function of the atonement spell, and the fiend can use this ability whenever the opportunity arises.

Grant Wish (Sp): A 6th-level fiend of corruption can grant a *wish* to a mortal (not an elemental, outsider, or nonliving creature) once per day. Using this ability costs the fiend experience points as if it were casting a wish spell, so fiends never use this ability lightly.

A fiend of corruption typically uses this ability as part of a soul bargain (see below), allowing it to grant its mortal target's every desire in exchange for ownership of the mortal's soul.

Soul Bargain (Su): At 6th level, a fiend of corruption gains the ability to enter a binding agreement with a mortal, at the cost of the mortal's soul. The mortal victim must enter into the soul bargain willingly.

Upon the mortal's death (by any means), her soul is transferred to a gem (prepared as with the *soul bind* spell when the bargain is forged), even if the gem and the mortal are not on the same plane at the time.

The bargain requires 1 hour to complete, and is utterly inviolable once forged. The only way to escape a soul bargain is to recover the gem after the mortal's death and break it, freeing her soul and allowing her to be restored to life through the normal means.

It is quite common for fiends of corruption, as soon as a soul bargain is complete, to return to their native plane and await the mortal's death, or at least deposit the gem in a safe place before returning to the Material Plane to hasten the victim's demise.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	Alternate form, fiend's favor
2 nd	+1	+3	+3	+3	<i>Suggestion</i> , mind-shielding
3 rd	+2	+3	+3	+3	<i>Mark of justice</i>
4 th	+3	+4	+4	+4	Fiendish graft, <i>major creation</i>
5 th	+3	+4	+4	+4	<i>Geas</i> , temptation
6 th	+4	+5	+5	+5	<i>Grant wish</i> , soul bargain

Demonologist spells as presented in *The Book of Vile Darkness*

Demonologist spell list

1st Level: *bane, demonflesh, doom, protection from evil, protection from good, spores of the rock, summon monster I, unnerving gaze.*

2nd Level: *bestow curse, dance of ruin, demoncall, magic circle against evil, magic circle against good, protection from elements, stunning screech, summon monster II.*

3rd Level: *abyssal might, call dretch horde, corrupt summons, demon wings, dread word, dimensional anchor, lesser planar binding, summon monster III.*

4th Level: *bestow greater curse, call nightmare, cloud of the achaierai, dismissal, impotent possessor,*

imprison possessor, planar binding, summon monster IV.

Abyssal Might

Conjuration (Summoning) [Evil]

Level: Blk 3, Clr 4, Demonologist 3, Sor/Wiz 4

Components: V,S,M, Demon

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

The caster summons evil energy from the Abyss and imbues himself with its might. The caster gains a +2 enhancement bonus to Strength, Constitution and Dexterity. The caster's existing spell resistance improves by +2.

Material Component: The heart of a dwarf child.

Bestow Greater Curse

Transmutation

Level: Brd 6, Clr 7, Demonologist 3, Sor/Wiz 8

Components: V,S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The caster places a curse on the creature touched, choosing one of the following three effects:

- One ability score is reduced to 1, or two ability scores take –6 penalties (to a minimum score of 1).
- -8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally; otherwise he takes no action.

A player may invent a new curse, but it should be no more powerful than those listed above, and the Dungeon Master (DM) has final say on the curse's effect.

A greater curse cannot be dispelled, nor can it be removed with a *break enchantment*, *limited wish*, or *remove curse* spell. A *miracle* or *wish* spell removes the *greater curse*, and any particular greater curse can be removed if the subject performs some deed that the caster designates. The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately). For example, the deed might be "Slay the dragon under Castle Bluecraft," or "Climb the tallest mountain in the world." The cursed victim can have help accomplishing the task, and in some cases another character can lift the curse.

Call Dretch Horde

Conjuration (Calling) [Evil]

Level: Demonologist 3, Mortal Hunter 4, Sor/Wiz 5

Components: V,S, Soul

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 2d4 dretches

Duration: One year

Saving Throw: None

Spell Resistance: No

The caster calls 2d4 dretches from the Abyss to where she is, offering them the soul that she has prepared. In exchange, they will serve the caster for one year as guards, slaves, or whatever else she needs them for. They are profoundly stupid, so the caster cannot give them more complicated tasks than can be described in about ten words.

No matter how many times the caster casts this spell, she can control no more than 2 HD worth of fiends per caster level. If she exceeds this number, all the newly called creatures fall under the caster's control and any excess from previous castings become uncontrolled. The caster chooses which creatures to release.

Call Nightmare

Conjuration (Calling) [Evil]

Level: Demonologist 4, Sor/Wiz 5

Components: V,S, Soul

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Effect: One nightmare

Duration: One week

Saving Throw: None

Spell Resistance: No

The caster calls a nightmare from the Lower Planes to where she is, offering it the soul that she has prepared. In exchange, the nightmare serves the caster for one week as a mount or guard, although if the nightmare moves more than 150 feet away from her, it immediately returns whence it came. Multiple castings of this spell replace the previous nightmare with a new one.

Cloud of the Achaierai

Conjuration (Creation) [Evil]

Level: Clr 6, Demonologist 4

Components: V,S, Disease

Casting Time: 1 action

Range: Personal

Area: 10-ft.-radius spread

Duration: 10 minutes/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster conjures a choking, toxic cloud of inky blackness. Those other than the caster within the cloud take 2d6 points of damage. They must also succeed at a Fortitude save or be subject to a confusion effect for the duration of the spell.

Disease Component: Soul rot

Dance of Ruin

Necromancy [Evil]

Level: Brd 2, Clr2, Demonologist 2, Sor/Wiz 2

Components: V,S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To cast this spell, the caster dances wildly and chants. After she finishes her dance, a wave of crackling energy flashes outward up to the extent of the range. All non-demon creatures within the area take 2d20 points of damage.

Demon Wings

Transmutation [Evil]

Level: Blk 3, Demonic 3, Demonologist 3

Components: V,S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

Massive, batlike wings grow from the caster's back. With these wings, the caster can fly at his normal land speed, with average maneuverability. The caster can carry his normal carrying capacity, and greater burdens affect his fly speed as they would affect his land speed.

Demoncall

Divination [Evil]

Level: Blk 2, Demonic 2, Demonologist 2

Components: V,S, M

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Instantaneous

The caster taps into the forbidden knowledge of demons, giving her a +10 profane bonus on any one check (made immediately) involving Knowledge (arcana), Knowledge (the planes) or Knowledge (religion).

Demonflesh

Transmutation [Evil]

Level: Blk 1, Demonic 1, Demonologist 1

Components: V,S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

The caster grows the thick, leathery flesh of a demon, gaining a +1natural armor bonus to Armor Class for every five caster levels (at least +1, maximum +4). This spell has no effect if the caster is an evil outsider.

Dread Word

Evocation [Evil]

Level: Demonologist 3, Sor/Wiz 3

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature of good alignment

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster speaks a single unique word of pure malevolence - a powerful utterance from the Dark Speech. The word is so foul that it harms the very soul of one that hears it. The utterance of a dread word causes one subject within range to take 1d3 points of Charisma drain. The power of this spell protects the

caster from the damaging effects of both hearing and knowing the word.

To attempt to speak this unique word without using this spell means instant death (and no effect, because the caster dies before she gets the entire word out).

Impotent Possessor

Abjuration

Level: Demonologist 4, Sor/Wiz 6

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One possessing creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

The caster renders one creature that can possess or inhabit other creatures, or a creature that can move its mind out of its body, powerless within the host it currently inhabits. Potential targets include possessing demons, malevolent ghosts, and a caster currently using a magic jar spell. The only action the subject can take is to leave the body it currently inhabits. This spell, in conjunction with imprison possessor, is one of the best ways to deal with a possessing fiend.

Spores of the Vrock

Conjuration (Creation) [Evil]

Level: Clr2, Demonologist 1

Components: V,S, M/DF

Casting Time: 1 full round

Range: 5-ft.-radius, centered on caster

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster summons a mass of spores that fill the area around him. The spores deal 1d8 points of damage to all creatures within 5 feet other than the caster. Then they penetrate the skin and grow, dealing an additional 1d2 points of damage each round for 10 rounds. At the end of this time, a tangle of viny growths covers each subject. A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove

disease kills the spores, as does sprinkling the victim with a vial of holy water.

Arcane Material Component: The feathers of an avian creature with an Intelligence score of at least 3 (a harpy, achaierai, or similar creature).

Stunning Screech

Evocation [Evil, Sonic]

Level: Brd 3, Demonologist 2

Components: V,S, M, Drug

Casting Time: 1 action

Range: 30 ft.

Target: All creatures within range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster emits a piercing screech like that of a vrock demon. Every creature within the area is stunned for 1 round.

Material Component: Feather of a large bird or a vrock.

Drug Component: Mushroom powder.

Unnerving Gaze

Illusion (Phantasm)

Level: Demonologist 1, Mortal Hunter 1, Sor/Wiz 0

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster makes his face resemble one of the opponent's departed loved ones or bitter enemies. The subject takes a -1 morale penalty on attack roles for the duration of the spell.

Deformity (Obese) [Vile] as presented in The Book of Vile Darkness

Through intentional gorging and generally gluttony, the character is obese. Grossly overweight, she is now

at least triple the normal weight for creatures of her kind.

Prerequisite: Willing Deformity.

Benefit: The character gains a +2 deformity bonus to Constitution and a -2 deformity penalty to Dexterity. Furthermore, she gains a +2 circumstance bonus on Intimidate checks and saving throws against poison.

Special: A character with this feat may not take the Deformity (gaunt) feat.

Energy Substitution [Metamagic] – as presented in *Tome and Blood*

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one time of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normal in all respects except the type of damage dealt.

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

Evil Brand [Vile] – as presented in *The Book of Vile Darkness*

The character is physically marked forever as a servant of an evil power greater than herself or as a villain who does not care who knows that she seeks only death, destruction, and misery for others. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that the bearer is forever in the sway of the blackest powers.

Benefit: Evil creatures automatically recognize the symbol now emblazoned upon the character as a sign of her utter depravity or discipleship to a powerful patron, although the specific identity of the patron is not revealed. She gains a +2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

Malign Spell Focus [General] – as presented in *The Book of Vile Darkness*

The character's spells that have the evil descriptor are more potent than normal due to a deal she makes with an evil power.

Prerequisite: Any evil alignment.

Benefit: Add +2 to the DC for all saving throws against any of the character's spells that have the evil descriptor.

Rapid Spell [Metamagic] – as presented in *Complete Divine*

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Sacrificial Mastery [Vile] – as presented in *The Book of Vile Darkness*

The character is skilled at offering living sacrifices to evil gods or fiends.

Prerequisite: Wis 15.

Benefit: The character gains a +4 profane bonus on Knowledge (religion) checks made when performing a sacrifice.

Normal: Without this feat, a character who performs a sacrifice makes a normal Knowledge (religion) check modified as described in Chapter 2.

Willing Deformity [Vile] – as presented in *The Book of Vile Darkness*

Through scarification, self-mutilation, and supplication to dark powers, the character intentionally mars her own body.

APPENDIX Three

Meratopoles' Augmented Summoned Creatures

As a demonologist, Meratopoles has summoning mastery, meaning *summon monster* spells are treated as the equivalent spell of two, three or four levels higher (depending on APL) when he summons chaotic evil creatures.

At APL 8, Meratopoles has summoning mastery +2 (he can summon a chaotic evil creature off the *summon monster V* table when casting a *summon monster III* spell). At APL 10 his summoning mastery increases to +3, and he has summoning mastery +4 at APL 12.

Since Meratopoles also has the Augmented Summoning feat, the stat blocks for all creatures he can summon using his summoning mastery ability are provided here for the DM's reference.

Summon Monster III

Fiendish crocodile, augmented: Medium magical beast (augmented animal); CR 2; HD 3d8+15; hp 28; Init +1; Spd 20 ft., swim 30 ft.; AC 15, touch 11, Flat-footed 14; Base Atk +2; Grp +8; Atk +8 melee (1d8+9, bite), or +8 melee (1d12+9, tail slap); Atk or Full Atk +8 melee (1d8+9, bite), +8 melee (1d12+9, tail slap); SA improved grab, smite good +3; SQ hold breath 4xCon, low-light vision, darkvision 60 ft, resistance to cold 5 and fire 5, SR 8; AL CE; SV Fort +8, Ref +4, Will +2; Str 23, Dex 12, Con 21, Int 3, Wis 12, Cha 2.

Skills and Feats: Hide +7 (+11 in water, +21 just under surface), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Dretch, augmented: Small outsider (chaotic, extraplanar, evil); CR 2; HD 2d8+8; hp 17; Init +0; Spd 20 ft.; AC 16, touch 11, Flat-footed 16; Base Atk +2; Grp +1; Atk +6 melee (1d6+3, claw); Full Atk +6 melee (1d6+3, 2 claws) and +4 melee (1d4+1, bite); SA spell-like abilities; SQ DR 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 10, Con 18, Int 5, Wis 11, Cha 11

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day-scare (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Fiendish snake, large viper, augmented: Large magical beast (augmented animal); CR 2; HD 3d8+6; hp 19; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 12, Flat-footed 12; Base Atk +2; Grp +8; Atk +4 melee (1d4+3 plus poison, bite); Full Atk +4 melee (1d4+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison, smite good +3; SQ scent, darkvision 60 ft, resistance to cold 5 and fire 5, SR 8; AL CE; SV Fort +5, Ref +6, Will +2; Str 14, Dex 17, Con 15, Int 3, Wis 12, Cha 2

Skills and Feats: Balance +11, Climb +13, Hide +8, Listen +5, Spot +6, Swim +10; Improved Initiative, Weapon Finesse.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con, Fort DC 13. The save DCs are Constitution-based.

Fiendish wolverine, augmented: Medium magical beast (augmented animal); CR 2; HD 3d8+21; hp 34; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14, touch 12, Flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SA rage, smite good +3; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, SR 8; AL CE; SV Fort +9, Ref +5, Will +2; Str 18, Dex 15, Con 23, Int 3, Wis 12, Cha 10

Skills and Feats: Climb +12, Listen +6, Spot +6; Alertness, Toughness, Track.

Summon Monster IV

Large fiendish monstrous spider, augmented; Large magical beast (augmented vermin); CR 3; HD 4d8+12; hp 30; Init +5; Spd 30 ft., climb 20 ft.; AC 16, touch 14, Flat-footed 11; Base Atk +3; Grp +11; Atk +6 melee (1d8+6 plus poison, bite); Full Atk +6 melee (1d8+6 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison, web, smite good +4; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits, resistance to cold 5 and fire 5, DR 5/magic, SR 9; AL CE; SV Fort +7, Ref +4, Will +1; Str 19, Dex 21, Con 16, Int 3, Wis 10, Cha 2

Skills and Feats: Climb +11, Hide +3 (+11 web-spinning), Jump +2 (+12 hunting), Spot +4 (+12 hunting)

Poison (Ex): Fort DC 15, 1d6 Str initial and secondary. The save DCs are Constitution-based.

Fiendish snake, huge viper, augmented; Huge magical beast (augmented animal); CR 4; HD 6d8+18; hp 45; Init +6; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 10, Flat-footed 15; Base Atk +4; Grp +17; Atk +8 melee (1d6+7 plus poison, bite); Full Atk +8 melee (1d6+7 plus poison, bite); Space/Reach 15 ft./10 ft.; SA poison, smite good +6; SQ scent, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 11; AL CE; SV Fort +8, Ref +7, Will +3; Str 20, Dex 15, Con 17, Int 1, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +13, Hide +3, Listen +7, Spot +7, Swim +13; Improved Initiative, Run, Weapon Focus (bite)

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con, Fort DC 16. The save DCs are Constitution-based.

Howler, augmented; Large outsider (chaotic, evil, extraplanar); CR 3; HD 6d8+24; hp 51; Init +7; Spd 60 ft.; AC 17, touch 12, Flat-footed 14; Base Atk +6; Grp +17; Atk +12 melee (2d8+7, bite); Full Atk +12 melee (2d8+7, bite) and +7 melee (1d6+3, 1d4 quills); Space/Reach 10 ft./5 ft.; SA quills; SQ darkvision 60 ft.; AL CE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 17, Con 19, Int 6, Wis 14, Cha 8

Skills and Feats: Climb +16, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative

Summon Monster V

Fiendish dire wolverine, augmented; Large magical beast (augmented animal); CR 5; HD 5d8+33; hp 55; Init +3; Spd 30 ft., climb 10 ft.; AC 16, touch 12, Flat-footed 13; Base Atk +3; Grp +15; Atk +10 melee (1d6+8, claw); Full Atk +10 melee (1d6+8, 2 claws) and +5 melee (1d8+4, bite); Space/Reach 10 ft./5 ft.; SA rage, smite good +5; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 10; AL CE; SV Fort +10, Ref +7, Will +5; Str 26, Dex 17, Con 23, Int 3, Wis 12, Cha 10

Skills and Feats: Climb +16, Listen +7, Spot +7; Alertness, Toughness, Track

Rage Mods: hp 65; AC 14 (T 10, FF 11) (-1 size, +3 Dex, +4 natural, -2 Rage); Atk +12 melee (1d6+10, claw); Full Atk +12 melee (1d6+10, 2 claws) and +7 melee (1d8+5, bite); Grapple +17; SV Fort +12

Giant fiendish crocodile, augmented Huge magical beast (augmented animal); CR 5; HD 7d8+42; hp 73;

Init +1; Spd 20 ft., swim 30 ft.; AC 16, touch 9, Flat-footed 15; Base Atk +5; Grp +23; Atk +13 melee (2d8+15, bite) or +13 melee (1d12+15, tail slap); Full Atk +13 melee (2d8+15, bite) and +13 melee (1d12+15, tail slap); Space/Reach 15 ft./10 ft.; SA improved grab, smite good +7; SQ hold breath 4xCon, low-light vision, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 12; AL CE; SV Fort +11, Ref +6, Will +3; Str 31, Dex 12, Con 23, Int 3, Wis 12, Cha 2

Skills and Feats: Hide +1 (+5 in water, +15 just under surface), Listen +5, Spot +5, Swim +18; Alertness, Endurance, Skill Focus (Hide)

Fiendish Tiger, augmented Large magical beast (augmented animal); CR 5; HD 6d8+30; hp 57; Init +2; Spd 40 ft.; AC 14, touch 11, Flat-footed 12; Base Atk +4; Grp +16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws) and +6 melee (2d6+4, bite); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 1d8+4, smite good +6; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 11; AL LE; SV Fort +10, Ref +7, Will +3; Str 27, Dex 15, Con 21, Int 3, Wis 12, Cha 6

Skills and Feats: Balance +6, Hide +3 (+8 in undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11; Natural Attack (claw)

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +11 melee, damage 1d8+4.

Summon Monster VI

Fiendish elasmosaurus, augmented: Huge magical beast (augmented animal); CR 9; HD 10d8+86; hp 131; Init +2; Spd 20 ft., swim 50 ft.; AC 13, Touch 10, Flat-footed 11; Base Atk +7; Grp +25; Atk +15 melee (2d8+15, bite); Full Atk +15 melee (2d8+15, bite); Space/Reach 15 ft./10 ft.; SA smite good +10; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 10 and fire 10, DR 5/magic, SR 15; AL CE; SV Fort +17, Ref +9, Will +4; Str 30, Dex 14, Con 26, Int 2, Wis 13, Cha 9

Skills and Feats: Hide -4 (+4 in water), Listen +4, Spot +9, Swim +16; Dodge, Great Fortitude, Toughness (2)

Huge fiendish monstrous spider, augmented :Huge magical beast (augmented vermin); CR 7; HD 8d8+32; hp 68; Init +3; Spd 30 ft., climb 20 ft.; AC 16, touch 11, Flat-footed 13; Base Atk +6, Grp +20; Atk +11 melee (2d6+9 plus poison, bite); Full Atk +11 melee (2d6+9

plus poison, bite); Space/Reach 15 ft./10 ft.; SA poison, web, smite good +8; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits, resistance to cold 10 and fire 10, DR 5/magic, SR 13; AL CE; SV Fort +10, Ref +5, Will +2; Str 23, Dex 17, Con 18, Int 3, Wis 10, Cha 2

Skills (Hunting): Climb +12, Hide -1, Jump +14, Spot +8

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. Fort DC 18, 1d8 Str initial and secondary.

Giant fiendish constrictor snake, augmented: Huge magical beast (augmented animal); CR 7; HD 11d8+36; hp 85; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 11, Flat-footed 12; Base Atk +8; Grp +25; Atk +15 melee (1d8+13, bite); Full Atk +15 melee (1d8+13, bite); Space/Reach 15 ft./10 ft.; SA constrict 1d8+13, improved grab, smite good +11; SQ scent, darkvision 60 ft., resistance to cold 10 and fire 10, DR 5/magic, SR 16; AL CE; SV Fort +10, Ref +10, Will +4; Str 29, Dex 17, Con 17, Int 3, Wis 12, Cha 2

Skills and Feats: Balance +11, Climb +19, Hide +10, Listen +9, Spot +9, Swim +18; Alertness, Endurance, Skill Focus (Hide), Toughness

Summon Monster VII

Babau (demon, augmented): Medium outsider (chaotic, extraplanar, Evil); CR 6; HD 7d8+49; hp 80; Init +1; Spd 30 ft.; AC 19, touch 11, Flat-footed 18; Base Atk +7; Grp +14; Atk +14 melee (1d6+7, claw); Full Atk +14 melee (1d6+7, 2 claws) and +9 melee (1d6+3 bite); SA sneak attack +2d6, spell-like abilities; SQ DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +12, Ref +6, Will +6; Str 25, Dex 12, Con 24, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +17, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack

Languages: Abyssal, Celestial, and Draconic

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Fiendish girallon, augmented: large magical beast; CR 7; HD 7d10+34; hp 72; Init +3; Spd 40 ft., climb 40 ft.; AC 16, touch 12, Flat-footed 15; Base Atk +7; Grp +19; Atk +14 melee (1d4+8, claw); Full Atk +14 melee (1d4+8, 4 claws) and +9 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA rend 2d4+12, smite good +7; SQ darkvision 60 ft., low light vision, scent, resistance to cold 5 and fire 5, DR 5/magic, SR 12; AL CE; SV Fort +9, Ref +8, Will +5; Str 26, Dex 17, Con 18, Int 2, Wis 12, Cha 7

Skills and Feats: Climb +16, Move Silently +8, Spot +6; Iron Will, Toughness x2

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Summon Monster VIII

Fiendish Dire Tiger, augmented: Large magical beast (augmented animal); CR 10; HD 16d8+80; hp 152; Init +2; Spd 40 ft.; AC 17, Touch 11, Flat-footed 15; Base Atk +12; Grp +26; Atk +22 melee (1d4+10, claw); Full Atk +22 melee (2d4+10, 2 claws) and +16 melee (2d6+5, bite); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 2d4+5, smite good +16; SQ low-light vision, scent, darkvision 60 ft., resistance to cold 10 and fire 10, DR 10/magic, SR 21; AL CE; SV Fort +15, Ref +12, Will +11; Str 31, Dex 15, Con 21, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +7*, Jump +16, Listen +6, Move Silently +11, Spot +7, Swim +12; Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

Rake (Ex): Attack bonus +20 melee, damage 2d4+5.

Gargantuan fiendish monstrous spider, augmented: Gargantuan magical beast (augmented vermin); CR 10; HD 16d8+64; hp 136; Init +3; Spd 30 ft., climb 20 ft.; AC 19, touch 9, Flat-footed 16; Base Atk +12; Grp +33; Atk +17 melee (2d8+13 plus poison, bite); Full Atk +17 melee (2d8+13 plus poison, bite); Space/Reach 20 ft./15 ft.; SA poison, web, smite good +16; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits, resistance to cold 10 and fire 10, DR 10/magic, SR 21; AL CE; SV Fort +14, Ref +8, Will +5; Str 29, Dex 17, Con 18, Int -, Wis 10, Cha 2

Skills (Hunting): Climb +16, Hide -5, Jump +9, Spot +4

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. Fort DC 22, 2d6 Str initial and secondary.

Fiendish tyrannosaurus, augmented: Huge magical beast (augmented animal); CR 10; HD 18d8+135; hp 216; Init +1; Spd 40 ft.; AC 14, touch 9, Flat-footed 13; Base Atk +13; Grp +33; Atk +22 melee (3d6+16, bite); Full Atk +22 melee (3d6+16, bite); Space/Reach 15 ft./10 ft.; SA improved grab, swallow whole, smite good +18; SQ low-light vision, scent, darkvision 60 ft, resistance to cold 10 and fire 10, DR 10/magic, SR 23; AL CE; SV Fort +16, Ref +14, Will +8; Str 32, Dex 12, Con 25, Int 2, Wis 15, Cha 10

Skills and Feats: Hide -2, Listen +14, Spot +14; Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track

Vrock (demon, augmented): Large outsider (chaotic, extraplanar, Evil); CR 9; HD 10d8+90; hp 100; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22, touch 11, Flat-footed 20; Base Atk +10; Grp +22; Atk +17 melee (2d6+8, claw); Full Atk +17 melee (2d6+8, 2 claws) and +15 melee (1d8+4 bite) and +15 melee (1d6+4, 2 talons); Space/Reach 10ft./10ft.; Dance of ruin, spell-like abilities, spores, stunning screech; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +16, Ref +9, Will +10; Str 27, Dex 15, Con 29, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (Planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack

Spell-Like Abilities: At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Appendix Four – Player Handouts

Player Handout #1

The die is thrown
The lance is set
When prayers sing out from minarets
The Old One shall
Have his revenge
On Naidad's righteous holy men

Air possessed
And torn asunder
Sixty thousand and six is the number
Of Lopollans
Who will be rent
At the feet of Naidad's government

Death's escalation?
Exponential
From small to elder elemental
The Beygraf has
One hour to tender
To the Old One Ket's surrender

Player Handout #2

Darkeye we start
our final dance
but I will give you one last chance
To save your people
fall'n hero of Ket
a trail of clues has been set
Amuse me in
your final hour
Your quest begins at the patriot's tower

Player Handout #3

I have heard from Ba'H and Ma'J. The final experiment shall at last be unleashed. Move your family out of Lopolla. The event will happen on Darkeye's day.

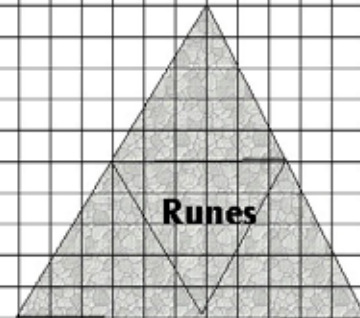
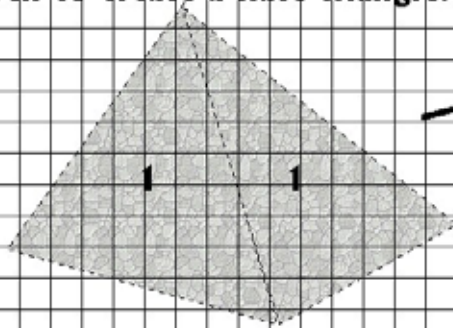
Under no condition tell the Khadirs of Graf Sandor Street. We will at last be done with those treaturous bureaucrats, their threats and extortion and betrayal of the Old One. We will all smile when their corpses rot on the streets of Lopolla.

Ma'J assures us the gifts his allies bestow shall continue as reward for our loyalty.

Fa'H

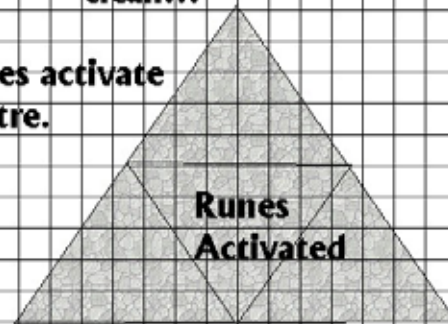
Pyramid of Elemental Rending

1 Once triggered, the sides open to create a flat triangle.



2 Once open, an air elemental is summoned. Earth on or within the summoning circle (the inner triangle) prevents the rending process - keep clean!!!

3 Runes activate in centre.



4 Elemental Fragments target creatures of the type inscribed on the sides of the Pyramid. Be accurate!

Player Handout #5

Excerpts from the files of Ossman and Hassessa Khadir

Known Vaste Members

1. Adarvan al'Vay (Ket military)
2. Bahmard al'Vay (Ket military)
3. Daria al'Hava (Archon liaison to Mouqollad)
4. Divband al'Vay (Yatils)
5. Fazid al'Hava (Vay College Dean - Lopolla)
6. Fozhan al'Vay (Ket Military)
7. Ghodsi al'Hava (Yatils)
8. Kermanshah al'Hava (Yatils)
9. Khatereh al'Vay (Rakshasa?)
10. Mahssy al'Vay (Vay College Professor)
11. Nayyer al'Vay (Student)
12. Omar al'Vay (Rakshasa?)
13. Payam al'Hava ('Minister of the Arcane' under Zoltan)
14. Rangushtar al'Vay (Assistant to the Vay College Dean)
15. Reema al'Hava (Ket Military)
16. Sanaz al'Vay (Rakshasa?)
17. Shahpour (bard – informant?)
18. Shokouh al'Vay (Ket Military)
19. Touran al'Vay (Yatils)
20. Yakdast al'Vay (Yatils)
21. Zaosh al'Hava (Head of the Vaste?)

Known Iuz loyalists (P = priest):

- Aus al'Dinyar – former Minister of Trade (P)
- Azad al'Thrasher
- Bezag al'Vay - Archons
- Delara Hadi – former Finance Minister (P)
- Fazid al'Hava - Archons
- Geramig al'Koorous – former Minister of Internal Security, Archon (P)
- Bey Ghazir Turth (P)
- Meratopoles al'Jurat, High Jurat

- Payam al'Hava - Archons
- Perozshah – Moquollad Consortium (P)
- Raysham al'Thrasher (P)
- Touran al'Mohar – Ambassador to Bissel
- Vali Ratanji – Senior Bureaucrat (P)
- Zaosh al'Hava - Archons

On the *Pyramids of Elemental Rending* (from writings by Rary):

The Pyramids were originally created by the Baklunish people before the Invoked Devastation and the Rain of Colorless fire. They represented the pinnacle of elemental magic achieved by mages of the ancient empire, and could devastate an entire army or city in a matter of minutes.

The Baklunish used the pyramid, its mystical form idealizing perfection and completion, each of the four sides representing one of the four elements. Yet there are no records to suggest that elemental other than air were summoned and used in the rending process.

Be that as it may, when activated, an air elemental would be summoned within the pyramid, by the summoning circle contained inside. Upon the elemental's arrival, the sides of the pyramid would open and the elemental would right itself. When the sides of the pyramid unfolded into a perfect plane, the rending magic inscribed into the summoning circle would be released, tearing the element in fragments, each containing a portion of the elemental's spirit.

Once begun, the activation of the pyramid could only be stopped by one thing: the opposition element to air is earth. Earth cast upon or within the summoning circle would disrupt or prevent the rending process.

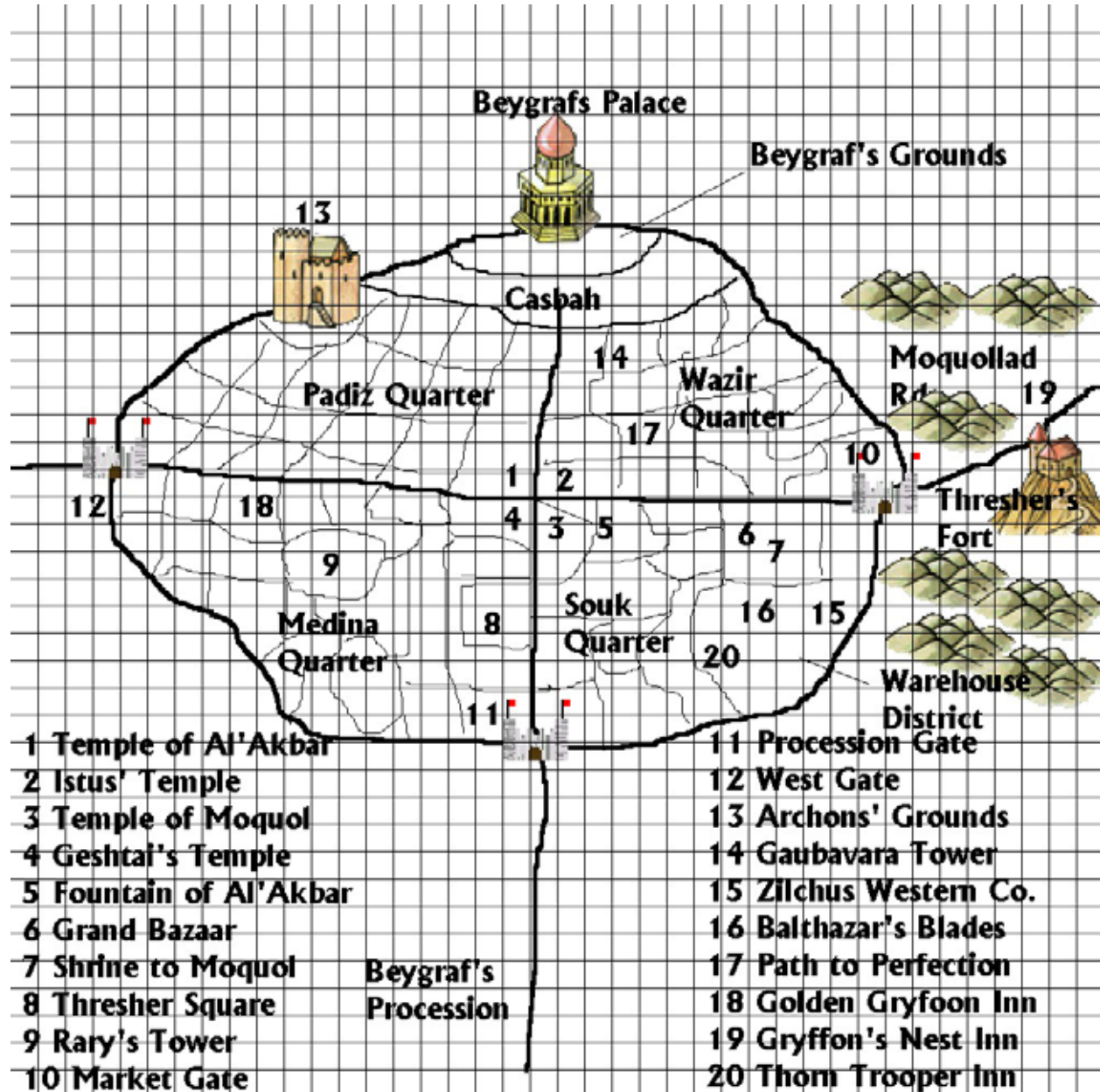
Memorandum: Sunsebb 18, CY 586

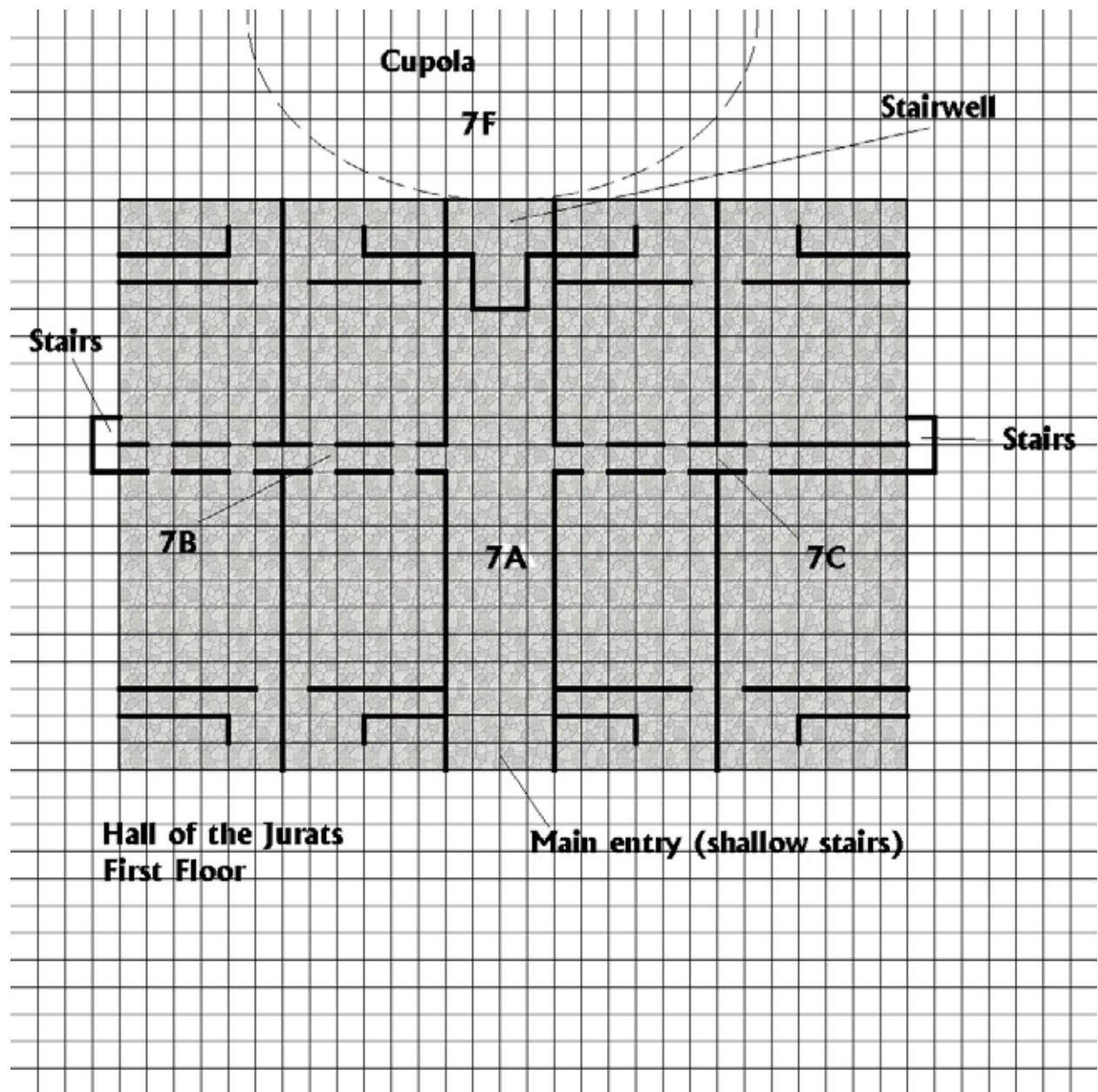
"Given the current political situation, and the flight of those who have aided us, it is time to think ahead. Meratopoles al'Jurat has agreed to aid Zaosh in securing a location for the Vaste should Zoltan fall. Meratopoles proposes the Hall of Jurats. What is most audacious shall be the most overlooked."

- G al'K

Appendix 5 – Maps

City of Lopolla





**Hall of the Jurats
2nd Floor**

Stairs

