

GRM6-01

All That Is Secret and Hidden

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 1.1

by Joe Masdon

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Earthquakes, massive sinkholes and an invasion by giant forces in the last year have left Shiboletth bloodied and nearly broken. Volunteers have come to clear away wreckage and death while an army rides to help. But not everyone is in Shiboletth to help. Some who have been there for millennia are visiting for the first time. Some secrets, once released, were never contained. A Gran March regional adventure for APLs 2-12, and Part 2 of the *Shattered Reflection* series. Military Time: Yes Caravan: Yes

Note: This adventure will be of particular interest to Gran March military PCs, members of the Church of Pholtus and members of the Corporation.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

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

ADVENTURE BACKGROUND

The PCs begin the module helping the citizens of Shiboletth rebuild their lives in the wake of recent hardships. If the PCs are active duty military, they have been assigned to assist by virtue of proximity. PCs who are veterans of the Gran March will be reactivated by virtue of their volunteering. If they are not in the Gran March army, they are volunteers who agreed to help those in need. If a PC who is not in the army would not volunteer to assist the people of Shiboletth with no promise of payment, the player should consider playing another PC.

In the early part of 595 CY, an earthquake shook Shiboletth, and shortly following, a sinkhole appeared in the southwest corner of the city. It collapsed 4 blocks 40 feet into the earth, killing hundreds of people (*GRM15-1: The Commandant's Fist*, Interactive at ConCarolinas 2005). The sinkhole was caused by a collapsed cavern hundreds of feet below the city. The official story as most people know it is that yugoloths in a large cavern below Shiboletth collapsed the caverns as they were losing a conflict with the soldiers of the 3rd Battle, members of Syrloch, The Order of

World Travelers and a large group of adventurers. The truth is that the Arch Dean of Syrloch, Gran March's wizard academy, ordered the collapse for fear of losing the area to the powerful yugoloths. Some PCs will know the truth, and some will be under the impression that the yugoloths created the collapse. If asked, the DM should indicate that public opinion is that the yugoloths caused the collapse. The DM should not feel compelled to contradict PCs who indicate that they know otherwise, nor should they support those PCs with the truth. Allow dissenting versions of the truth to continue.

Later in 595 CY, the fire giant King Brodde invaded Shiboletth with a force of 1,500 giants and goblinoids in an effort to draw the Army of Retribution and the Army of Judgment away from the final conflict in Geoff at Gorna (*GRMI5-5, In the Eleventh Hour*, Interactive at MACE 2005). Commandant Magnus Vrianian surprised Brodde by transporting himself and 150 adventurers and soldiers into the invaded city to fight off the 1,500 giants and goblinoids. The 17th Battle, garrisoned in Shiboletth, had been the first attack the giants made in the invasion. Without the Battle to fight alongside, the Commandant's counterforce was sorely pressed. The surprise assault by a group of fomorians and death giants killed nearly 300 of the soldiers in the first minutes of the invasion. Many died sleeping in their bunks. Former Commandant Watcher Petros Gwalchen of the Shiboletth Reserve Militia marshaled the remaining forces within the city and supported the Commandant's counter-strike. The Giants were in a position to inflict serious harm to the city, but their attack was an effort to draw the armies away from the siege at Gorna, not fight a bunch of adventurers. They sounded the withdrawal, and a final battle occurred on the steps of the Blinding Spire, the largest temple in Shiboletth. The Commandant's remaining forces arrived at the Blinding Spire, the temple of Pholtus in Shiboletth, to see giants and goblinoids streaming into it, presumably to depart by means of a teleport circle inside. King Brodde and his personal bodyguards were guarding the steps of the Spire, daring anyone to approach. On the walls of the Blinding Spire, four clerics of Pholtus had been impaled with iron rods 20' above the ground. The sharpened iron rods were driven through the chests of the four men, and embedded deeply into the granite of the Spire, suspending the tortured men against Pholtus' holy spire. In an intense battle, Brodde and his bodyguards were killed and the clerics were freed. All four clerics were contacted via *speak with dead*, and all chose to remain in Pholtus' embrace, refusing to be raised.

At the time of this scenario, Watcher Petros has been reactivated, made and placed in charge of the 17th Battle as its Knight Colonel. At first, militia forces were activated and sent to Shiboletth to help with the rebuilding. Now, following the battle of Gorna in Geoff, the Commandant has ordered one of the Armies in Geoff to travel to Shiboletth to help with the rebuilding process. Six prides (cavalry units) have departed ahead of the rest of the Army of Security to travel quickly to Shiboletth. There is still a massive amount of work to do in the devastated city and the remnants of the 17th and the 3rd reserve are stretched thin. Some units from the 12th are working in Shiboletth, and the Baron's Pride has moved half its force in to the city to help. Their efforts are further hampered because the giants made an obvious point of attacking every wagon, cart and horse in sight. They are happy to have any reliable assistance they can get.

This event happens between the invasion by Brodde and the arrival of the dispatched cavalry forces. The PCs are either assigned to the relief effort, or they are volunteers

ADVENTURE SUMMARY

The module begins less than three tendays after the assault on the city of Shiboletth by King Brodde's forces. The PCs will be among volunteers who have come to Shiboletth to help locate missing people, rebuild homes, clear wreckage and keep citizens safe. They will be approached by a Pride Sergeant to assist in night patrols. On the first night, they will see signs of shadowy figures chasing each other and will then encounter some goblins and giants who were left behind hiding in a dilapidated house when Brodde's forces fled Shiboletth.

On the second night, the PCs will encounter a young-looking female vampire (Sharev) who is being chased. She will have only moments to ask the PCs for help before her pursuer arrives. She is being chased by a yugoloth (Zrusadek). The yugoloth will attempt to bargain with the PCs, offering to take the vampire away from their city. If the PCs help the vampire she will share what she knows about the yugoloths with them. If the PCs destroy the vampire, the yugoloth has no interest in further discussions with the PCs and will attempt to leave.

If the PCs do not destroy Sharev, she will tell them that she is from the Outpost complex of Vecna beneath Shiboletth, long hidden and recently uncovered (*GRMI5-1: The Commandant's Fist*, Interactive at ConCarolinas 2005). A host of

vampires, some centuries old, were hidden there until an earthquake last year disturbed them. In the wake of the earthquake, humans from Gran March entered the Outpost from above and yugoloths entered the Outpost from below. The Outpost and the caverns around it were mostly collapsed soon after. The surviving vampires resumed hiding but were recently disturbed again by more yugoloths. Many were captured by the evil outsiders but most escaped to the surface. Sharev has been eluding pursuit for some weeks now. She does not know what the Yugoloths want and the one time she tried to ask the fiends what they wanted she was attacked outright. She knows of a place in Shibolet where her kind has human allies and she will agree to take the PCs there. Visiting her human contacts will reveal a Corporation safe house that has been recently ransacked by a yugoloth.

Sharev will attempt to negotiate for the PCs' assistance, offering to help Gran March with the possible yugoloth problem, undefined as it is, for her safety. While this seems erratic, Sharev and the other vampires have had only limited contact with people aboveground for a long time and the majority of their contact in the past century has been with the members of the Corporation who helped keep them hidden. Those members also helped provide them with innocent victims to feed on. Sharev's perspective on what is reasonable human behavior has been influenced by years of self-serving evil and contact with corrupt humans. She will try to persuade the PCs to meet with another, more powerful vampire that is also hiding in Shibolet. This vampire may know more about the yugoloths and why they are here than she does.

If the PCs destroy Sharev, they will be contacted on the next night by the other vampire. When Sharev is destroyed, her master will see her death and he will learn of the PCs. He will contact the PCs on the following evening. He will use human agents to make contact and will try to place the PCs between himself and the yugoloths who chased him and his fellow vampires from the Outpost. If the PCs refused to meet the elder vampire, the module is over for them.

During the next evening, the PCs will encounter the vampires and their yugoloth pursuers. The yugoloths will not be interested in fighting the PCs, but they will certainly defend themselves if attacked. The yugoloths will have numerous undead under their command, possibly surprising the PCs, and certainly surprising the vampires.

The vampires will attempt to run from the yugoloths, leaving the PCs to follow them or fight the evil outsiders alone. The fight will quickly move to the grounds of the Blinding Spire, the site of the final battle between Gran March forces and King Brodde. During the invasion of these giant forces, four Pholtan clerics were impaled on the side of the temple and died. Numerous pilgrims and displaced citizens of Shibolet are camping on the lawn of the Blinding Spire, creating a difficult battle site for the PCs. During the conflict, the bloody stains on the walls of the Blinding Spire will slowly light up the night, burning away the undead and giving everyone in sight a miracle to witness. The PCs will witness the undead minions of the yugoloths burn away and will have to decide whether to shield any of the vampires from the radiance or not. The PCs may still have to deal with the yugoloths, at the DMs discretion, who will be unaffected by the radiance from the Spire.

PREPARATION FOR PLAY

For encounter 5, it is best to pre-roll the initiate for the yugoloths. They will be entering an area where the PCs and other NPCs have already had a round to act, and stopping to roll another set of initiatives could slow the pace. This is just a suggestion and should be disregarded if the DM feels otherwise.

None of the yugoloths the PCs will encounter in this adventure have been summoned. When they die, their bodies do not disappear.

INTRODUCTION

The PCs begin either assigned temporarily to the 17th Battle or as welcome volunteers helping the 17th with relief efforts. There are hundreds of unpleasant jobs needing to be done and the PCs will be assumed to be doing their share. PCs will have reported for duty and will be three days into 12-hour shifts of depressing, strenuous labor.

You came to Shibolet three days ago to help with the rebuilding of homes and lives. The city of Shibolet has suffered earthquakes, sinkholes and invasion by giants in the last year. The people of the city are in need and your help has been appreciated. In the southwest corner of town, a forty-foot deep sinkhole swallowed up four blocks of homes many months ago, killing hundreds. Less than three tendays ago, Brodde, a fire giant king serving the Sakhut, magically invaded

Shiboleth with 1,500 giants and goblinoids. The giants made a concentrated effort to damage as much property as possible and to injure as many people as they could. Easily half of the buildings in the city were damaged, and half of those were smashed so badly that they are no longer safe to leave standing. While the death toll was surprisingly low, you have heard that the giants did not focus on killing, just severely injuring. Though the giants were repelled and King Brodde and his bodyguards were killed, Shiboleth suffered extensive damage. Many of the citizens here are still wounded but working to rebuild.

The relief effort required seems almost overwhelming. There are buildings that need to be repaired standing next to those that need to be torn down. Broken wagons and carts still litter the streets, as do many pieces of nearby buildings. The most grisly remaining evidence of the invasion is the bodies of many giants and goblins that still lay in the streets. You have been told that all dead citizens of Shiboleth have already been taken and buried, and that took days to accomplish. At least, all of the bodies that have been located - more are taken from collapsed buildings every day. Moving a four thousand pound mountain trolls carcass or a seven thousand pound fire giant corpse through the streets of Shiboleth is a slow, backbreaking process made worse by the absence of almost all the horses, mules, and oxen in the city.

You have spent three days helping free people trapped inside collapsed buildings, tending to the injured citizens, moving and disposing of bodies, and a dozen other difficult and stressful jobs. You begin as soon as the sun rises and now, as it disappears in the west, you have assembled outside the barracks of the 17th Battle for grub and a drink before turning in. Tomorrow promises to be another hard day.

The players should introduce and describe their PCs at this point. Encourage each player to also describe what specific type of task their PC has most likely been best at performing. The work groups being directed by the 17th Battle are a mix of active duty soldiers, reactivated veterans, and worthy volunteers. Veteran PC will be reactivated for this adventure. The DM should help the PCs flesh out whatever grisly tasks they have been performing if they wish to detail their activities over the last three days. The DM should allow for horrid

accounts of the damage without becoming too graphic, especially if there are minors at the table.

There are a lot of people gathered around the field outside the 17th Battle barracks, including many displaced citizens of Shiboleth. There are hundreds of people camping near the relative safety of the Battle headquarters as the city is rebuilt. There will be many people sharing information around the campfire. The DM can assume any personality desired to share the information. Some of the information given is true, and some is altered or simplified to reflect how repeated telling can change history. It only requires a Gather Information DC 10 for anyone helping rebuild the city to learn all of the following:

- There is also a group of people camping on the grounds of the Blinding Spire. It is where the giant king killed four clerics of Pholtus, and soldiers, adventurers and a Gyri archer killed the giant king. The high cleric was one of the poor men killed. (Orden Maxwell, Palic Tass, Luman Ahan and Silas Freeman)
- The 17th Battle had 300 men killed by the giants. They are down to mostly reactivated veterans and temporary transfers right now.
- The Army of Judgment(?) or Justice (?) or Security (?) or Liberation(?) is coming to Shiboleth to help with rebuilding. They are probably still a tenday to the west (DM Note – it is actually the Army of Security. There will be some general confusion on this one.).
- There aren't enough soldiers to maintain patrols at night. The Captain is taking volunteers, but it is not safe. Not everyone is exactly pitching in to help out.
- The clerics at the Blinding Spire hold late night services, and some people say that you can see the ghosts of the murdered clerics still impaled on the walls looking down on the faithful. (There are late night services, but the ghosts are being envisioned by the devoutly hopeful more than they are actually being seen.)
- The blood of those four clerics still stains the walls. They've tried to clean it off, but no amount of scrubbing seems to clean the granite.
- Food has not been as bad a problem as it could have been. Hundreds of horses

were killed or badly hurt by the giants. Baron Doulanfon made it a priority to have the horsemeat properly butchered and stored, so there would be food at least. (PCs might note that horsemeat is a staple of the Gran March diet, and is the primary ingredient in what they have been receiving over the last three days.)

- The Baron's manor house on top of the Southeast hill took some pretty serious damage, but they haven't started repairing it yet.
- Former Commandant Petros has taken command of the 17th Battle until the Army of Judgment arrives. He held the militias and surviving soldiers together during the giant attack after most of the officers in the 17th were killed, including Knight Colonel Mimjad Nahagle and Captain Tobias Mehan.
- The sinkhole in the southwest has yet to be explored fully. The ground around it is unstable and some pieces still shift and fall into the hole.
- The sinkhole was caused by devils underground. The 3rd battle killed them all. Good old Knight Colonel Wynnavwynn (The Knight Colonel of the 3rd Battle, formerly stationed in Shiboletth)! He's (former) Commandant Petros' cousin, you know.
- There are rumors that some of the dead bodies of the giants killed during the invasion are missing. No one has worked to confirm this, but there are rumors that a couple of really large giants and some others were killed have not been among the ones cleared or marked for clearing. If this is pointed out to anyone in charge, the NPC in charge will be concerned and agree (sincerely) to look into it.

PCs who participated in either *GRM15-1: The Commandant's Fist* Interactive at ConCarolinas 2005 or *GRM15-5, In the Eleventh Hour*, Interactive at MACE 2005 can feel free to elaborate on their experiences to each other or the NPCs. The NPCs in Shiboletth are mostly worn down on telling and retelling their own versions of the story but will be interested in hearing the perspective of a PC who participated in either conflict.

After the PCs have had time to learn some rumors, Pride Sergeant Hadlo of the 3rd Reserve will

approach the PCs. PSgt. Hadlo might be known to the PCs from a very brief encounter in *GRM05-01: The Commandant's Parlor*. He is a middle-aged man, grizzled and stocky. His discipline is relaxed at this time because everyone is at the barracks and he is worn out from 12 hours of hard labor. Like most veterans in Shiboletth, he has been reactivated to duty. He served under Knight Colonel Petros before he became Commandant and returned to his side when Petros took up residence in Shiboletth at the beginning of 595 CY. He joined the militia company that Petros founded and these men were instrumental in the initial defense of Shiboletth after the giants wiped out many of the regular troops stationed in the city.

PSgt. Hadlo is in charge of night patrols and is looking for someone who is combat experienced to take on night patrol duty. He will approach the PCs in the following order:

1. Highest ranking Gran March army officer
2. Knight of the Watch/Dispatch
3. Officers in the army of a nation allied to Gran March
4. Armored PC wearing obvious symbols of Heironeous
5. Older male who is not an obvious idiot
6. DM selection based on what PSgt. Hadlo would observe as he approached

You are approached by a grizzled man wearing the uniform of a Pride Sergeant in the 3rd Militia. He is very dirty and he is limping a bit. He smiles bitterly as he approaches. "Good evening (address PC by rank or title if visible). I need to ask your help."

PSgt. Hadlo is a very gruff man, given to short sentences. Even if he outranks the PC, he will make it clear that this is a volunteer duty not an assignment. He knows that it might be dangerous and that everybody here is "dog-tired".

He is in charge of night patrols. One of the files that patrols the southwest corner of the city has just reported some strange activity to him. They would have reported sooner, but PSgt. Hadlo was already at work clearing bodies off the streets when the patrol made it in late this morning, and the exhausted patrol members just crawled out of their bunks to resume their 10 hour night shift. They have reported the following:

- Lanterns that have been hung out for lights are being stolen.
- They have seen dark shapes moving in the distance that they are concerned could be someone thinking about attacking them.
- They received word from some of the citizens in the southwest district that neighbors are missing. They have not been able to follow up on it; they will do so tonight.
- There has been violence in the southwest after dark, but the patrols have generally handled all problems. Looting is a problem, and PSgt. Hadlo is certain that some people are crawling through partially collapsed buildings to steal from dead and displaced people.
- PSgt. Hadlo wants to simply increase the number of patrols while the existing patrols follow up on the missing neighbor reports. He is concerned that there is legitimacy to the disappearances, but he has very few resources to put toward it right now.
- If the PCs can cover tonight's patrol, they are off tomorrow's work detail. They might be moved to night patrol for the rest of the tenday if they want.

The PCs will move out almost immediately to the southwest corner of Shiboeth. Unless the PCs themselves stated otherwise, they have cast no spells during the day and will suffer no fatigue penalties for the late night patrol. The patrols from that area will lead them to that area and verify what sketchy details PSgt. Hadlo provided. They apologize through dirty, fatigued smiles for not having more information. They will also be appreciative for the PCs joining them on patrol. There are two short files of 6 soldiers patrolling the tightly-cramped, poor section of Shiboeth in addition to the PCs.

ENCOUNTER 1: TRAPPED

The late night patrol will pass almost peacefully for the PCs. They will pass the other patrols about once every hour, and will be told that no more missing neighbors have been reported. People have taken additional precautions, and things actually seem quiet. There are ogre and goblinoid bodies on the streets here, rotting and smelling horribly. Buildings are smashed here, just as badly as elsewhere in the city. Broken wagons and hand

carts litter the streets. There are some people on the streets, but they move off listlessly as patrols move near. The PCs will occasionally see people peering out through tiny cracks in their window shutters and doors at many homes, but no one comes out, and no one speaks to them. A few people are just cautiously watching the streets while staying hidden through the night. This might seem suspicious at first, but the PCs should be told that, after a while down here, it does not seem abnormal in this area. There are low burning lanterns hung from posts about every other street corner (200 feet), but about ¼ of the lanterns have been stolen. The PCs might note that one or two of the distant lanterns go missing during their patrol. Though annoyed, the other patrols are not especially worried about it, so the PCs should not be either.

At some points during this description, indicate to the PCs that their patrol shift is quietly moving along. Then call for Spot checks. Tell PCs who roll the highest that they believe that they see shadowy movement coming from two or three blocks distant. They will not be able to see enough details, but they are seeing the yugoloths searching for Sharev. Keep the movements distant, and make it seem as if they could just be seeing people on the streets, and their paranoia is building. If they pursue the shadows, let them find more of the listless residents of this area, ambling away into the shadows, trying to avoid trouble, but unable to stay off the streets.

After 5 hours of quiet patrol, a frightened woman will approach the PCs. She is trotting away from something, carrying a small spiked club, and looking back over her shoulder frequently. Allow the PCs to spot her moments before she spots them. As she sees them, she will change direction and hurry toward them. She is middle-aged and wearing plain, poor clothes. The small spiked club looks unfamiliar in her hands, and she does not appear to be much of a threat. She is clearly concerned about something behind her.

"Oh, thank St. Gwen I saw you! I heard something, something bad, in the building behind mine. Like a fight, and a snarl like an animal, and a scream, but not scream, then a lot of pounding on the walls! Please, come help!"

Her name is Dortha, and she is a washerwoman. She is talking quickly and pointing toward her home the whole time she is talking. She is telling the truth, and is becoming more frightened as she talks. She never gets hysterical, but as she allows herself to think about it, she is not sure what she

heard, but she is “sure that she heard someone being killed”.

If the PCs go back to her small home, they will discover that she is probably correct. The small shacks on this street are very badly damaged, and more than half of them are mostly collapsed. The shack behind Dortha's is where she heard the struggle. Dortha will not get too close, edging fearfully back toward her own shack as they approach. PCs observing her can tell that she is afraid of the place they are going, and she is not likely part of an ambush. The door to the shack behind Dortha's is slightly ajar. Entering, the PCs can see signs of a struggle in this damaged 15' x 15' shack. A Search DC 15 reveals wet blood drops on the straw mat that someone was using for a bed. The bed is still warm. There is a blood smear on the wall next to Dortha's home.

The man who lived here was attacked in his sleep by something that got left behind when the giants sounded the retreat from the city. The creature (differs by APL) and its goblin handler, Grimdral, were injured badly during the Commandant's counterstrike, and managed to find refuge in a partially destroyed house. Grimdral has been slowly recovering from his injuries, and trying to stay hidden. At APL 2, the dire wolf is also still recovering. At higher APLs, the animalistic companions heal quickly, but Grimdral still heals slowly given his lack of secure bed rest. Grimdral is sneaky, and has managed to move them twice under cover of night to avoid being discovered. He has also managed to sneak small carcasses back to the hideouts so they could eat. The carcasses on the streets have now rotted badly enough that neither Grimdral or his creature can stomach them. Grimdral suspects that he could escape the city alone, but he has been unwilling to abandon his animalistic friend. Both have healed enough to attempt an escape, but Grimdral has not been able to find an escape route big enough to sneak his companion through yet. The creature is becoming harder to control and Grimdral has begun to fear that the creature will turn on him for food. That fear has made Grimdral a bit bold, and twice now, he has located good hunting and has taken his companion out to capture unsuspecting prey. The first time, they were almost spotted, and had to dispose of the meat before they could eat much. The second time, they were almost certainly spotted, and had to rip off whatever flesh they could quickly and move to another location. Neither body has actually been found yet, but Grimdral is getting concerned about their lack of success. This last human woke up and started to fight before he

could be killed, and they had to drag the dead body away from the noisy location back to their hideout. They are both very hungry and it has made them careless. They will be eating their kill in their hideout when the PCs approach, and will probably not see or hear the PCs (-5 to their Listen and Spot checks).

If the PCs want to follow the blood trail across the cobbled streets, it will require a Track DC 22, or a Search DC 25. The small drops of blood and other evidence will lead the PCs to a partially collapsed 20' x 20' building standing among a series of mostly collapsed, dangerously unstable buildings. In the back corner of the building are Grimdral and his companion, eating noisily and desperately. No map is provided. The DM should set up a cramped street with 10' - 15' streets, 5' alleys, and many shacks that are no bigger than 20' x 20'.

If the PCs cannot follow the trail back to Grimdral's hideout, they will receive help from a frightened eyewitness. If they stand in the street long enough, searching for some clue that will help them locate and follow the blood trail, they will hear the slightest creaking of a door being opened. They will hear a very slight “psst” sound to get their attention, and when they turn, a thin and quaking hand will slowly emerge from the door and point in the direction of Grimdral's hideout. If they see the person pointing them along, it is a very frightened looking old man. He has been watching his street, and saw the large, shadowy monster dragging the dead body quickly into the building. He sat there, scared witless until the PCs showed up. He will not speak, as he is scared speechless. He wants to point out the building, and then close his door as quickly as possible and hide under his bed. If the PCs make a lot of noise, and make loud demands of the old man, Grimdral and his companion hear, and will be prepared for the PCs.

APL 2 (EL 4)

Grimdral, Male Goblin, Ftr1: hp 6; see *Appendix 1*.

Dire Wolf: hp 30 (injured - down from 45); see *Appendix 1*.

APL 4 (EL 6)

Grimdral, Male Goblin, Ftr2: hp 19; see *Appendix 2*.

Feral Minotaur: hp 51; see *Appendix 2*.

APL 6 (EL 8)

Grimdral, Male Goblin, Rgr4: hp 22; see *Appendix 3*.

Feral Minotaur (x2): hp 51; see *Appendix 3*.

APL 8 (EL 9)

Grimdral, Male Goblin, Rgr6: hp 33; see *Appendix 4*.

Cave Troll: hp 112; see *Appendix 4*.

APL 10 (EL 12)

Grimdral, Male Goblin, Rgr6: hp 33; see *Appendix 5*.

Cave Troll, enhanced: hp 263; see *Appendix 5*.

APL 12 (EL 14)

Grimdral, Male Goblin, Rgr10: hp 55; see *Appendix 6*.

Cave Troll, enhanced: hp 418; see *Appendix 6*.

Tactics: At all APLs, Grimdral and his animalistic companion are pre-occupied with eating. If the PCs make an effort to be quiet, they might get within the building before they are noticed. Allow Grimdral and his companion a Listen check at -5 for preoccupation and noise (eating), and an additional -5 for being inside a (damaged) building. If the PCs are extremely loud, Grimdral and his companion hear them and erupt from the building ready to fight. Remember that the feral minotaurs and the cave troll cannot *pounce* unless they have a straight line for a charge. They cannot begin a charge from inside the building against an opponent outside the building. At APL 2, Grimdral is a mounted combatant, and rides the dire wolf as a mount. At higher APLs, he is an archer, and shoots from range while his animal(s) engage in melee.

Treasure:

APL 2: L: 93.67 gp; *mithril chain shirt* (91.67 gp), C: 0 gp, M: 0 gp.

APL 4: L: 93.67 gp; *mithril chain shirt* (91.67 gp), C: 0 gp, M: *small +1 longbow* (197.92 gp).

APL 6: L: 93.67 gp; *mithril chain shirt* (91.67 gp), C: 0 gp, M: 373 gp; *small +1 longbow* (197.92 gp), *cloak of resistance +1* (83 gp).

APL 8: L: 2 gp, C: 0 gp, M: *+1 mithril chain shirt* (183.33 gp), *cloak of resistance +1* (83.33 gp), *gloves of dexterity +2* (333 gp), *small +1 longbow* (198 gp).

APL 10: L: 1 gp, C: 0 gp, M: *+1 mithril chain shirt* (183.33 gp), *cloak of resistance +1* (83.33 gp), *gloves of dexterity +2* (333.33 gp), *small*

+1 buckler (97.08 gp), *small +1 longbow* (197.92 gp), *small +1 morningstar* (192.33 gp).

APL 12: L: 1 gp, C: 0 gp, M: *+1 mithril chain shirt* (183.33 gp), *cloak of resistance +2* (333.33 gp), *gloves of dexterity +2* (333.33 gp), *small +1 bane (dwarf) longbow* (697.92 gp), *small +1 buckler* (97.08 gp), *small +1 morningstar* (192.33 gp).

Developments: Once the PCs have defeated Grimdral and his monstrous companion, they can continue their patrol without incident. Returning to the Barracks at dawn, they will be able to report on what they did to PSgt. Hadlo. He will thank them and congratulate them on a job very well and bravely done. The PCs should be very tired by then, and looking to sleep.

ENCOUNTER 2: A LADY IN DISTRESS

Given their success the previous night, PSgt. Hadlo will take the PCs off daytime relief duty and assign them to night patrol. If any PC outranks him, he will ask the PC to resume the night patrol. Assuming the PCs accept night patrol, the adventure continues.

You have returned to southwest Shiboletth for a second night of patrol. The streets are still dark, and people still look at you from distant, dark corners before ambling away. You are more familiar with the streets and buildings tonight, and you find yourself anticipating the patterns of the roads even as you approach them. You have been patrolling for 4 hours tonight, with no signs of disturbance or trouble. There are more lanterns missing tonight than there were last night, creating long stretches of dark road between the distant beacons of light.

As you walk down the narrow streets, you hear something moving your direction from a dark alley to your right. A woman runs out of the alley, nearly running into you. She jerks to a halt, startled and scared. Her eyes are wide and scared at your sudden appearance. She looks back over her shoulder, in the direction she came from, then to you, and back over her shoulder as if trying to decide something in a split second. You see nothing behind her in the short alley. She is unarmed and wearing expensive clothes that look dirty and torn. Her long brown hair is disheveled. Her dark eyes lock onto yours. She is disarmingly beautiful

with soft Flan features, but her skin looks as pale as alabaster in the light. Despite the fact that she seems to have been running in fear recently, you note that she is not breathing heavily. She opens her full lips and says in a hurried plea, "Help me!" You see sharp fangs as she grits her teeth in fragile hope.

If they move to attack her, roll for initiative, giving Sharev a -4 penalty because she is waiting for their reaction. They will only have 6 second of real time to talk with Sharev. She barely has time to reveal her name until her pursuer arrives. If the PCs attack her, she will try to flee past them. She will not go back down the alley she just came from, as she knows that the yugoloths are behind her. When she first emerged from the alley, she would have stepped away from the alley if possible to get cover from her pursuer.

While it is hoped that the PCs will at least listen to Sharev long enough for the yugoloth to arrive and present a greater threat, it is possible that the PCs will immediately attack the vampire. There is no reason to penalize PCs for attacking a vampire, even one who asks for parlay. But if Sharev has any chance to delay the PCs for 6 seconds, she will do whatever she can to make that happen. The DM should assume the urgency that Sharev feels in trying to buy just 6 more seconds of life by looking as helpless and endangered as possible.

A demonic form steps into the other side of alley. It is a four-armed insectoid horror, with glowing red eyes. In its hands, it is carrying a large, silvery trident. The red eyes seek out its prey, and it moves purposefully through the alley toward the woman it has been chasing.

If given the opportunity, the demonic beast will speak with the PCs. He is not interested in fighting the party; he is only interested in capturing Sharev. He is Zrusadek, a mezzoloth. He is one of many yugoloths that have been tracking Sharev over the past two weeks though the streets of Shibolet. He is not interested in revealing much to the PCs, but he will speak before attacking.

Zrusadek offers to take this undead monster off the streets of the PCs' fair city. He is well spoken, though not extremely smart. His voice should be demonic without being comical, if possible.

He has no argument with the PCs; he is here to capture this vampire for his masters. If the PCs are able to compel him to talk, all he knows is that his master, Lord Raum (a nycaloth) wants her. He knows a lot of other stuff about completely awful, yet irrelevant things. He does not know what Lord

Raum wants with her. He was given a magical silver trident and taught about how vampires fight. He has been trying to capture her without being seen for about 12 days. His master is patient. **He will only reveal this information if the PCs are able to magically compel him to speak.**

He is adamant that the undead creature must come with him. He suggests that she not try to flee any further. He has been gentle with her thus far, and that will not continue. PCs can see that he is armed with a silvered trident, and has a couple of wooden stakes on his belt.

He will not parlay for more than 30 seconds. He is here to capture her, and he is not going to spend time arguing with humans. If they do not step aside, he will go through them. At lower APLs, he is injured already from fighting another vampire below the city, and has used some of his special abilities.

If the PCs did not attack Sharev:

She is not much of a combatant, but she will attempt to assist the PCs. On the first round of battle, she stands back, letting the PCs hopefully fight against the yugoloth. She is holding back, clearly afraid. On the second round, she will enter the combat against Zrusadek unless a PC has also begun trying to attack her. If she is being attacked by any PC, she will attempt to flee.

If the PCs have already killed Sharev when Zrusadek arrives:

The yugoloth will not stay to talk with them. If Sharev has been completely destroyed with *greater turning* or some similar effect, he will grunt with annoyance, toe the ashes, and turn to walk away. If she has been reduced to gaseous form, he will narrow his eyes, and watch the direction she floats, laughing. If she has merely been turned, he will say something to the PCs in Infernal ("Thank you mortals.") and chase after her. If they attack him, he defends himself most vigorously.

If the PCs step aside and let Zrusadek have Sharev,

She bolts for the nearest escape, and Zrusadek takes off in pursuit.

APL 2 (EL 4)

Zrusadek, Male Mezzoloth: hp 48 (down from 95); see *Appendix 1*.

Sharev, Female Human (Flan) Vampire Ari6: hp 21; see *Appendix 7*.

APL 4 (EL 6)

Zrusadek, Male Mezzoloth: hp 95; see *Appendix 2*.

Sharev, Female Human (Flan) Vampire Ari6: hp 21; see *Appendix 7*.

APL 6 (EL 8)

Zrusadek, Male Advanced (14 HD) Mezzoloth: hp 147; see *Appendix 3*.

Sharev, Female Human (Flan) Vampire Ari6: hp 21; see *Appendix 7*.

APL 8 (EL 10)

Zrusadek, Male Advanced (18 HD) Mezzoloth: hp 189; see *Appendix 4*.

Sharev, Female Human (Flan) Vampire Ari6: hp 21; see *Appendix 7*.

APL 10 (EL 12)

Zrusadek, Male Advanced (20 HD) Mezzoloth: hp 250; see *Appendix 5*.

Sharev, Female Human (Flan) Vampire Ari6: hp 21; see *Appendix 7*.

APL 12 (EL 14)

Zrusadek, Male Advanced (24 HD) Mezzoloth: hp 300; see *Appendix 6*.

Sharev, Female Human (Flan) Vampire Ari6: hp 21; see *Appendix 7*.

Tactics: Zrusadek is only interested in capturing Sharev. He will prefer to attack only her, but will fight any PCs who attack him. At APLs 6-12, Zrusadek has a *death ward* spell cast on him, so he is immune to Sharev's energy drain attacks. Sharev will not attack the PCs unless she is attacked by the PCs and is somehow prevented from fleeing. She will always prefer to flee hostile PCs than fight them. If reduced to 25% of his hit points, Zrusadek will attempt to flee.

At APLs 2 and 4, Zrusadek is under specific orders from his master to refrain from using his *cloudkill* ability when aboveground in the city, or from *summoning* any additional yugoloths. Zrusadek is both so loyal to his master, and so afraid of him, that he will flee combat rather than defy his master and resort to using those powers. At higher APLs, Zrusadek is given more freedom of choice due to his greater power.

Treasure:

APL 2: L: 1 gp, C: 0 gp, M: +1 *silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +1* (83.33 gp).

APL 4: L: 1 gp, C: 0 gp, M: +1 *silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +1* (83.33 gp).

APL 6: L: 1 gp, C: 0 gp, M: +1 *silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +2* (333.33 gp).

APL 8: L: 1 gp, C: 0 gp, M: +1 *silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +3* (750 gp), +1 *heavy steel shield* (97.92 gp).

APL 10: L: 1 gp, C: 0 gp, M: 589 *large +1 silver trident* (209.17 gp), *bag of holding, type IV* (833.33 gp), *cloak of resistance +3* (750 gp), *large +2 heavy steel shield* (350 gp), *medallion of thoughts* (1,000 gp).

APL 12: L: 1 gp, C: 0 gp, M: 1,255 *large +1 unholy silver trident* (1,542.5 gp), *bag of holding, type IV* (833.33 gp), *cloak of resistance +3* (750 gp), *large +2 heavy steel shield* (350 gp), *medallion of thoughts* (1,000 gp).

Developments: The rest of the adventure is written under the assumption that Sharev is alive and with the PCs. If she has been killed or driven off, the rest of the story can still happen, and alternate text is provided.

If Sharev is not with the PCs, skip to encounter 4.

If Sharev is with the PCs, she will be grateful that they helped her, and will gladly stay with them and share what she knows. She will be flirtatious, and slightly inappropriate. She has not been around so many humans and humanoids for many decades, and she has forgotten that humans could be so strong and potent. All of the living people that she has seen in nearly 100 years have been used for feeding purposes. She knows better than to admit to it, but she is a bit giddy at being so close to so much blood, and so many vibrant beings who she would like to sink her fangs into.

She will share the following:

- Her name is Sharev. She was taken to the underground Outpost complex below Shibolet many, many years ago.
- She does not know how long she was taken to the Outpost, as time underground is difficult to mark for sleepless undead. Her memory of her former life has mostly

faded and she has a hard time remembering anything that would help determine her age. She does remember that she was born in the city Shiboeth, but she is pretty sure that it was smaller then.

- The Outpost was home to undead servants of the Whispered One. He used the Outpost millennia ago to develop artifacts and house dangerous weapons of power. His unliving servants worked there until his downfall ages ago.
- There have been vampiric servants of the Whispered One in the Outpost since it was first founded. She is not that old, but there are some who were created by the Bloody Handed One (Kas, Vecna's vampiric lieutenant) himself, she believes.
- For a very long time, the Masters below have brought human blood into the Outpost with the help of some human agents in the city. Only one or two every once in a while. Just enough to maintain the Host's (the vampires) existence.
- Very recently, the ground shook, and portions of the cavern around the Outpost collapsed. If anyone thinks to ask, the Outpost itself did not suffer any serious damage. Soon after, the demons came. (Sharev does not know that the outsiders are yugoloths, she thinks of them as demons, and will refer to them as demons, even if corrected.)
- The demons were not violent at first, but they were quick to attack anyone who stood in their way. They said that they were explorers, but almost as soon as the demons came, humans came as well. The humans attacked outright, and the fighting between the demons and the humans killed many of the Host in the Outpost.
- The caverns then collapsed, killing many more of the vampires who were hiding. There were buildings in the Outpost that remained intact, and the remaining vampires spent time trying to find a way out. (DM note – this actually took two days, but to Sharev's elongated sense of time, it all seemed to happen as a single event.)
- Then, recently, the demons came again. The vampires have abandoned the Outpost.

- She does not know why the demons returned, but they seemed to be looking for something. On this occasion, they began taking vampires.
- For the last two tendays, the demons have been stalking vampires by night. They do not come out during the daytime either, as best she can tell. She does not know if others have been taken, but she hears the demons pursuing her some nights, and it is difficult to loose them if they are chasing you.
- Feeding while she was underground was an infrequent event. She did not need much blood to survive, and there were no living creatures around to tempt her. Since coming above ground, the close proximity of so many warm, vibrant creatures and their silky blood has been a bit overwhelming. She had forgotten the warnings about the sun. Very bad, this sun of theirs (the PCs).
- She knows of a place just outside the west gate, in the shack city near the cemetery where human contacts live. Perhaps they can help?

Sharev is glad to talk to these living creatures, and will quickly forget that they might mean her harm. She is not stupid, but she is accustomed to dealing with humans who provide her with other humans for food. Her experience over the last century is one where humans who negotiate with you are willing to help you kill others of their own kind. It does not occur to her that the PCs may be outraged that the human contacts in the city have been providing sacrifices for the vampires below the city. But she is mostly trying to protect her own life. She would gladly expose the human conspirators to the PCs if she thought it would give them more reason to keep her alive.

Sharev is not certain of the exact arrangement that the Outpost vampires had with the humans in Shiboeth who provided them with captives. She is certain that her own master, Boramante knows more about it than she does. Boramante is also still alive, and somewhere in Shiboeth. She can feel that he still lives. Boramante is very, very old, and pre-dates most of the other undead that laired in the Outpost. If she tries very hard, and if he is willing, she can locate him. She would be willing to try to find him tomorrow night. (She is attempting to offer things to the PCs that might extend their protection of her another night.)

She will encourage the PCs to meet with her other human contacts. They will know by her description that the contacts are within their area of patrol in southwestern Shiboeth.

ENCOUNTER 3: DEAD END

The hideout where Sharev takes the PCs is in the far western section of the hut and shack settlement outside the west gate of Shiboeth. The damage in the tent and hut area shows a clearly defined edge of destruction. It took very little effort for giants to collapse most of these poorly built huts. Most of the huts are either untouched or collapsed completely in long rows. Basically, the construction is so weak that any hut that sustained damage was collapsed. About 200 feet outside the city, shacks and huts are no longer damaged. It is obvious that the giants only reached a certain distance outside of the city before turning around and retreating back toward the Blinding Spire. This part of Shiboeth is close to the city cemetery and is always very quiet, especially during the dark night. There are no lanterns hanging from posts in this part of the city so it seems more removed from Shiboeth, even though the walls are in plain sight.

Blood-splattered walls and broken furniture greet you as you enter this small shack...

You moved through the dark, cramped huts outside the west gate of Shiboeth. You recalled that the cemetery is just a little further southwest of here. The shacks were very close together here and there was no light except what you had brought. The night was so quiet; your movements were the only thing that disturbed the peace. Sharev took you directly to a twenty by twenty, one-story square shack, one of the larger buildings in this cluster.

Now you stand in a room that saw someone die violently... and recently. The smell of blood was so strong from the outside that Sharev refused to enter. She swooned a bit, and with fiery, yearning eyes, told you that it was probably best that she wait outside.

The blood is still wet in this room. There is evidence of a one-sided struggle. A Search DC 15 will find claw marks and bloodstains that show prints of large, blood covered claws. The PCs will find very little of use here. There are four broken bunks. There is clothing here that would have been for three men and one dwarf. There are locks on the windows and doors that are far better quality than you would expect to find in such a shack. There are razor blade traps on the window locks

that are still set. A poison needle trap on the door has been triggered. The lock was broken, as was the door, but not by excessive force. The door appears to still be intact unless it is closely inspected. A slightly bent needle can be found just outside the door. There are unused weapons (shortswords, daggers, light crossbows) and armor (leather and chain shirt – standard) in the room. There are no records or incriminating evidence of any kind here. A Search DC 15+APL will locate a secret door underneath a rug where a bunch of sacks contain APL x 60 GP of assorted coins from Gran March, Keoland and Bissel.

This was a location of Corporation operatives. Among other activities, they worked with the leaders of the vampires from the Outpost over the last many decades, providing the vampires with victims. The benefit they gained from this relationship has not yet been revealed. There were four Corporation members using this location as a hideout, three human men and a dwarven male. Two of those men were here earlier tonight when a dark, robed figure entered the shack by subtle force. The yugoloths tracked another vampire here by scent but that vampire was gone before they arrived. The nycaloth who entered disguised himself while walking the streets and entered the shack using just enough force to break the lock. He was immune to the poison and the needle bent on his armored hide. Then he closed the door and interrogated the two Corporation members regarding the vampire. Not fully aware of the nature of the large intruder, one of the men tried to fight the monster. He was killed quickly but the nycaloth made an example of his carcass to the remaining Corporation member. This all went quietly and when the other man died, he did so abruptly and silently. The nycaloth then stuck the two bodies in an extra-dimensional space and teleported away. The DM should answer any PC questions based upon this information. There are no leads available based on this information at this time. It lays the groundwork for future events and lends some credence to Sharev's story. The DM should not let the PCs waste 30 minutes trying to find a clue here that does not exist. There were no witnesses and none of the other people in the surrounding shacks can tell the PCs much about the men and dwarf who used this building, if the PCs should chose to awaken the neighbors.

Sharev will promise to help the PCs tomorrow night. Dawn is approaching and she needs to get out of the open. She will not reveal her current hiding place to the PCs and she cannot be persuaded to stay in some other place. She will

turn to gaseous form and drift away toward the cemetery, drifting into a crack between some rocks. She can still be attacked in this form if the PCs want to detain her.

If the PCs report to PSgt. Hadlo or any other officer, they will be given the standard answer to proceed carefully, use their best judgment, and report all events promptly.

Treasure: Sack of hidden coins

APL 2: L: 15 gp, C: 20 gp, M: 0.

APL 4: L: 15 gp, C: 40 gp, M: 0.

APL 6: L: 15 gp, C: 60 gp, M: 0.

APL 8: L: 15 gp, C: 80 gp, M: 0.

APL 10: L: 15 gp, C: 100 gp, M: 0.

APL 12: L: 15 gp, C: 120 gp, M: 0.

If a PC who is a member of the Corporation attempts to learn more about the Corporation's relationship with the Outpost vampires, they will find out that none of their present contacts in Shiboletth were aware of any such activity. Their contacts will attempt to learn more, moving beyond the scope of this adventure.

ENCOUNTER4: BORAMANTE

How the PCs handled Encounter 2 and Sharev specifically will determine the details of how they proceed with the rest of the adventure.

If Sharev is dead:

Sharev was one of Boramante's *enslaved* vampires. He is a very old and powerful vampire, even if Sharev was not. He has magics that allowed him to maintain a form of contact with Sharev and he was able to feel her death. He saw the events of her death and will know how the PCs caused it. He will have had a moment's glimpse at any exchange the PCs might have had with Zrusadek, the mezzoloth. He will know if they allowed Zrusadek to walk away or if the PCs fought him. He wants revenge on the PCs, and he also wants the yugoloths diverted from their current pursuits. He will try to arrange a meeting with the PCs and he will lure yugoloths to the meeting, hoping that the two groups begin fighting. He knows that the PCs killed one vampire in preference to killing a yugoloth already, so he is not willing to risk himself on this plan. He will send one of his human minions to the barracks with a message for the PCs, requesting that they meet with him. Depending on how they destroyed Sharev, Boramante will take precautions with the

meeting as well. The letter is finely written on new paper:

If you would know more about the society that has lived here longer than your mortal lives, and of the outsiders who walk your streets, be near the Soft Pillow Inn and Tavern tonight. I will find you.

It is unsigned.

The Soft Pillow is in the Northeast section of Shiboletth. The human messenger knows nothing about the man who gave him the message.

The remainder of the encounter with Boramante should be run as written below, excluding references to Sharev. Sharev is not critical to any additional encounters, but her presence may add flavor and a dilemma for the PCs if they have grown accustomed to her.

If Sharev was attacked, but not completely destroyed:

Boramante will still attempt to manipulate the PCs into conflict with the yugoloths, using a note to arrange a meeting. It is up to the DM to decide whether or not to reintroduce Sharev. If the DM got the impression that the PCs might be less likely to attack her this time, Boramante would have her approach the PCs as they moved toward the meeting near the Soft Pillow. The DM will need to determine a middle path where Sharev tentatively approaches the PCs again and tries to ingratiate herself. If the DM thinks that they are just as likely to attack her again, Boramante would not endanger her and the DM should proceed as if the PCs had destroyed Sharev.

If Sharev is alive and not in conflict with the PCs:

You return to night patrol, heading toward southwest Shiboletth. You are greeting near the main road through town by Sharev. She steps out of her hiding place as you approach, waving subtly towards you. As you approach her, you can see that her skin is slightly less pale than it was last night. She does not move into southwest Shiboletth, she meets you and moves away, toward the northeastern part of the city. She is looking around nervously as she crosses the open street but no one seems to be watching her or you.

Sharev is slightly less pale because she had human blood earlier tonight and she took the life force from a dog. She will not say anything about it but will not deny it if the PCs ask. She did not kill

the man she drew blood from and he gave in willingly. Normally, she would not have been this careful but she is hoping to drain him again later and does not want to use up the resource all at once while she is at risk. If she feels like they are going to be judgmental and angry at her she will give the answers that will make them happy. Her Bluff skill is very good (+25).

She will tell the PCs that her master wants to meet them and that he could answer more of their questions than she. While Sharev is aware that she is in danger, she is becoming less afraid of the PCs and seems glad to see them. She has spent the last 100+ years as an enslaved undead, so it is her typical demeanor to try to please. She has no true appreciation for the fact that the PCs will likely have to kill her rather than let her continue to live in Shiboletth.

She is warming up to the PCs and will ask them about their day and if they feel recovered from their wounds of the night before. She will express concern for any PCs who got hurt fighting Zrusadek. She will try to ask them similar questions to the ones they have been asking her (Where are you from? What are you doing here?) in an effort to show interest in them and therefore please them. It might make PCs uncomfortable to have a vampire showing interest in them and trying to talk to them like she is concerned for them.

Entering the northeastern portion of Shiboletth, the PCs can see that they are in the wealthier section of town. This part of the city is a large hill, slowly building up to overlook the trade stream to the east, and the Shiboletth River far to the south. At the top of the hill is the Blinding Spire, the largest temple of Pholtus in Gran March, and the largest temple in the city. The streets are wider and better lit here than elsewhere in the city and, while there is still a lot of damage to most of the buildings here, there has been more progress made in rebuilding. Unfortunately, most of the larger giants were killed fighting in this area and it is much harder to dispose of a 5-ton fomorian giant corpse than a 900 pound ogre. Even in the wealthier areas there are still bodies to be hauled away. Corpses of fire giants and mountain trolls have been pulled aside and are roped off, awaiting disposal when the forces can get to it. The streets here are 20' wide, with large buildings that are another 5' – 10' off the street. Alleys between buildings are 10' – 15' wide.

Sharev will abruptly change demeanor as they approach the Soft Pillow. She will become quieter and bow her head as she walks. He senses the

near presence of Boramante and is retreating into the docile servant role she has served for more than a century. She is also proud of her master and is pleased to show him off to her new "friends". Boramante will appear with other vampires. It is not an ambush by the vampires; it is a safety precaution by Boramante. He is experienced enough to know that any divine energies that can easily and quickly destroy him (greater turning) will destroy lesser vampires first, consuming the magical energies. He hopes to buy himself time to escape in case the PCs attack.

Boramante is a very old vampire. He is originally from the Rushmoors, and is pure Flan. He does not date back to the time of Kas, but most of the other vampires from the Outpost hold that belief. He was not the leader of the vampires below the city, but exactly who did lead them was unknown to most of the undead lairing there. He was among the oldest of the vampires and knows many things that he will not share with the PCs. He created Sharev more than 100 years ago when she was lying on death's door. He was entranced with her beauty and thinks fondly of her. He is slightly imperious but would like to have an amiable relationship with the PCs. His perspective of human/vampire relations is also distorted and he honestly sees no reason why vampires cannot be friends with powerful humans and still prey upon the weaker humans. He learns quickly though and if he will not offend the PCs with the same thing twice.

You are walking down the streets of the nicer district in northeastern Shiboletth. Night is only beginning to fall and people are still on the streets finishing up the days work efforts. There are other patrols that acknowledge your presence and wave in a friendly way. You notice that the patrols are no more concentrated here than in the poor southwestern section you patrolled the last two nights, though there are fewer missing lanterns here. Far ahead in one of the pockets of light, you see a dark figure that catches your eye. Its fine cloak billows on the light breeze, indicating that it is worn more for fashion than warmth. Sharev says in a very subdued voice, "Boramante is ahead. There are others in the shadows as well. They mean you no harm. He wanted me to tell you so you do not feel you are entering a trap."

The PCs are still 120' away from the dark figure in the street. There are still people moving along the streets but the lone man under the

lamppost attracts the PCs attention. They can spot other dark figures in the shadows with a Spot, DC 20. The vampires in the shadows are not really trying to hide from the PCs as much as generally trying to stay off the main street. At this distance, all of the vampires are still ahead of the PCs. The PCs might not feel comfortable moving into the center of a wide ring of vampires. If the PCs do not move forward, Sharev will try to encourage them to come ahead with her. She understands their concern and will try to reassure them that Boramante wants to talk with them and thank them for saving her life. He also wants to tell them what they want to know about the demons. Boramante will not approach the PCs and will not leave his location at the lamppost. He will not yell to them as it is beneath him to yell in the streets. If the PCs never move close to him, he will become annoyed that they are so timid, and probably of no use to him, but he is very patient and will stand there until nearly dawn if needed. If the PCs move to within 20 feet of him, he will speak. As he speaks, Sharev will move away from the PCs to go stand next to him. He will take her hand and she will stand with her head bowed, shoulder against his comforting arm. She will be quiet as he speaks.

“Thank you for saving my dear Sharev. Losing her would have been a great sadness.”

He is aristocratic and charming. He is short, about 5' 4" and slightly built, wearing newly purchased clothing in the current fashion of Shibolet nobility. He is handsome with undiluted Flan features. His face and nose are broad and his long hair is well-tended and pulled back. In contrast, Sharev and many of the other vampires look disheveled. Most have been moving around a lot since coming above ground and many have been actively on the run from the yugoloths. Boramante has been safely avoiding the detection of the yugoloths and is not haggard. He has magical protections against detection but he has no protections to share with the other vampires. Because he cannot shield the other vampires, he has not kept them near him for fear that his hideout would be compromised if the yugoloths discovered another vampire with him.

“I am Boramante. You will have questions for me. I will allow them.”

He is not overtly arrogant; he is simply accustomed to deference. He also knows that he is in a position of knowledge and he will not be ordered about by a bunch of mortals who have no comprehension of his age and power (so he feels). He also knows that his time in Shibolet is going to

end soon and that he must move somewhere else. He is not worried about letting the PCs see the face he is presenting or know the name he is using, as both will change soon.

During the conversation, PCs can note that all of the vampires hiding in the shadows are clearly on edge but are paying more attention away from the PCs and Boramante. They are clearly more concerned with being attacked from outside than from the PCs.

Boramante is well humored and talks smoothly. He will refer to Vecna as “the Master of All That Is Secret and Hidden”, and Kas as “the Bloody Handed One”. He will relate the following information to the PCs if they ask:

The Outpost and its Host

- The complex below that is being called the Outpost was a place of research and worship in the time of the Master of All That Is Secret and Hidden and the Bloody Handed One. Powerful artifacts were housed there and experiments were conducted there.
- It is where The Bloody Handed One fell from grace and turned on the Master of All That Is Secret and Hidden.
- After the Betrayal, many of the liches came into conflict with the vampire warlords. It was a time of measured betrayal and slow extermination. It did not fall into chaos as mortals would think of it. It took many years. (DM Note - He will speak of it as if he was there. He will appear to be reflecting on the past. In truth, he is so old and he has heard the tale so often in such detail that is difficult for him not to recall it as if he had been a part of it.)
- This Host of The Bloody Handed One's children kept the Outpost and its powerful weapons secret and hidden for centuries. (He is referring to himself and the other vampires). Despite the betrayal of the father, the children remained loyal.
- They stayed quietly underground for centuries, the caretakers of Secrets and Hidden Knowledge. They fed infrequently, and did not involve themselves in the affairs and politics of mortals above beyond what was needed to keep themselves hidden.

The Yugoloths

- The daemonic beasts are called Yugoloths. They come from the Bleak Eternity of Gehenna. *"Your scholars in planar lore can certainly be more detailed with you than we have time to discuss at this moment."* (PCs almost certainly already know this – he does not know what they know.)
- They came right after the earthquakes. There is a dormant gateway far below the Outpost that opens to Gehenna, the home of Melif, the Lich Lord. It has lain dormant for more than a millennium.
- When the yugoloths first appeared, they behaved with curiosity about the Host, the Outpost, and why it was all there. They were not immediately aggressive. The Host was not overly cooperative, preferring not to reveal secrets to these odd creatures. Then the Yugoloths became more aggressive. They began to take treasures and books, attacking the Bloody Handed One's Children if they resisted. Word reached the Host about humans coming from above. Almost without warning, humans came into the complex and began killing the faithful of the Master of All That Is Secret and Hidden. (This is Boramante's version. Explorers from the Order of World Travelers were in fact attacked on sight by vampires well before an armed incursion was launched. Boramante actually knows nothing about that.)
- After the mortals from above murdered many of the Host, the caverns below the complex were collapsed. He is not sure why or how they collapsed. The collapse tore apart the complex, though most of the ancient buildings held together very well.
- The yugoloths returned twenty days ago. (This was a tenday after Brodde's invasion of Shibolet. The yugoloths showed up above ground in Shibolet before they returned to the Outpost so the vampires had not been chased above ground yet. Boramante cannot make this connection, but the PCs might.)
- They continued their looting of what was not destroyed and they began taking vampires without attempting conversation.

- At first, the vampires were able to elude the yugoloths without much difficulty. Since then, they have learned ways to capture vampires and...other creatures. (He will not elaborate on how they are capturing vampires, nor on what he means by other creatures.)
- Their continued search of the items in the complex leads him to believe that they may be looking for something. (He is actually mistaken, but it is a justified belief. The exact nature of the yugoloths' search will not be revealed in this adventure. It is certainly true that they are going to extreme efforts to capture the vampires.)
- He suspects that the yugoloths are searching for something that has already been taken from the Outpost. They have overrun it and have possession of it, yet they continue to capture its former guardians (the vampires). He believes that they are searching for something that is not there, and they are trying to force the vampires into revealing something that they do not know. The only people who have been into the Outpost in centuries that were not its guardians or yugoloths are the mortals from Shibolet (Perhaps some of you were there?) He suspects that either a human has taken something or a yugoloth took something that it has not revealed to its masters.

The future of the Host

- Clearly they cannot stay here. Perhaps they should return to the Rushmoors where their ancient line was founded? They have no quarrel with the people of Shibolet or the PCs. But they must occasionally feed and he has begun to suspect that their mortal contacts will abandon them in the face of recent events.
- Do the PCs have a suggestion for where they could go?

Their human contacts in Shibolet

- We have maintained relations above ground with a group of humans for many decades. Every short period (a decade), they pass the duty to another among them to maintain contact with humans who will provide them with feeding opportunities while helping keep them concealed. The fanciful names of these groups change

every few decades, but the character of the mortals is always the same. (**DM Note:** It was not his decade to maintain relations with the surface so some of his information might be outdated. He will not admit that directly if it would weaken his position).

- The individuals they most recently dealt with referred to themselves as Corporate Body (?), he believes. They were very secretive and he suspects that they never used their real names. The leaders of the Host were content to deal with them as long as they proved competent at keeping the Outpost a secret. He has learned that another of their hideouts has been attacked. He suspects that the relationship is at an end.
- To his knowledge, they were not faithful of the Master of All That Is Secret and Hidden.

Things he will not discuss with the PCs:

- Specifics of the artifacts that were within the Outpost.
- The names or number of vampires that inhabited the Outpost.
- Who created him.
- Any further details regarding the Corporation contacts

Things he will ask:

- Who will you report this information to?
- Who should I contact if I learn more?
- Would you be interested in contacting me to tell me why the yugoloths are capturing my people, if you learn it?
- (For any PC who is extremely attractive, or well spoken and charismatic) Are you interested in studying the ways of the Host? (Any PC who agrees will become a vampire and is permanently removed from play)
- Do you know if any of your people removed anything from the Outpost? If so, what?
- Any news or experiences with the Master of All That Is Secret and Hidden you wish to share?

- Would you be willing to help shelter my people until we can relocate?

If the PCs attack Boramante or any of the vampires, they will all flee, even if the PCs are low APL. He realizes that staying hidden at this time is more important than being able to kill one or two of your enemies. He understands that the PCs represent something much larger than themselves.

If they are killed, then he has made an enemy of the Army of Gran March. While he can kill these PCs if they get aggressive or rude, it only guarantees much greater conflict that he cannot win. He is preparing to flee Shiboeth; he is just hoping to leave the yugoloths and the people of Shiboeth in conflict with each other before he goes. He does not want either group to be more interested in his group than each other.

All APLs:

Boramante, Male Human (Flan) Vampire
Bbn 1/Div 5/Divine Oracle 10: hp 142; see *Appendix 7*.

Outpost Vampires (12), Male or Female Human Vampire Ftr5: hp 32; see *Appendix 7*.

ENCOUNTER 5: ATTACKED

As the PCs are talking with Boramante, they will be attacked by a group of yugoloths. The DM can begin this encounter anytime after the PCs begin talking to Boramante. If the conversation between the vampires and the PCs begins to drag, if time is short, or if the DM senses that the PCs are moments away from attacking the vampires, this encounter should begin. If the PCs attack the vampires, this encounter should begin, interjecting itself into the combat. Boramante led the yugoloths to this meeting, though none of the other vampires know this.

An odor of brimstone stings your nose and you hear screams of terror coming from the other side of the buildings around you. You notice the vampires also turn quickly trying to locate the source of the noise and odors.

The PCs have one round of actions before the yugoloths are close enough to engage. The screams of people on the streets will alert all PCs and NPCs at the same time without need for Spot or Listen checks. PCs can roll Spot DC 20 or Listen DC 20 to locate the exact direction of the approaching yugoloths. They are still a round away from melee range when the vampires and PCs have a chance to spot them.

Boramante was expecting this and he deliberately did not set any of the vampires as lookouts. If his vampires had too much warning that the yugoloths were approaching, he suspected that all of them could escape. The yugoloths would then scatter, chasing the fleeing vampires, he suspects. He wants the yugoloths to see the PCs in conversation with him and hopefully put some of the Yugoloths' focus onto the PCs. This will hopefully put the yugoloths at odds with the PCs, and therefore the Gran March Army, rather than just with him and his kind. He is confident that he can escape and he is willing to sacrifice a few of the vampires here to accomplish his goals. He also plans to draw the combat to a specific location, in hopes of creating sudden public awareness of the outsiders. He hopes that the people of Shibolet will create a massive outcry for action against the yugoloths, allowing the vampires to slip quietly away. Unfortunately for him, more yugoloths will appear than he expected and his courage will falter slightly. He will call for a retreat at the first sign of the yugoloth force before the yugoloths can associate the PCs with the vampires.

If PCs ask for a Sense Motive check on Sharev and Boramante, Sharev is immediately frightened and clings to her master. Boramante is startled, and shows anger but calms quickly, trying to locate a direction to flee from the yugoloth attack.

In the first round, read the following:

Shuffling figures move down an alley, startling the vampire standing near it. You see and hear large shapes bounding in this direction from all sides. Large, misshapen canine figures are bounding down the street and other hulking demonic forms are pouring into alleys that lead to your street. In the far distance, you see flying demonic forms flying silently in your direction.

For simplicity, assume that all of the vampires act on 17 in the initiative order. Boramante plans to haste himself and as many others as he can and retreat as soon as the yugoloths spot them. As the first action for the vampires in initiative 17, Boramante will ask the PCs, ***“Do you wish to be hasted?”*** Any PCs who accept or do not actively decline will be included in the area of effect. He will cast it anyway, including PCs who do not refuse, himself and Sharev, and as many other vampires as he can include in the area of effect. PCs might note that he includes them before he includes his own kind. He wants to make sure they can keep up when the fight becomes a chase. He will not

cast it on any mounts, or on a PC who he thinks might be able to out-run him if hasted. If a PC objects, he will counter by indicating that the PC already has sufficient speed to escape if needed, and others (remaining vampires) needed the assistance more than a mortal who just likes to go fast. Immediately after casting *haste*, Boramante calls out to his vampires to run. He will attempt to flee, taking Sharev with him. He expects the PCs to flee with them, but that might not actually happen.

As the enemy comes into sight, you can see the dreaded yugoloths that you expected to see, but more than daemonic outsiders are entering the streets. Among the creatures pouring into the streets, you see shambling, rotting corpses of fiends long dead. Massive insectoid monsters dripping decayed flesh shambling toward the vampires with four arms outstretched, staggering beside ogre and troll corpses.

There are more yugoloths and undead than the PCs will have to contend with (feel free to frighten the PCs with an initial estimate). But as soon as many of the monsters appear, they will also turn and move a different direction. Most of the yugoloths will come into the street, see the vampires running away, and move back down the alleys they came from, hoping to split up to trap them. One group will continue down the street toward the PCs and the fleeing vampires. If the PCs stop to engage them, they will fight. Otherwise, the PCs can run from these yugoloths and try to stay with the vampires. If the PCs do not engage these monsters, the creatures will bypass the PCs, pursuing the vampires rather than fighting.

APL 2 (EL 5)

Skeroloth: hp 22; see *Appendix 1*

Ogre Zombie (2): hp 55; see *Appendix 2* or *Monster Manual*, page 267.

APL 4 (EL 7)

Canoloth: hp 51; see *Appendix 2* or *Monster Manual III*, page 200.

Ogre Zombie (2): hp 55; see *Appendix 2* or *Monster Manual*, page 267.

APL 6 (EL 9)

Mezzoloth: hp 95; see *Appendix 3* or *Monster Manual III*, page 201.

Cave Troll Zombie (2): hp 120 each; see *Appendix 3*.

APL 8 (EL 11)

Nycaloth: hp 161; see *Appendix 4* or *Monster Manual III*, page 202.

Cave Troll Zombie (2): hp 120 each; see *Appendix 4*.

APL 10 (EL 13)

Nycaloth: hp 225; see *Appendix 5* or *Monster Manual III*, page 202.

Advanced (20 HD) Mezzoloth Zombies (4): hp 133; see *Appendix 5*.

APL 12 (EL 15)

Advanced (22 HD) Nycaloth: hp 275; see *Appendix 6* or *Monster Manual III*, page 202.

Evolved Spellstitched Cave Troll Zombies (4): hp 120; see *Appendix 6*.

Tactics: The vampires flee at the first sign of the fiends. The yugoloths and the undead see the vampires running and split up to pursue them. Some will move past the location where the PCs were talking to Boramante. If the PCs did not run with the vampires, they can attack the oncoming yugoloths and their undead or let them pass unmolested.

Treasure:

APL 2: L: 1 gp, C: 0 gp, M: *potion of cure light wounds* (4.17 gp).

APL 4: L: 1 gp, C: 0 gp, M: 0.

APL 6: L: 1 gp, C: 0 gp, M: 2 *+1 tridents* (192.92 gp each), *ring of communication* (166.67 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each).

APL 10: L: 12 gp, C: 0 gp, M: 1,035 gp; 2 sets of *armbands of might* (341.67 gp each), 2 *bags of holding type IV* (833.33 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each).

APL 12: L: 0 gp, C: 0 gp, M: 693 gp; 2 sets of *armbands of might* (341.67 gp each), 2 *bags of holding type IV* (833.33 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each), 2 *rings of protection +3* (1,500 gp each).

Note: Unless the party defeats an opponent, they will not be able to loot its body for any items and hence will not be able to gain any item access from those items. Given the overwhelming numbers elsewhere in this encounter, it is unlikely that the party will have enough time to loot.

As the vampires flee, a distant figure will be visible to PCs who make a Spot DC 25. In the distance, standing on a building, is a creature with an elongated head, swirling eyes and beautifully decorated chain mail armor (an ultraloth). The figure disappears as soon as it is seen.

As the vampires flee, the DM can relate these events as things that happen in the distance, or they can skip them completely. The purpose is to show that the yugoloths have learned how to fight vampires and they have developed appropriate tactics. If it would slow things down, the DM should ignore it.

- A nycaloth will fly across the rooftops, sight in on a vampire who turned into a bat to fly away, and charge him with a magical wooden lance. The wooden weapon will pierce the bat's heart, doing a tremendous amount of damage to the vampire, and killing him. It also forces him back into humanoid form, locking him into a corporeal death. The nycaloth will fly away with his captive dangling from his raised lance. This will discourage other vampires from taking to the air in hopes of an easy escape.
- Vampires attempting to escape in gaseous form are attacked still by yugoloths who begin to fly after the slow moving gas, following it wherever it goes.

PCs who try to stay with Boramante will see him cast a spell on himself at some point (*stoneskin*). There will be people on the streets and they will react in surprise to the vampires and PCs running through the streets. They will scream in terror when the fiendish yugoloths follow. In describing the retreat, the DM should indicate that the vampires are weaving around any people they encounter, while the yugoloths are bull rushing right through people. At the moment, it is clear that the yugoloths are a greater threat to the people of Shibolet than the vampires. The DM should narrate the short run through the streets rather than try to track it by rounds.

The yugoloths have been very disciplined up to this point in their search for the Outpost vampires. While the chase through the streets is

contradictory to their previous behavior, it is really more characteristic of their true nature. They are not a well-disciplined breed of fiend and working in this way is still new to them. The ultraloth leading the group will realize this after the chase has begun and attempt to recall his horde, but at this point, the undisciplined mob cannot be contained by orders. It will frustrate the ultraloth but he will learn from this.

Boramante is a very fast runner (Run feat) and he has the Fleet of Foot feat as well, allowing him to make a sharp turn while still moving at 5x his movement rate. He retains his Dexterity bonus to AC when running (Run feat). Some PCs will be able keep up with him, but he will generally dictate the direction of the chase.

If the PCs did not run with the vampires and opted to stay behind they can still follow the chase. The yugoloths are easy to follow. Adjust Encounter 6 such that the PCs arrive after the yugoloths and vampires are already fighting among the crowd at the Blinding Spire when the PCs come on the scene.

ENCOUNTER 6: THE BLINDING LIGHT

Boramante will lead the vampires on a run through the streets. Many of them will be under the effects of a *haste* spell, so they should manage to separate from the yugoloths at first. If the PCs make an effort to restrain him or Sharev, he will *dimension door* himself and Sharev away if needed. He will only transport himself to the edge of the yugoloths' vision, under a lamppost. He will appear to be making an effort to keep his less powerful brethren in sight. In truth, he wants to make sure the yugoloths follow him. He is wearing a ring of Freedom of Movement, and will abandon Sharev if necessary to lead the chase. The main goal is to lure the yugoloths into the open where there is a large number of witnesses. If the PCs work to impede him, he will attempt to escape them first and resort to what is necessary to stop them.

After only a few rounds of running, flying or general fleeing, Boramante will reach his destination – the grounds of the Blinding Spire. There are hundreds of people camping on the grounds in front of the Spire. Some are singing praise around campfires, others are looking for a safe place to congregate while the city rebuilds. The temple doors are open and food is being served along with blessings and prayers. At least

half of the people here are not faithful to Pholtus, but there is a sense of safety and community here that appealed to those who at least do not oppose Pholtus' clergy. Many have come in sympathy for what occurred to the four men who were tortured and impaled, looking to grieve for their own loss by letting the four clerics symbolize and unify the grief of the city. It has been a focal point for the grieving as well as a refuge from the dark streets and damaged homes; that safety is about to be shattered.

Boramante runs with ferocious speed and grace. He quickly assesses each corner and street, looking for a refuge, yet trying to keep his less powerful vampiric brethren in sight. Some of the fiends fly above, keeping the vampires and your group in sight. You notice that Boramante is running uphill, through courtyards and around buildings. Suddenly, the streets before you become brighter. Ahead of you a large number of people are camped on a large open, lush hillside. There are numerous campfires lighting the night and many of the people are singing sad songs around the campfires. At the top of the hill stands the highest point in northeastern Shibolet, the Blinding Spire. This is the temple of Pholtus where the giants committed open torture and murder of four clerics, impaling them to the granite walls with huge iron spikes. The doors of the Spire stand open and lights pours into the courtyard as food is served, clerics lead prayers, songs are gently sung, and people are just huddled together for safety. Boramante runs across the field, into the crowd, with the other vampires right behind him. There are no yugoloths in sight yet.

Boramante has planned his approach carefully. He will approach from a direction where there is little open ground to cover before entering the crowd. He does not want the PCs stopping him from getting into the crowd so he does not want them to have much warning before he is among the crowd. The crowd will react with surprise at the intrusion, but since the vampires look human, they will not panic or do much more than look toward the dozen or so people running through the camp. He will tell the other vampires to disperse into the crowd and stop running when he is 40' into the crowd. He will also tell Sharev to find the PCs and stay with them if she can. He will try to avoid being seen by everyone if he can and avoid the PCs and the other vampires. The PCs have one round before the yugoloths fly, run, and teleport into the crowd. They might choose to attack Boramante

with that round, and if they do, he will fight on full defensive. Tell the PCs that the yugoloths are not in sight yet, but that they are certainly no more than one or two rounds behind.

If the PCs devise a way to prevent the vampires from getting into the crowd, the DM should attempt to work with it. If possible, have the vampires make it all the way to the grounds of the Binding Spire but somehow just short of the crowds. The encounter will still work as long as there are witnesses and it takes place within sight of the Blinding Spire.

The vampires will blend in with the crowd, thinking that their leader brought them here in hopes that the crowd would help cover their escape. None of the other vampires are aware that Boramante is hoping for a massive public spectacle more than seeing to their safety.

A horde of yugoloths rounds the corner, some running, some flying. The bleached white bones of fiendish skeletons are also running with the living fiends. The crowd screams and panic ensues as people attempt to flee the otherworldly nightmares.

The yugoloths will spend a round or more searching for vampires. They are milling through the crowd, causing absolute panic, but not specifically intending to attack anyone. They are not being gentle as they brutally sweep people aside, searching for the vampires, and people are being injured. Many of the people in the field are veterans, and have pulled weapons to defend themselves. They are generally being swept aside. The mindless undead that accompany the yugoloths take this as an indication to attack the crowd. Their orders were to help the living yugoloths attack their foes and they are fulfilling that order. The yugoloths will not directly attack the PCs at first unless the PCs have created a situation that makes them a primary target.

The purpose of this combat is to give the PCs a chance to protect innocent citizens of Gran March. The PCs must move toward the innocents to engage the yugoloths. The players will need good visual perspective of the battlefield to help them see their options. The DM should place a lot of markers on a battle mat to represent the innocents and place yugoloths at a point of approach. An APL appropriate group of monsters will attack the crowd near the PCs, and other similar groups will approach from other directions. If the PCs defeat a group of enemies easily there should be one other similar group nearby attacking the crowd. The DM should place the second group

that the PCs are intended to fight on the so the PCs can identify potential targets.

A large nycaloth will spot Boramante from the air, and descend upon him. If possible, have Boramante and the nycaloth fighting at a distance from the PCs. The PCs can choose to help the crowd of innocents or they can help the vampire. The crowd will move quickly away from these two combatants. The DM should have the monsters that are given in the APL listing attack a group of innocents in one direction, and have Boramante and the nycaloth fighting in the other direction. Boramante will fight a mostly defensive battle, hoping to prolong the time before he has to flee. The nycaloth attacking Boramante is not adjusted by APL, but if PCs attack him, he will still focus on Boramante unless the PCs become a serious threat. Use the nycaloth stat block from APL 12, encounter 5.

APL 2 (EL 5)

Skeroloth: hp 22; see *Appendix 1 or Fiend Folio* page 197.

Troglodyte Zombie (3): hp 38 each; see *Appendix 1 or Monster Manual*, page 267.

APL 4 (EL 7)

Skeroloth: hp 22; see *Appendix 2 or Fiend Folio* page 197.

Advanced (10 HD) Canoloth Zombies (3): hp 92 each; see *Appendix 2*.

APL 6 (EL 9)

Canoloth (2): hp 51 each; see *Appendix 3 or Monster Manual III*, page 200.

Advanced (16 HD) Mezzoloth Zombies (2): hp 146 each; see *Appendix 3*.

APL 8 (EL 11)

Advanced (14 HD) Mezzoloth (2): hp 147 each; see *Appendix 3 or Monster Manual III*, page 201.

Advanced (12 HD) Canoloth Zombie (4): hp 81 each; see *Appendix 5*.

APL 10 (EL13)

Nycaloth (2): hp 161 each; see *Appendix 4 or Monster Manual III*, page 202.

Advanced (12 HD) Canoloth Zombies (4): hp 81 each; see *Appendix 5*.

APL 12 (EL 15)

Advanced (20 HD) Mezzoloths (2): hp 250 each; see *Appendix 6*.

Advanced (12 HD) Evolved (x2) Spellstitched Canoloth Zombies (6): hp 81 each; see *Appendix 6*.

Round 1

1. PCs have a round to prepare for battle, try to clear the field, attack vampires or make any other preparation they wish.
2. Boramante casts *mirror image* on himself.
3. Five or six lesser vampires are trying to hide themselves in the crowd.

Round 2

1. Yugoloths arrive. Roll initiative. Yugoloths push into the crowd, searching for vampires.
2. Crowd panics and tries to flee the scene, moving mostly up the hill toward the Spire, away from the fiendish horde. Some in the crowd draw weapons to defend themselves as they back away.
3. The nycaloth spots Boramante and flies down to engage. The nycaloth tries to grapple Boramante and fails (ring of Freedom of Movement). Boramante draws his rapier, activating his *contingency* that casts *greater blink*. He appears to be fighting on the defensive, assessing the enemy forces.
4. The courtyard seems to grow lighter, as if the day is quickly dawning.

Round 3

1. PCs will likely be in melee combat with a group of yugoloth enemies.
2. People continue to try to retreat up the hill but the press of people leaves some people exposed. Some are trying to marshal themselves and others to fight back, but most of the crowd is surprised and panicked.
3. Boramante and the nycaloth continue to fight. Boramante casts *shield*. The nycaloth pops most of the *mirror images*, (using great cleave) and hits him once without doing a lot of damage.
4. Undead yugoloth minions begin attacking the panicked crowd.
5. The front wall of the Blinding Spire begins to glow with a white light. It seems to be brightest in the four blood-smeared sections

Round 4

1. PCs battle yugoloths or move to save innocents from zombies and skeletons.
2. The crowd is still in a panic and pressed up against the Spire, trying to get away from the fiends. Some veterans have moved through the crowd to try to fight the zombies, skeletons and yugoloths. They are brave but they are no match for the monsters. Some of the Pholtan clerics are trying to push through the crowd to approach the fighting but are not having much luck.
3. People from the neighborhood have moved into the streets, drawn by the screaming and panic. Some are calling for guards; others are pulling weapons of their own.
4. If Sharev is with the PCs, she is hiding near someone who has been tolerant of her. If that PC is having trouble, she might try to help if the DM wishes to add another combatant to the melee.
5. Boramante and the nycaloth continue to fight. Boramante casts *Ray of enfeeblement* that penetrates the nycaloth's SR. All of Boramante's *mirror images* are gone.
6. The light from the wall of the Blinding Spire causes all undead on the hillside that are 12 HD and lower to be affected as if by *Greater Turning*. Many of the skeletons and zombies at low APLs will be affected. All of the unnamed vampires cry out and turn to dust. Sharev becomes scared. She begs the PCs to get her out of here.

Round 5

1. The light coming from the Spire intensifies further, washing the hillside in near daylight.
2. The yugoloths hesitate, seeing most of the targets they were chasing turn to dust. Any that are fighting the PCs continue to fight.
3. Boramante casts *flensing*, and it fails to penetrate the yugoloth's SR. He is getting scared of the light himself.
4. Some of the veterans in the crowd are trying to actively organize themselves to fight back.
5. If Sharev is still alive and on the hillside, she cries out either Boramante's name, or the name of a PC who tried to protect her, and tries to stumble away from the Blinding Spire as it begins to burn her.
6. All undead on the hillside that are 18 HD and lower are affected as if by *Greater Turning*. If the PCs did not pull Sharev

away from the Blinding Spire, she dies, calling out to any PC who was tolerant of her.

Round 6

1. The light is blinding, and most of the undead except Boramante have crumbled to dust.
2. Boramante steps away from the nycaloth, and addresses the PCs quickly, ***"I am sorry! Someone aboveground must have something they want! I swear to you – I do not know what it is!"*** He seems sincere and near panic. He then casts *teleport* defensively and disappears.
3. All undead on the hillside that are 22 HD and lower are affected as if by *Greater Turning*.
4. The nycaloth that was attacking Boramante hesitates, delaying his action, unless he is in serious danger from the PCs.

Round 7

1. Any undead left in the courtyard crumbles to dust. The light is truly blinding.
2. All combatants are treated as blinded.
3. If any yugoloths are still alive, the PCs can hear a command of "Retreat!" shouted in deep Infernal. The smell of brimstone will tell the PCs that most of the remaining yugoloths have teleported out. At lower APLs, there will be skeroloths that could not teleport away and they will try to flee. Canoloths do not rely on sight and will run from the field when the retreat command is given, taking advantage (without realizing it) of everyone's blindness. Most other yugoloths can teleport away.
4. All undead on the hillside that are 30 HD and lower are affected as if by *Greater Turning*.
5. Some yugoloths will not be able to teleport away and will remain to fight after the others have fled, but are currently blinded, and stop fighting.

Round 8 and thereafter

The light begins to slowly fade. Vision returns on the 8th round. All checks made that rely on sight (most Spot and Search checks) will suffer a -5 penalty for the remainder of the adventure, and a -2 for the next two adventures. Any Search or Spot checks that do not rely on sight do not suffer this penalty. This penalty applies to NPCs who were in the light as well. Any remaining yugoloths will fight and try to retreat, probably to be killed by the PCs.

If time is short, the DM can hand wave the fight, letting the PCs win.

APL 2 (EL 2)

Skeroloth: hp 12 (wounded from 22); see *Appendix 1* or *Fiend Folio* page 197.

APL 4 (EL 3)

Skeroloth: hp 15 (wounded from 22); see *Appendix 2* or *Fiend Folio* page 197.

APL 6 (EL 5)

Canoloth: hp 30 (wounded from 51); see *Appendix 3* or *Monster Manual III*, page 200.

APL 8 (EL 6)

Mezzoloth: hp 51 (wounded from 95); see *Appendix 4* or *Monster Manual III*, page 201.

APL 10 (EL 9)

Nycaloth: hp 85 (wounded from 161); see *Appendix 5* or *Monster Manual III*, page 202.

APL 12 (EL 11)

Mezzoloth, advanced: hp 85 (wounded from 168); see *Appendix 6*.

Tactics: These yugoloths just want to escape. They are wounded and have run out of spells and spell-like abilities. PCs can have the last word by striking them down. These are evil outsiders and no one should feel guilty about killing them.

Treasure:

APL 2: L: 0 gp, C: 0 gp, M: *potion of cure light wounds* (4.17 gp).

APL 4: L: 0 gp, C: 0 gp, 2 *rings of protection +1* (166.67 gp each).

APL 6: L: 2 gp, C: 0 gp, M: 0.

APL 8: L: 7 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 *+1 tridents* (192.92 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each).

APL 12: L: 0 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 *large +1 unholy tridents* (1,542.5 gp each), 2 *large +2 heavy steel shields* (350 gp each), 2 *large +2 breastplate* (362.5 gp each), 2 *rings of protection +3* (1,500 gp each).

Boramante planned to lure the yugoloths toward a large group of witnesses located in an affluent area of Shibolet. He knew that the crowd outside the Blinding Spire would provide him with many reliable witnesses of a yugoloth invasion. The light from the Blinding Spire was not in his plans and he was lucky to escape with his life. The PCs will be able to kill or capture a few skeroloths or PC restrained yugoloths to clean up. There are many injured people on the hillside. The power that destroyed the undead did not cure anyone. PCs can still hurry to save lives. Most witnesses will believe that the Blinding Light destroyed most of the fiends as well as the undead. PCs will likely know better.

If the PCs managed to save Sharev's life they have to decide what to do with her. At this point, she is loyal to the PCs and will go blindly into almost anything the PCs ask, unless they make it clear that they plan to kill her. If this is the case, she will attempt to flee, crying as she goes. She will fight back, but most parties should be able to dispatch her easily.

CONCLUSION

This assumes that that the PCs helped fight against the yugoloths at the steps of the Blinding Spire. Modify it as needed depending on their actions:

Six cavalry prides from the newly formed Army of Security arrives in Shibolet five days after the most recent battle on the steps of the Blinding Spire. The influx of new workers helps complete the work of clearing the wreckage in Shibolet.

There has been no sign of any of the vampires or yugoloths since the battle at the Blinding Spire. Many are saying that the evil was washed away in a great cleansing light. The clergy of Pholtus has been uncharacteristically quiet about what many people are calling the Miracle of the Martyrs. Even though the two groups seem to have disappeared, there remains the question of what the fiends wanted from the vampires and what they were searching for. For the moment, you are left with more questions than answers.

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 1: Defeat Grimdral and his companion(s).

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 270 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 2: Defeat Zrusadek.

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

Encounter 5: Hold the yugoloths and undead at bay.

APL 2: 75 xp.
APL 4: 105 xp.
APL 6: 135 xp.
APL 8: 165 xp.
APL 10: 195 xp.
APL 12: 225 xp.

Encounter 6: Defeat the yugoloths and undead.

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

Discretionary Roleplaying Award: Learned information from Sharev and Boramante.

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.

APL 10: 270 xp.
APL 12: 315 xp.

Total possible experience

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

Note that there are more experience points available than can be earned. Encounters 5 and 6 are very fluid, and will run together as a single running combat. The monsters defeated in those two encounters represent a single battle, but if PCs do not follow through to Encounter 6, they still earn experience points for Encounter 5 as given.

TREASURE SUMMARY

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

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

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

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

the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 1:

APL 2: L: 93.67 gp; *mithril chain shirt* (91.67 gp), C: 0 gp, M: 0 gp.

APL 4: L: 93.67 gp; *mithril chain shirt* (91.67 gp), C: 0 gp, M: *small +1 longbow* (197.92 gp).

APL 6: L: 93.67 gp; *mithril chain shirt* (91.67 gp), C: 0 gp, M: 373 gp; *small +1 longbow* (197.92 gp), *cloak of resistance +1* (83 gp).

APL 8: L: 2 gp, C: 0 gp, M: *+1 mithril chain shirt* (183.33 gp), *cloak of resistance +1* (83.33 gp), *gloves of dexterity +2* (333 gp), *small +1 longbow* (198 gp).

APL 10: L: 1 gp, C: 0 gp, M: *+1 mithril chain shirt* (183.33 gp), *cloak of resistance +1* (83.33 gp), *gloves of dexterity +2* (333.33 gp), *small +1 buckler* (97.08 gp), *small +1 longbow* (197.92 gp), *small +1 morningstar* (192.33 gp).

APL 12: L: 1 gp, C: 0 gp, M: *+1 mithril chain shirt* (183.33 gp), *cloak of resistance +2* (333.33 gp), *gloves of dexterity +2* (333.33 gp), *small +1 bane (dwarf) longbow* (697.92 gp), *small +1 buckler* (97.08 gp), *small +1 morningstar* (192.33 gp).

Encounter 2:

APL 2: L: 1 gp, C: 0 gp, M: *+1 silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +1* (83.33 gp).

APL 4: L: 1 gp, C: 0 gp, M: *+1 silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +1* (83.33 gp).

APL 6: L: 1 gp, C: 0 gp, M: *+1 silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +2* (333.33 gp).

APL 8: L: 1 gp, C: 0 gp, M: +1 *silver trident* (200.42 gp), *bag of holding, type I* (208.33 gp), *cloak of resistance +3* (750 gp), +1 *heavy steel shield* (97.92 gp).

APL 10: L: 1 gp, C: 0 gp, M: 589 *large +1 silver trident* (209.17 gp), *bag of holding, type IV* (833.33 gp), *cloak of resistance +3* (750 gp), *large +2 heavy steel shield* (350 gp), *medallion of thoughts* (1,000 gp).

APL 12: L: 1 gp, C: 0 gp, M: 1,255 *large +1 unholy silver trident* (1,542.5 gp), *bag of holding, type IV* (833.33 gp), *cloak of resistance +3* (750 gp), *large +2 heavy steel shield* (350 gp), *medallion of thoughts* (1,000 gp).

Encounter 3:

APL 2: L: 15 gp, C: 20 gp, M: 0.

APL 4: L: 15 gp, C: 40 gp, M: 0.

APL 6: L: 15 gp, C: 60 gp, M: 0.

APL 8: L: 15 gp, C: 80 gp, M: 0.

APL 10: L: 15 gp, C: 100 gp, M: 0.

APL 12: L: 15 gp, C: 120 gp, M: 0.

Encounter 5:

APL 2: L: 1 gp, C: 0 gp, M: *potion of cure light wounds* (4.17 gp).

APL 4: L: 1 gp, C: 0 gp, M: 0.

APL 6: L: 1 gp, C: 0 gp, M: 2 +1 *tridents* (192.92 gp each), *ring of communication* (166.67 gp each).

APL 8: L: 0 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each).

APL 10: L: 12 gp, C: 0 gp, M: 1,035 gp; 2 sets of *armbands of might* (341.67 gp each), 2 *bags of holding type IV* (833.33 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each).

APL 12: L: 0 gp, C: 0 gp, M: 693 gp; 2 sets of *armbands of might* (341.67 gp each), 2 *bags of holding type IV* (833.33 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each), 2 *rings of protection +3* (1,500 gp each).

Note: Unless the party defeats an opponent, they will not be able to loot its body for any items and hence will not be able to gain any item access

from those items. Given the overwhelming numbers elsewhere in this encounter, it is unlikely that the party will have enough time to loot.

Encounter 6:

APL 2: L: 0 gp, C: 0 gp, M: *potion of cure light wounds* (4.17 gp).

APL 4: L: 0 gp, C: 0 gp, 2 *rings of protection +1* (166.67 gp each).

APL 6: L: 2 gp, C: 0 gp, M: 0.

APL 8: L: 7 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 +1 *tridents* (192.92 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 *large +2 breastplates* (362.5 gp each), 2 *large +2 greataxes* (695 gp each).

APL 12: L: 0 gp, C: 0 gp, M: 2 sets of *armbands of might* (341.67 gp each), 2 *large +1 unholy tridents* (1,542.5 gp each), 2 *large +2 heavy steel shields* (350 gp each), 2 *large +2 breastplate* (362.5 gp each), 2 *rings of protection +3* (1,500 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 109.67 gp, C: 20 gp, M: 500.42 gp – Total: 630.09 gp (450 gp).

APL 4: L: 109.67 gp, C: 40 gp, M: 1,023.34 gp – Total: 1,173.01 gp (650 gp).

APL 6: L: 110.67 gp, C: 60 gp, M: 1,742.51 gp – Total: 1,913.18 gp (900 gp).

APL 8: L: 17 gp, C: 80 gp, M: 5,922.10 gp – Total: 6,019.10 gp (1,300 gp).

APL 10: L: 16 gp, C: 100 gp, M: 11,493.16 gp – Total: 11,609.16 gp (2,300 gp).

APL 12: L: 16 gp, C: 120 gp, M: 19,576.49 gp – Total: 19,712.49 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Favor of Boramante: This favor can only be gained if the PCs saved Sharev from dying at the Blinding Spire. Boramante must have survived the adventure as well. PCs do not know that they have the *Favor of Boramante*. This favor may have an affect in future scenarios.

Military Commendation: This commendation is given to active duty Gran March Military PCs who protecting the people of Shiboeth against active threats within the city walls.

Favor of Knight Colonel Petros Gwalchen: For protecting the people of Shiboeth from a lingering threat from the giant invasion, former Commandant Petros Gwalchen has arranged access for this PC to the Tactical Soldier prestige class (*Miniatures Handbook*).

Favor of the Church of Pholtus: For protecting the people of Shiboeth congregated on the grounds of the Blinding Spire, the Church of Pholtus extends its gratitude. This PC gains access to the Shadowbane Inquisitor prestige class (*Complete Divine*).

Notice Within the Corporation: This favor is only available to PCs who are already members of the Corporation metaorganization. For reporting the attack on those professing to be members of the Corporation (members who aided vampires under the city of Shiboeth), this PC has earned the Favorable Notice of the Corporation. This PC gains access to the following prestige classes: Skullclan Hunter (*Miniatures Handbook*), Shadowbane Stalker (*Complete Divine*).

Bathed in the Blinding Light: This PC stood before the Blinding Spire and defended innocents from undead monsters and evil outsiders. When the *Light* fell upon them, they were both judged and blessed by its radiance. This PC will suffer a penalty of -2 to all Spot and Search checks that rely on eyesight for the next two adventures. This PC was also affected by one of the following effects (CL 21st, player's choice): *remove curse*, *greater dispel magic*, *regenerate*, *greater restoration*, removal of a previously gained inherent penalty to any one stat.

You must choose which effect has touched this PC immediately and circle it. If none of the effects would benefit the PC, mark through all of them. The PC still suffers the Spot and Search check penalty as described above.

Item Access

APL 2, 4:

- *+1 Silver Trident* (Adventure; *Dungeon Master's Guide*)
- *Bag of Holding, type I* (Adventure; *Dungeon Master's Guide*)

- *Large Items: Greatclub, Javelin* (Adventure; *Dungeon Master's Guide*)
- *Mithril Chain Shirt* (Adventure; *Dungeon Master's Guide*)

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

- *+1 Trident* (Adventure; *Dungeon Master's Guide*)
- *Cloak of Resistance +2* (Adventure; *Dungeon Master's Guide*)
- *Ring of Communication* (Adventure; *Miniatures Handbook*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *+1 Mithral Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- *+2 Heavy Steel Shield* (Adventure; *Dungeon Master's Guide*)
- *Armbands of Might* (Adventure; *Complete Adventurer*)
- *Cloak of Resistance +3* (Adventure; *Dungeon Master's Guide*)
- *Large +2 Breastplate* (Adventure; *Dungeon Master's Guide*)
- *Large +2 Greataxe* (Adventure; *Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Bag of Holding, Type IV* (Adventure; *Dungeon Master's Guide*)
- *Large +1 Silver Trident* (Adventure; *Dungeon Master's Guide*)
- *Large +2 Heavy Steel Shield* (Adventure; *Dungeon Master's Guide*)
- *Medallion of Thoughts* (Adventure; *Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *+1 Bane (Dwarf) Longbow* (Adventure; *Dungeon Master's Guide*)
- *Large +1 Unholy Silver Trident* (Adventure; *Dungeon Master's Guide*)
- *Ring of Protection +3* (Adventure; *Dungeon Master's Guide*)

APPENDIX 1 – APL 2

ENCOUNTER 1

Grimdral, Male Goblin Ftr1: Small Humanoid; CR 1; HD 1d10+1; hp 6; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16 (+1 size, +1 Dex, +4 armor, +1 shield); Base Atk/Grp: +1/-3; Atk +3 melee (1d6/x3, lance) or +3 ranged (1d4, javelin); Full Atk +3 melee (1d6/x3, lance) or +3 ranged (1d4, javelin); SA none; SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills & Feats: Hide +5, Move Silently +5, Ride +7; Mounted Combat, Weapon Focus (lance).

Languages: Goblin, Common.

Possessions: mithril chain shirt, small javelin (x3), small lance, small light shield.

Description: Very worn and desperate looking goblin. He is scrawny and vicious.

Dire Wolf: Large Animal; CR 3; HD 6d8+18; hp 45 (currently 30); Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk/Grp: +4/+15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8 +10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills & Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Possessions: none.

Description: Very large gray wolf. It is still has visible injuries that it suffered from the invasion.

ENCOUNTER 2

Zrusadek, Male Mezzoloth*: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 4; HD 10d8+50 (currently 6d8+30); hp 95 (currently 48); Init +4; Spd 40 ft. (8 squares); AC 21, touch 11, flat-footed 20, (+1 Dex, +8 natural, +2 shield); Base Atk/Grp: +10/+9*; Atk +9 melee (1d4+3, claw) or +11 melee (1d8+4/19-20, +1 silver trident) or +9 ranged (1d8+3/19-20, +1 silver trident); Full Atk +9 melee (1d4+3, 2 claws) or +11/+6 melee (1d8+4/19-20, +1 silver trident) or +9 ranged (1d8+3/19-20, +1 silver trident); SA spell-like abilities, summon

yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +9, Ref +5, Will +4; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

Skills & Feats: Hide +8, Intimidate +11, Knowledge (the planes) +7, Listen +9, Move Silently +8, Spot +9; Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident).

Spell-Like Abilities (Sp): At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – ~~cloudkill~~ (DC 17), *dispel magic* (+6* dispel check); Caster level 6th
Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 10th level sorcerer.

Summon Yugoloth (Ex): ~~Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.~~

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 silver trident, bag of holding, type I, cloak of resistance +1, heavy steel shield, 3 wooden stakes.

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

*Zrusadek has four negative levels and hit point damage from an encounter earlier in the night with Sharev. His BAB is unchanged, but the -4 penalties have been applied to the stat block for to hit, saving throws, skill checks and spell levels. Zrusadek is under strict orders from his master, Lord Raum, not to use his *cloudkill* ability within the city, or to summon additional mezzoloths, as they might not follow Lord Raum's orders. Zrusadek's loyalty to and fear of his master are so great that he will attempt to flee a fight before using those abilities, even if death seems imminent.

ENCOUNTER 5

Skeroloth: Small Outsider; CR 3; HD 4d8+4; hp 22; Init +7; Spd 40 ft, burrow 20 ft., climb 20 ft.; AC 20, touch 14, flat-footed 17 (+1 size, +3 Dex, +6 natural); Base Atk/Grp: +4/+0; Atk +8 melee (1d3, claw); Full Atk +8/+8/+8/+8 melee (1d3, 4

claws); SA sneak attack +1d6, spell-like abilities, summon yugoloth; SQ cringe, outsider traits, yugoloth traits; AL NE; SV Fort +5, Ref +7, Will +3; Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11. *Fiend Folio*, page 197.

Skills & Feats: Climb +15, Hide +18, Jump +4, Listen +6, Move Silently +14, Spot +6; Improved Initiative, Weapon Finesse.

Sneak Attack (Ex): Anytime a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Spell-Like Abilities (Sp): At will — *daze, detect good, jump*; 3/day — *burning hands, expeditious retreat*. Caster level 4th; save DC 10 + spell level.

Summon Yugoloth (Sp): Once per day, a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success (result of 61-100 on d%).

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Outsider Traits: A yugoloth has darkvision (60-foot range). It cannot be raised or resurrected (though a wish or miracle spell can restore life).

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 10. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, Infernal.

Possessions: *potion of cure light wounds*.

Description: The insectoid skeroloth has six legs and moves about equally well on two, four, or all six of its limbs. The pale red-gray skin of a skeroloth fades to a milky white whenever the creature is frightened, which is nearly all the time.

Ogre Skeleton: Large Undead; CR 2 HD 4d12; hp 26; Init +4; Spd 40 ft.; AC 11, touch 9, flat-footed 11 (-1 size, +2 natural); Base Atk/Grp: +2/+11; Atk +6 melee (2d8+7, greatclub) or +6 melee (1d6+5, claw) or +1 ranged (1d8+9, large javelin); Full Atk

+6 melee (2d8+7, greatclub) or +6/+6 melee (1d6+5, 2 claws) or +1 ranged (1d8+9, large javelin); Space/Reach 10ft./10ft.; SA none; SQ DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 10, Con -, Int -, Wis 10, Cha 1. *Libris Mortis*, page 159.

Skills & Feats: none; Improved Initiative.

Possessions: 3 large javelins, large greatclub.

ENCOUNTER 6

Skeroloth – see Encounter 5 of this appendix.

Troglodyte Zombies: Medium Undead; CR 1; HD 4d12+3; hp 38; Init +0; Spd 30 ft.; AC 16, touch 8, flat-footed 16 (-2 Dex, +8 natural); Base Atk/Grp: +2/+3; Atk +3 melee (1d10+1, greatclub) or +3 (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); Full Atk +3 melee (1d10+1, greatclub) or +3 (1d4+1, bite) or +3 melee (1d6+1, slam) or +0 ranged (1d6+1, javelin); SA -; SQ DR 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: greatclub, 3 javelins.

APPENDIX 2 – APL 4

ENCOUNTER 1

Grimdral, Male Goblin Ftr3: Small Humanoid; CR 3; HD 3d10+3; hp 19; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+1 size, +2 Dex, +4 armor, +1 shield); Base Atk/Grp: +3/-1; Atk +4 melee (1d6, morningstar) or +8 ranged (1d6+1/x3, *small +1 longbow*); Full Atk +4 melee (1d6, morningstar) or +8 ranged (1d6+1/x3, *small +1 longbow*); SA none; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 14, Con 12, Int 10, Wis 8, Cha 6.

Skills & Feats: Climb +3, Hide +5, Move Silently +5, Ride +8; Weapon Focus (longbow), Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Goblin, Giant, Common.

Possessions: 50 arrows, mithril chain shirt, *small +1 longbow*, small buckler, small morningstar.

Description: Very worn and desperate looking goblin. He is scrawny and vicious.

Feral Minotaur: Large Monstrous Humanoid; CR 6; HD 6d10+18; hp 51; Init -1; Spd 40 ft.; AC 14, touch 8, flat-footed 14 (-1 size, -1 Dex, +6 natural); Base Atk/Grp: +6/+16; Atk +11 melee (2d6+6, claw); Full Atk +11/+11 melee (2d6+6, claws) and +6 melee (1d8+3, gore); SA Powerful charge 4d6+9, improved grab, pounce; SQ Darkvision 60 ft., fast healing 3, natural cunning, scent; AL CE; SV Fort +7, Ref +4, Will +6; Str 23, Dex 8, Con 17, Int 3, Wis 12, Cha 8. *Savage Species*, page 115.

Skills & Feats: Intimidate +2, Listen +11, Search +6, Spot +11; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): When charging a feral minotaur can make a gore attack that does 4d6+9 points of damage instead of standard damage.

Pounce (Ex): When charging, a feral minotaur can make a full attack.

Improved Grab (Ex): When a feral minotaur hits a creature of size medium or smaller it may make a grapple attempt as a free action without provoking attacks of opportunity.

Possessions: none.

Languages: Giant.

Description: A powerfully built, primitively animalistic version of a minotaur. This one is scarred and thinner than most due to prolonged hunger while hiding out in Shibolet.

ENCOUNTER 2

Zrusadek, Male Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 6; HD 10d8+50; hp 95; Init +5; Spd 40 ft. (8 squares); AC 21, touch 11, flat-footed 20, (+1 Dex, +8 natural, +2 shield); Base Atk/Grp: +10/+13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+3/19-20, *+1 silver trident*) or +13 ranged (1d8+3/19-20, *+1 silver trident*); Full Atk +13 melee (1d4+3, 2 claws) or +15/+10 melee (1d8+3/19-20, *+1 silver trident*) or +13 ranged (1d8+3/19-20, *+1 silver trident*); SA spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +13, Ref +9, Will +8; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

Skills & Feats: Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13; Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident).

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

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

Summon Yugoloth (Ex): ~~Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.~~

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: *+1 silver trident*, *bag of holding*, *type I*, *cloak of resistance +1*, heavy steel shield, 3 wooden stakes.

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

Zrusadek is under strict orders from his master, Lord Raum, not to use his *cloudkill* ability within the city, or to *summon* additional mezzoloths, as they might not follow Lord Raum's orders. Zrusadek's loyalty to and fear of his master are so great that he will attempt to flee a

fight before using those abilities, even if death seems imminent.

ENCOUNTER 5

Canoloth: Medium Outsider; CR 5; HD 6d8+24; hp 51; Init +4; Spd 50 ft.; AC 18, touch 10, flat-footed 18 (+8 natural); Base Atk/Grp: +6/+10; Atk +11 melee (1d4+4 plus paralysis, tongue) or +8 melee (2d6+2, bite); Full Atk +11 melee (1d4+4 plus paralysis, tongue) and +8 melee (2d6+2, bite); Space/Reach 5 ft./5 ft. (tongue up to 20 ft.); SA Improved grab, paralysis, spell-like abilities, summon yugoloth; SQ blindsight 40 ft., DR 5/Good, immunities, resistance to cold 10, fire 10, electricity 10, SR 18, telepathy 100 ft.; AL NE; SV Fort +9, Ref +5, Will +8; Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12. *Monster Manual III*, page 200.

Skills & Feats: Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12; Improved Initiative, Multiattack, Track, Weapon Focus: Tongue Touch.

Improved Grab (Ex): To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of Medium or smaller size into its mouth in the same round and make a bite attack. The canoloth can establish a hold with a successful attack even if the victim isn't paralyzed (see below).

Paralysis (Ex): Those hit by a canoloth's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d6+2 minutes. The save DC is Constitution-based.

Spell-Like Abilities (Sp): At will--*cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*. Caster level 5th.

Summon Yugoloth (Ex): Once per day, a canoloth can attempt to summon a mezzoloth or 1d3 canoloths with a 40% chance of success.

Blindsight (Ex): Canoloths can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Canoloths are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sound-based spells (ghost sound, silence) and by overpowering odors (such as stinking cloud, cloudkill, or incense-heavy air). Negating a canoloth's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

Immunities (Ex): Canoloths are immune to gaze attacks, visual effects, sight-based illusions (such as silent image), and other attack forms that

rely on sight. All yugoloths are immune to poison and acid.

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

Languages: Abyssal, Draconic, and Infernal.

Possessions: None.

Description: This massive armored canine snarls and flicks its huge, barbed tongue inside its double-jawed mouth. Eyeless, it sniffs and snorts as it shifts its bulk and rakes the ground with its four clawed feet.

Ogre Zombie: Large Undead; CR 3; HD 8d12+3; hp 55; Init -2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15 (-1 size, -2 Dex, +8 natural); Base Atk/Grp: +4/+14; Atk +9 melee (2d8+9, large greatclub) or +9 melee (1d8+9, slam) or +1 ranged (1d8+9, large javelin); Full Atk +9 melee (2d8+9, large greatclub) or +9 melee (1d8+9, slam) or +1 ranged (1d8+9, large javelin); Space/Reach 10 ft./10 ft.; SA none; SQ single actions only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1..

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: 3 large javelins, large greatclub.

ENCOUNTER 6

Skeroloth: Small Outsider; CR 3; HD 4d8+4; hp 22; Init +7; Spd 40 ft, burrow 20 ft., climb 20 ft.; AC 21, touch 15, flat-footed 18 (+1 size, +3 Dex, +6 natural, +1 deflection); Base Atk/Grp: +4/+0; Atk +8 melee (1d3, claw), or +9 melee (1d4+1, +1 small *short sword of deadly precision*); Full Atk +8/+8/+8/+8 melee (1d3, 4 claws) or +9 melee (1d4+1, +1 small *short sword of deadly precision*); SA Sneak attack +1d6, spell-like abilities, summon yugoloth; SQ Cringe, outsider traits, yugoloth traits; AL NE; SV Fort +5, Ref +7, Will +3; Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11. *Fiend Folio*, page 197.

Skills & Feats: Climb +15, Hide +18, Jump +4, Listen +6, Move Silently +14, Spot +6; Improved Initiative, Weapon Finesse.

Sneak Attack (Ex): Anytime a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Spell-Like Abilities: At will—*daze*, *detect good*, *jump*; 3/day—*burning hands*, *expeditious retreat*. Caster level 4th; save DC 10 + spell level.

Summon Yugoloth (Sp): Once per day, a skeroloth can attempt to summon 1 skeroloth with a 40% chance of success (result of 61-100 on d%).

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Outsider Traits: A yugoloth has darkvision (60-foot range). It cannot be raised or resurrected (though a wish or miracle spell can restore life).

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 10. Yugoloths can communicate telepathically with any creature within 100 feet that has a language..

Languages: Abyssal, Draconic, Infernal.

Possessions: +1 small short sword of deadly precision, ring of protection +1.

Description: The insectoid skeroloth has six legs and moves about equally well on two, four, or all six of its limbs. The pale red-gray skin of a skeroloth fades to a milky white whenever the creature is frightened, which is nearly all the time.

Advanced (10 HD) Canoloth Zombie: Medium Undead; CR 3; HD 10d12+3; hp 92; Init -1; Spd 50 ft.; AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); Base Atk/Grp: +5/+11; Atk +11 melee (1d4+6, tongue) or +11 melee (2d6+3, bite) or +11 melee (1d6+6, slam); Full Atk +11 melee (1d4+6, tongue) or +11 melee (2d6+3, bite) or +11 melee (1d6+6, slam); Space/Reach 5 ft./5 ft. (20ft. with tongue); SA -; SQ DR 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: none

APPENDIX 3 – APL 6

ENCOUNTER 1

Grimdral, Male Goblin Rgr4: Small Humanoid; CR 4; HD 4d8+4; hp 22; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16 (+1 size, +2 Dex, +4 armor, +1 shield); Base Atk/Grp: +4/+0; Atk +5 melee (1d6, morningstar) or +8 ranged (1d6+1/x3, *small +1 longbow*); Full Atk +5 melee (1d6, morningstar) or +6/+6 ranged (1d6+1/x3, *small +1 longbow*); SA none; SQ Darkvision 60 ft., favored enemy Dwarves (+2); AL CE; SV Fort +6, Ref +7, Will +3; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 6.

Skills & Feats: Handle Animal +5, Hide +11, Listen +8, Move Silently +7, Spot +8, Tumble +7; Point Blank Shot, Precise Shot, Rapid Shot, Track, Endurance.

Languages: Goblin, Giant, Common.

Possessions: 50 arrows, *cloak of resistance +1*, mithril chain shirt, *small +1 longbow*, small buckler, small morningstar.

Description: Very worn and desperate looking goblin. He is scrawny and vicious.

Feral Minotaur: Large Monstrous Humanoid; CR 6; HD 6d10+18; hp 51; Init -1; Spd 40 ft.; AC 14, touch 8, flat-footed 14 (-1 size, -1 Dex, +6 natural); Base Atk/Grp: +6/+16; Atk +11 melee (2d6+6, Claw); Full Atk +11/+11 melee (2d6+6, claws) and +6 melee (1d8+3, gore); SA Powerful charge 4d6+9, improved grab, pounce; SQ Darkvision 60 ft., fast healing 3, natural cunning, scent; AL CE; SV Fort +7, Ref +4, Will +6; Str 23, Dex 8, Con 17, Int 3, Wis 12, Cha 8. *Savage Species*, page 115.

Skills & Feats: Intimidate +2, Listen +11, Search +6, Spot +11; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): When charging a feral minotaur can make a gore attack that does 4d6+9 points of damage instead of standard damage.

Pounce (Ex): When charging, a feral minotaur can make a full attack.

Improved Grab (Ex): When a feral minotaur hits a creature of size medium or smaller it may make a grapple attempt as a free action without provoking attacks of opportunity.

Languages: Giant.

Possessions: none

Description: A powerfully built, primitively animalistic version of a minotaur. This one is scarred and thinner than most due to prolonged hunger while hiding out in Shiboeth.

ENCOUNTER 2

Zrusadek, Male Advanced (14 HD) Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 8; HD 14d8+84; hp 147; Init +5; Spd 40 ft. (8 squares); AC 22, touch 11, flat-footed 21, (+1 Dex, +8 natural, +3 shield); Base Atk/Grp: +14/+17; Atk +17 melee (1d4+3, claw) or +19 melee (1d8+3/19-20, *+1 silver trident*) or +17 ranged (1d8+3/19-20, *+1 silver trident*); Full Atk +17 melee (1d4+3, 2 claws) or +19/+14/+9 melee (1d8+3/19-20, *+1 silver trident*) or +17 ranged (1d8+3/19-20, *+1 silver trident*); SA spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +17, Ref +12, Will +11; Str 16, Dex 12, Con 22, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

Skills & Feats: Hide +16, Intimidate +19, Knowledge (the planes) +15, Listen +17, Move Silently +16, Spot +17; Cleave, Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident).

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

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

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: *+1 heavy steel shield*, *+1 silver trident*, *bag of holding*, *type I*, *cloak of resistance +2*.

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

ENCOUNTER 5

Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 6; HD 10d8+50; hp 95; Init +5; Spd 40 ft. (8 squares); AC 21 (+1 Dex, +8 natural, +2 shield), touch 11, flat-footed 20; Base Atk/Grp:

+10/+13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 *trident*) or +13 ranged (1d8+4/19-20, +1 *trident*); Full Atk +13 melee (1d4+3, 2 claws) or +15/+10 melee (1d8+4/19-20, +1 *trident*) or +13 ranged (1d8+4/19-20, +1 *trident*); SA spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

Skills & Feats: Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13; Improved Critical (*trident*), Improved Initiative, Power Attack, Weapon Focus (*trident*)

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

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

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 *trident*, heavy steel shield, *ring of communication*.

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

Cave Troll Zombie: Large Undead; CR 6; HD 18d12+3; hp 120; Init +0; Spd 40 ft.; AC 23, touch 9, flat-footed 23 (-1 size, +14 natural); Base Atk/Grp: +9/+23; Atk +18 melee (2d6+10, Claw) or +18 melee (1d8+10, Slam); Full Atk +18 melee (2d6+10, Claw) or +18 melee (1d8+10, Slam); Space/Reach 10 ft./10 ft.; SA none; SQ Single actions only, DR 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +6, Will +11; Str 31, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 6

Canoloth: Medium Outsider; CR 5; HD 6d8+24; hp 51; Init +4; Spd 50 ft.; AC 18, touch 10, flat-footed 18 (+8 natural); Base Atk/Grp: +6/+10; Atk +11 melee (1d4+4 plus paralysis, tongue) or +8 melee (2d6+2, bite); Full Atk +11 melee (1d4+4 plus paralysis, tongue) and +8 melee (2d6+2, bite); Space/Reach 5 ft./5 ft. (tongue up to 20 ft.); SA Improved grab, paralysis, spell-like abilities, summon yugoloth; SQ Blindsight 40 ft., DR 5/Good, Immunity: Gaze attacks, Immunity: Visual Effects, Immunity: Sight-based Illusions, Immunity: Poison, Immunity: Acid, resistance to cold 10, fire 10, electricity 10, SR 18, telepathy 100 ft.; AL NE; SV Fort +9, Ref +5, Will +8; Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12. *Monster Manual III*, page 200.

Skills & Feats: Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12; Improved Initiative, Multiattack, Track, Weapon Focus: Tongue Touch.

Improved Grab (Ex): To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of Medium or smaller size into its mouth in the same round and make a bite attack. The canoloth can establish a hold with a successful attack even if the victim isn't paralyzed (see below).

Paralysis (Ex): Those hit by a canoloth's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d6+2 minutes. The save DC is Constitution-based.

Spell-Like Abilities (Sp): At will—*cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*. Caster level 5th.

Summon Yugoloth (Ex): Once per day, a canoloth can attempt to summon a mezzoloth or 1d3 canoloths with a 40% chance of success.

Blindsight (Ex): Canoloths can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Canoloths are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sound-based spells (*ghost sound*, *silence*) and by overpowering odors (such as *stinking cloud*, *cloudkill*, or incense-heavy air). Negating a canoloth's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

Immunities (Ex): Canoloths are immune to gaze attacks, visual effects, sight-based illusions (such as *silent image*), and other attack forms that rely on sight. All yugoloths are immune to poison and acid.

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

Languages: Abyssal, Draconic, and Infernal.

Possessions: None.

Description: This massive armored canine snarls and flicks its huge, barbed tongue inside its double-jawed mouth. Eyeless, it sniffs and snorts as it shifts its bulk and rakes the ground with its four clawed feet.

Advanced (16 HD) Mezzoloth Zombie: Medium Undead; CR 5; HD 16d12+3; hp 146; Init +0; Spd 40 ft.; AC 20, touch 9, flat-footed 20 (-1 size, +11 natural); Base Atk/Grp: +8/+18; Atk +15 melee (1d8+6, trident) or +15 melee (1d8+4, slam); Full Atk +15 melee (1d8+6, trident) or +15 melee (1d8+4, slam); Space/Reach 10 ft./10 ft.; SA none; SQ DR 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: trident.

APPENDIX 4 – APL 8

ENCOUNTER 1

Grimdral, Male Goblin Rgr6: Small Humanoid; CR 6; HD 6d8+6; hp 33; Init +3; Spd 30 ft.; AC 20, touch 14, flat-footed 17 (+1 size, +3 Dex, +5 armor, +1 shield); Base Atk/Grp: +6/+2; Atk +7 melee (1d6, morningstar) or +11 ranged (1d6+1/x3, *small +1 longbow*); Full Atk +7 melee (1d6, morningstar) or +11/+11/+6 ranged (1d6+1/x3, *small +1 longbow*); SA none; SQ Darkvision 60 ft., favored enemy Dwarves (+4), Humans (+2); AL CE; SV Fort +7, Ref +9, Will +4; Str 10, Dex 17, Con 12, Int 10, Wis 12, Cha 6.

Skills & Feats: Handle Animal +7, Hide +15, Listen +10, Move Silently +11, Spot +10, Tumble +11; Point Blank Shot, Precise Shot, Rapid Shot, Improved Rapid Shot, Track, Endurance, Manyshot.

Languages: Goblin, Giant, Common.

Ranger Spells Prepared (2; save DC = 11 + spell level): 1st – *embrace the wild*^B, *accelerated movement*.^B *Complete Adventurer*.

Possessions: +1 mithril chain shirt, 50 arrows, cloak of resistance +1, gloves of dexterity +2, *small +1 longbow*, small buckler, small morningstar.

Description: Very worn and desperate looking goblin. He is scrawny and vicious.

Cave Troll: Large Giant; CR 8; HD 9d8+72; hp 112; Init +1; Spd 40 ft.; AC 21, touch 10, flat-footed 20 (-1 size, +1 Dex, +11 natural); Base Atk/Grp: +6/+19; Atk +14 melee (2d6+9, claw); Full Atk +14/+14 melee (2d6+9, 2 claws) and +9 melee (1d8+4, bite); Space/Reach 10ft./10 ft.; SA Dazing Blow, improved grab, pounce, rake, rend 4d6+13; SQ Darkvision 90 ft., fast healing 8, low-light vision, scent; AL CE; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Cha 6. *Monster Manual III*, page 177.

Skills & Feats: Jump +16, Listen +6, Spot +6, Survival +4; Alertness, Iron Will. Power Attack, Track.

Dazing Blow (Ex): The force of both of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, an opponent must make a DC 22 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit a creature of medium size or smaller with its bite attack. It can then attempt to

start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +14, damage 2d6+4. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 4d6+13 points of damage.

Languages: Giant.

Possessions: none.

Description: This hulking creature is 10' tall, and weighs 750 pounds. It has all of the general characteristics of a troll, but with rubbery gray hide and thick, ropy hair. Its wide, powerful hands end in scythe-like claws.

ENCOUNTER 2

Zrusadek, Male Advanced (18 HD) Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 10; HD 18d8+108; hp 189; Init +5; Spd 40 ft. (8 squares); AC 24, touch 11, flat-footed 23, (+1 Dex, +9 natural, +4 shield); Base Atk/Grp: +18/+21; Atk +21 melee (1d4+3, claw) or +23 melee (1d8+3/19-20, +1 *silver trident*) or +21 ranged (1d8+3/19-20, +1 *silver trident*); Full Atk +21 melee (1d4+3, 2 claws) or +23/+18/+13/+8 melee (1d8+3/19-20, +1 *silver trident*) or +21 ranged (1d8+3/19-20, +1 *silver trident*); SA Spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +20, Ref +15, Will +16; Str 17, Dex 12, Con 22, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

Skills & Feats: Hide +20, Intimidate +23, Knowledge (the planes) +19, Listen +21, Move Silently +20, Spot +21; Cleave, Improved Critical (trident), Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Weapon Focus (trident).

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

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

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 silver trident, +2 heavy steel shield, bag of holding, type I, cloak of resistance +3.

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

ENCOUNTER 5

Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 10; HD 14d8+98; hp 161; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 30, touch 11, flat-footed 28, (-1 size, +2 Dex, +7 armor, +12 natural); Base Atk/Grp: +14/+23; Atk +18 melee (1d6+5 plus bleeding wounds, claw) or +21 melee (3d6+9/x3, large +2 greataxe); Full Atk +21/+16/+11 melee (3d6+9/x3, large +2 greataxe) and +13 melee (1d6+2 plus bleeding wounds, 2 claws) or +18 melee (1d6+5 plus bleeding wounds, 4 claws); SA bleeding wounds, rake +18 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16. *Monster Manual III*, pg 201.

Skills & Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility^(B), Power Attack, Weapon Focus (greataxe)

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any cure spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the

grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

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

Rake (Ex): Attack bonus +18, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

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

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

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: armbands of might, large +2, breastplates, large +2 greataxe.

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

Cave Troll Zombie: Large Undead; CR 6; HD 18d12+3; hp 120; Init +0; Spd 40 ft.; AC 23, touch 9, flat-footed 23 (-1 size, +14natural); Base Atk/Grp: +9/+23; Atk +18 melee (2d6+10, Claw) or +18 melee (1d8+10, Slam); Full Atk +18 melee (2d6+10, Claw) or +18 melee (1d8+10, Slam); Space/Reach 10 ft./10 ft.; SA none; SQ Single actions only, DR 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +6, Will +11; Str 31, Dex 11, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move

up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 6

Advanced (14 HD) Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 8; HD 14d8+84; hp 147; Init +5; Spd 40 ft. (8 squares); AC 21, touch 11, flat-footed 20, (+1 Dex, +8 natural, +2 shield); Base Atk/Grp: +14/+17; Atk +17 melee (1d4+3, claw) or +19 melee (1d8+3/19-20, +1 *silver trident*) or +17 ranged (1d8+3/19-20, +1 *silver trident*); Full Atk +17 melee (1d4+3, 2 claws) or +19/+14/+9 melee (1d8+3/19-20, +1 *silver trident*) or +17 ranged (1d8+3/19-20, +1 *silver trident*); SA spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +15, Ref +10, Will +9; Str 16, Dex 12, Con 22, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

Skills & Feats: Hide +16, Intimidate +19, Knowledge (the planes) +15, Listen +17, Move Silently +16, Spot +17; Cleave, Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident).

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

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

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 *silver trident*, *armbands of might*, heavy steel shield.

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

Canoloth Zombie: Medium Undead; CR 4; HD 12d12+3; hp 81; Init -1; Spd 50 ft.; AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); Base Atk/Grp: +6/+11; Atk +11 melee (1d4+5, Tongue) or +11 melee (2d6+2, Bite) or +11 melee (1d6+5, Slam); Full Atk +11 melee (1d4+5, Tongue) or +11 melee (2d6+2, Bite) or +11 melee (1d6+5, Slam); Space/Reach 5 ft./5 ft. (20ft. with tongue); SA -; SQ Single actions only, DR 5/slashing, Darkvision

60 ft., undead traits; AL NE; SV Fort +4, Ref +4, Will +8; Str 21, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

APPENDIX 5 – APL 10

ENCOUNTER 1

Grimdral, Male Goblin Rgr6: Small Humanoid; CR 6; HD 6d8+6; hp 33; Init +3; Spd 30 ft.; AC 20, touch 14, flat-footed 17 (+1 size, +3 Dex, +5 armor, +1 *shield*); Base Atk/Grp: +6/+2; Atk +7 melee (1d6, +1 *morningstar*) or +11 ranged (1d6+1/x3, *small +1 longbow*); Full Atk +7 melee (1d6, +1 *morningstar*) or +11/+11/+6 ranged (1d6+1/x3, *small +1 longbow*); SA none; SQ darkvision 60 ft., favored enemy dwarves (+4), humans (+2); AL CE; SV Fort +7, Ref +9, Will +4; Str 10, Dex 17, Con 12, Int 10, Wis 12, Cha 6.

Skills & Feats: Handle Animal +7, Hide +15, Listen +10, Move Silently +11, Spot +10, Tumble +11; Point Blank Shot, Precise Shot, Rapid Shot, Improved Rapid Shot, Track, Endurance, Manyshot.

Languages: Goblin, Giant, Common.

Ranger Spells Prepared (2; save DC = 11 + spell level): 1st – *embrace the wild*^B, *accelerated movement*.^B *Complete Adventurer*.

Possessions: +1 mithril chain shirt, 50 arrows, cloak of resistance +1, gloves of dexterity +2, small buckler, *small +1 longbow*, *small +1 morningstar*.

Description: Very worn and desperate looking goblin. He is scrawny and vicious.

Cave Troll: Huge Giant; CR 11; HD 17d8+187; hp 263; Init +1; Spd 40 ft.; AC 21, touch 10, flat-footed 20 (-1 size, +1 Dex, +11 natural); Base Atk/Grp: +12/+26; Atk +26 melee (2d6+14, claw); Full Atk +26/+26 melee (2d6+14, 2 claws) and +20 melee (1d8+7, bite); Space/Reach 15ft./15 ft.; SA Dazing Blow, improved grab, pounce, rake, rend 6d6+21; SQ Darkvision 90 ft., fast healing 8, low-light vision, scent; AL CE; SV Fort +21, Ref +8, Will +6; Str 38, Dex 12, Con 32, Int 3, Wis 13, Cha 6. *Monster Manual III*, page 177.

Skills & Feats: Jump +20, Listen +10, Spot +10, Survival +4; Alertness, Iron Will. Power Attack, Track Lightning Reflexes, Weapon Focus (claw).

Dazing Blow (Ex): The force of both of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, an opponent must make a DC 29 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit a creature of medium size or smaller with its bite attack. It can then attempt to

start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +26, damage 2d6+7. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 4d6+21 points of damage.

Languages: Giant.

Possessions: none.

Description: This hulking creature is 15' tall, and weighs 3,000 pounds. It has all of the general characteristics of a troll, but with rubbery gray hide and thick, ropy hair. Its wide, powerful hands end in scythe-like claws.

ENCOUNTER 2

Zrusadek, Male Advanced (20 HD) Mezzoloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 12; HD 20d8+160; hp 250; Init +4; Spd 40 ft. (8 squares); AC 25, touch 9, flat-footed 25, (-1 size, +12 natural, +4 shield); Base Atk/Grp: +20/+32; Atk +27 melee (1d6+8, claw) or +29 melee (2d6+8/19-20, *large +1 silver trident*) or +21 ranged (2d6+8/19-20, *large +1 silver trident*); Full Atk +27 melee (1d6+8, 2 claws) or +29/+24/+19/+14 melee (2d6+8/19-20, *large +1 silver trident*) or +21 ranged (2d6+8/19-20, *large +1 silver trident*); SA Spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +21, Ref +13, Will +15; Str 26, Dex 10, Con 26, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

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

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

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

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: bag of holding, type I, cloak of resistance +3, large +1 silver trident, large +2 heavy steel shield, medallion of thoughts.

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

ENCOUNTER 5

Advanced (18 HD) Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 12; HD 18d8+144; hp 225; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 30, touch 11, flat-footed 28, (-1 size, +2 Dex, +7 armor, +12 natural); Base Atk/Grp: +18/+32; Atk +22 melee (1d6+5 plus bleeding wounds, claw) or +25 melee (3d6+9/x3, large +2 greataxe); Full Atk +25/+20/+15/+10 melee (3d6+9/x3, large +2 greataxe) and +17 melee (1d6+2 plus bleeding wounds, 2 claws) or +22 melee (1d6+5 plus bleeding wounds, 4 claws); SA bleeding wounds, rake +22 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 24, telepathy 100 ft.; AL NE; SV Fort +19, Ref +13, Will +13; Str 20, Dex 14, Con 26, Int 13, Wis 10, Cha 16. Monster Manual III, pg 201.

Skills & Feats: Bluff +17, Concentration +22, Diplomacy +17, Hide +8, Intimidate +28, Jump +21, Knowledge (arcana) +11, Knowledge (the planes) +15, Listen +23, Move Silently +12, Search +11, Sense Motive +14, Spellcraft +13, Spot +23; Alertness, Cleave, Flyby Attack, Great Cleave, Iron Will, Mobility(B), Power Attack, Weapon Focus (greataxe)

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any cure spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with two claw attacks. It can then

attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

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

Rake (Ex): Attack bonus +20, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

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

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

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: armbands of might, bag of holding type IV, large +2 breastplate, large +2 greataxe.

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

Advanced (20 HD) Mezzoloth Zombie: Medium Undead; CR 6; HD 20d12+3; hp 133; Init +0; Spd 40 ft.; AC 20, touch 9, flat-footed 20 (-1 size, +11 natural); Base Atk/Grp: +10/+18; Atk +13 melee (1d8+6, trident) or +13 melee (1d8+4, slam); Full Atk +13 melee (1d8+6, trident) or +13 melee (1d8+4, slam); Space/Reach 10 ft./10 ft.; SA none; SQ Single actions only, DR 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +6, Will +11; Str 18, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Possessions: Trident.

ENCOUNTER 6

Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 10; HD 14d8+98; hp 161; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 30, touch 11, flat-footed 28, (-1 size, +2 Dex, +7 armor, +12 natural); Base Atk/Grp: +14/+18; Atk +18 melee (1d6+5 plus bleeding wounds, claw) or +21 melee (3d6+9/x3, *large* +2 *greataxe*); Full Atk +21/+16/+11 melee (3d6+9/x3, *large* +2 *greataxe*) and +13 melee (1d6+2 plus bleeding wounds, 2 claws) or +18 melee (1d6+5 plus bleeding wounds, 4 claws); SA Bleeding wounds, rake +18 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16. *Monster Manual III*, pg 201.

Skills & Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility^(B), Power Attack, Weapon Focus (greataxe)

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

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

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267

and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +18, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

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

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

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: armbands of might, *large* +2 breastplate, *large* +2 greataxe

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

Advanced (12 HD) Canoloth Zombie: Medium Undead; CR 4; HD 12d12+3; hp 81; Init -1; Spd 50 ft.; AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); Base Atk/Grp: +6/+11; Atk +11 melee (1d4+5, tongue) or +11 melee (2d6+2, bite) or +11 melee (1d6+5, slam); Full Atk +11 melee (1d4+5, tongue) or +11 melee (2d6+2, bite) or +11 melee (1d6+5, slam); Space/Reach 5 ft./5 ft. (20ft. with tongue); SA -; SQ Single actions only, DR 5/slashing, Darkvision 60 ft., undead traits; AL NE; SV Fort +4, Ref +4, Will +8; Str 21, Dex 8, Con -, Int -, Wis 10, Cha 1. *Monster Manual III*, page 200.

Skills & Feats: none; Toughness.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

APPENDIX 6 – APL 12

ENCOUNTER 1

Grimdral, Male Goblin Rgr10: Small Humanoid; CR 10; HD 10d8+10; hp 55; Init +4; Spd 30 ft.; AC 22, touch 15, flat-footed 18 (+1 size, +4 Dex, +5 armor, +2 shield); Base Atk/Grp: +10/+6; Atk +11 melee (1d6, *small +1 morningstar*) or +17 ranged (1d6+1/x3, *small +1 bane (dwarf) longbow*); Full Atk +11 melee (1d6, *small +1 morningstar*) or +17/+17/+11 ranged (1d6+1/x3, *small +1 bane (dwarf) longbow*); SA none; SQ darkvision 60 ft., favored enemy dwarves (+6), humans (+4), elves (+2), woodland stride, swift tracker, evasion; AL CE; SV Fort +10, Ref +13, Will +6; Str 10, Dex 18, Con 12, Int 10, Wis 12, Cha 6.

Skills & Feats: Handle Animal +11, Hide +20, Listen +14, Move Silently +16, Spot +14, Tumble +16; Point Blank Shot, Precise Shot, Rapid Shot, Improved Rapid Shot, Track, Endurance, Manyshot, Weapon Focus (longbow).

Languages: Goblin, Common, Giant.

Ranger Spells Prepared (2/1; save DC = 11 + spell level): 1st – *embrace the wild*^B, *accelerated movement*; 2nd – *barkskin*.^B *Complete Adventurer*.

Possessions: +1 mithril chain shirt, 50 arrows, cloak of resistance +2, gloves of dexterity +2, small +1 buckler, small +1 bane (dwarf) longbow, small +1 morningstar.

Description: Very worn and desperate looking goblin. He is scrawny and vicious.

Cave Troll: Large Giant; CR 13; HD 27d8+297; hp 418; Init +1; Spd 40 ft.; AC 23, touch 9, flat-footed 22 (-2 size, +1 Dex, +14 natural); Base Atk/Grp: +20/+42; Atk +33 melee (4d6+14, claw); Full Atk +33/+33 melee (4d6+14, 2 claws) and +28 melee (3d6+7, bite); Space/Reach 15ft./15 ft.; SA dazing blow, improved grab, pounce, rake, rend 6d6+21; SQ darkvision 90 ft., fast healing 8, low-light vision, scent; AL CE; SV Fort +26, Ref +12, Will +12; Str 38, Dex 12, Con 33, Int 3, Wis 13, Cha 6. *Monster Manual III*, page 177.

Skills & Feats: Jump +16, Listen +10, Spot +10, Survival +4; Alertness, Iron Will. Power Attack, Track Lightning Reflexes, Weapon Focus (claw), Weapon Focus (bite), Improved Natural Attack (claw), Improved Natural Attack (bite).

Dazing Blow (Ex): The force of both of a cave troll's claws can be overwhelming. If a cave troll hits with both claw attacks, an opponent must

make a DC 34 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cave troll must hit a creature of medium size or smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +33, damage 2d6+7. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 6d6+21 points of damage.

Languages: Giant.

Possessions: none.

Description: This hulking creature is 15' tall, and weighs 3,000 pounds. It has all of the general characteristics of a troll, but with rubbery gray hide and thick, ropy hair. Its wide, powerful hands end in scythe-like claws.

ENCOUNTER 2

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

Skills & Feats: Hide +19, Intimidate +27, Knowledge (the planes) +23, Listen +25, Move Silently +23, Spot +25; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (trident),

Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Weapon Focus (trident).

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

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: *bag of holding*, *type I*, *cloak of resistance +3*, *large +1 unholy silver trident*, *large +2 heavy steel shield*, *medallion of thoughts*.

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

ENCOUNTER 5

Advanced (22 HD) Nycaloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 14; HD 22d8+176; hp 275; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 33, touch 14, flat-footed 31, (-1 size, +2 Dex, +7 armor, +12 natural, +3 deflection); Base Atk/Grp: +22/+36; Atk +26 melee (1d6+5 plus bleeding wounds, claw) or +29 melee (3d6+9/x3, *large +2 greataxe*); Full Atk +29/+24/+19/+14 melee (3d6+9/x3, *large +2 greataxe*) and +21 melee (1d6+2 plus bleeding wounds, 2 claws) or +26 melee (1d6+5 plus bleeding wounds, 4 claws); SA bleeding wounds, rake +26 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 24, telepathy 100 ft.; AL NE; SV Fort +21, Ref +15, Will +15; Str 21, Dex 14, Con 26, Int 13, Wis 10, Cha 16. *Monster Manual III*, pg 201.

Skills & Feats: Bluff +17, Concentration +26, Diplomacy +21, Hide +12, Intimidate +32, Jump +25, Knowledge (arcana) +11, Knowledge (the planes) +15, Listen +27, Move Silently +16, Search +15, Sense Motive +14, Spellcraft +13, Spot +27; Alertness, Cleave, Flyby Attack, Great Cleave, Iron Will, Improved Bull Rush, Mobility(B), Power Attack, Weapon Focus (greataxe).

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point

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

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

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

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

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

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

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: *armbands of might*, *bag of holding type IV*, *large +2 breastplate*, *large +2 greataxe*, *ring of protection +3*.

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

Evolved Spellstitched Cave Troll Zombie: Large Undead; CR 8; HD 18d12+3; hp 120; Init +0; Spd 40 ft.; AC 24, touch 9, flat-footed 23 (-1 size, +15

natural); Base Atk/Grp: +10/+24; Atk +19 melee (2d6+11, claw) or +19 melee (1d8+11, slam); Full Atk +19 melee (2d6+11, claw) or +19 melee (1d8+11, slam); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ DR 10/magic and silver, darkvision 60 ft., fast healing 3, single actions only, SR 11, +2 turn resistance, undead traits; AL NE; SV Fort +8, Ref +8, Will +13; Str 33, Dex 11, Con -, Int -, Wis 10, Cha 3. *Libris Mortis*, page 99, *Monster Manual II*, page 215, and *Monster Manual III*, page 177.

Skills & Feats: none; Toughness.

Spell-like Abilities (Sp): Once/day – *cloudkill*. Imbued with *mage armor* and *magic missile*. Can only use imbued spell-like abilities four times per day. Caster level 18th.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

ENCOUNTER 6

Advanced (20 HD) Mezzoloth: Large Outsider (Evil, Extraplanar, Yugoloth); CR 12; HD 20d8+160; hp 250; Init +4; Spd 40 ft. (8 squares); AC 35, touch 12, flat-footed 35, (-1 size, +12 natural, +7 armor, +4 shield, +3 deflection); Base Atk/Grp: +20/+32; Atk +27 melee (1d6+8, claw) or +29 melee (2d6+8/19-20 +2d6 *unholy* to good, *large +1 unholy silver trident*) or +21 ranged (2d6+8/19-20 +2d6 *unholy* to good, *large +1 unholy silver trident*); Full Atk +27 melee (1d6+8, 2 claws) or +29/+24/+19/+14 melee (2d6+8/19-20 +2d6 *unholy* to good, *large +1 unholy silver trident*) or +21 ranged (2d6+8/19-20 +2d6 *unholy* to good, *large +1 unholy silver trident*); SA spell-like abilities, summon yugoloth; SQ DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 22, telepathy 100 ft.; AL NE; SV Fort +20, Ref +12, Will +14; Str 26, Dex 10, Con 26, Int 7, Wis 10, Cha 14. *Monster Manual III*, pg 201.

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

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

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

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

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

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

Languages: Abyssal, Draconic, and Infernal

Possessions: *armbands of might*, *large +1 unholy silver trident*, *large +2 heavy steel shield*, *large +2 breastplate*, *ring of protection +3*.

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

Advanced (12 HD) Evolved (x2) Spellstitched

Canoloth Zombie: Medium Undead; CR 7; HD 12d12+3; hp 81; Init -1; Spd 50 ft.; AC 13, touch 9, flat-footed 13 (-1 Dex, +4 natural); Base Atk/Grp: +6/+13; Atk +13 melee (1d4+7, tongue) or +13 melee (2d6+3, bite) or +13 melee (1d6+6, slam); Full Atk +13 melee (1d4+7, tongue) or +13 melee (2d6+3, bite) or +13 melee (1d6+7, slam); Space/Reach 5 ft./5 ft. (20ft. with tongue); SA spell-like abilities; SQ DR 10/magic and silver, darkvision 60 ft., fast healing 3, single actions only, SR 12, +2 turn resistance, undead traits; AL NE; SV Fort +6, Ref +6, Will +10; Str 23, Dex 8, Con -, Int -, Wis 10, Cha 5. *Libris Mortis*, page 99, *Monster Manual II*, page 215, and *Monster Manual III*, page 200.

Skills & Feats: none; Toughness.

Spell-like Abilities (Sp): Once/day – *greater dispel magic*, *unholy blight* (DC 11). Imbued with *mage armor* and *magic missile*. Can only use imbued spell-like abilities four times per day. Caster level 12th.

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

APPENDIX 7 – ALL APLS

ENCOUNTER 2

Sharev, Female Human (Flan) Vampire Ari6: Medium Undead; CR 5; HD 6d12; hp 21; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+6 natural, +3 Dex); Base Atk/Grp: +4/+6; Atk +6 melee (1d6+2 plus energy drain, slam); Full Atk +6 melee (1d6+2 plus energy drain, slam); SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses.; AL LE; SV Fort +4, Ref +7, Will +7; Str 14, Dex 16, Con -, Int 15, Wis 14, Cha 21.

Skills & Feats: Skills Appraise +11, Bluff +25, Diplomacy +14, Hide +11, Listen +21, Move Silently +11, Perform +14, Ride +12, Search +10, Sense Motive +10, Spot +12; Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Run, Skill Focus - Bluff.

Ability (Ex/Sp/Su): See descriptions under the Outpost vampires.

Languages: Common, Flan, Suel.

Possessions: *cloak of turn resistance +2*¹;

¹ *Libris Mortis*, page 78.

Description: Sharev is average height and a bit on the thin side. She looks to be about 20 years old, and has Flan features that are broad and soft. She is stunningly beautiful with cascading dark hair that is disheveled from the constant pursuit of the last ten days. Her skin is very pale, contrasting with her dark hair and Flan features. She is unarmed, and wearing a dirty, simple dress. The dress has a few spear and trident holes in it where she has been stabbed over the last few nights.

ENCOUNTER 5

Boramante, Male Human (Flan) Vampire Bbn1/Div5/Divine Oracle¹10: Medium Undead (Augmented Humanoid); CR 18; HD 16d12+16; hp 120 {142 with *empowered false life*}; Init +7; Spd 30 ft. (6 squares); AC 27 (+3 Dex, +6 *greater mage armor*, +2 deflection, +6 natural), touch 15, flat-footed 27; Base Atk/Grp: +8/+11; Atk +13 melee (1d6+5/18-20, +1 *rapier*) or +12 melee (1d6+4 plus energy drain, slam) or +11 ranged (1d8+4/x3, composite {+4} longbow); Full Atk +13/+8 melee (1d6+5/18-20, +1 *rapier*) or +12 melee (1d6+4 plus energy drain, slam) or +11/+6

ranged (1d8+4, composite {+4} longbow); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, DR 10/silver and magic, divination enhancement, fast healing 5, gaseous form, improved uncanny dodge, immune to surprise, prescient sense, resistance to cold 10 and electricity 10, scry bonus, spider climb, trap sense +3, turn resistance +8, uncanny dodge; AL NE; SV Fort +9, Ref +18, Will +15; Str 28, Dex 16, Con -, Int 28, Wis 14, Cha 18.
¹ - *Divine Oracle*, *Complete Divine* pg. 35

Skills & Feats: Bluff +12, Climb +8, Concentration +23, Decipher Script +19, Hide +11, Intimidate +22, Knowledge (arcana) +27, Knowledge (local) +14, Knowledge (the planes) +14, Knowledge (religion) +30, Listen +14, Move Silently +11, Ride +7, Search +17, Spellcraft +27, Spot +10, Survival +6, Swim +8; Alertness^B, Combat Reflexes^B, Dodge^B, Empower Spell, Fell Weaken¹, Improved Toughness², Improved Turn Resistance³, Fleet of Foot⁵, Insightful Reflexes⁴, Lightning Reflexes^B, Run, Skill Focus (Knowledge (religion)); ¹ - *Libris Mortis*, pg. 27, ² - *Libris Mortis*, pg. 27, ³ - *Libris Mortis*, pg. 27, ⁴ - *Complete Adventurer*, pg. 110, ⁵ - *Complete Warrior*, pg 99.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 22) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. The DC to remove these negative levels is 22.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

DR (Su): A vampire has DR 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming DR.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is

no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance. (Boromante is equivalent to 28 die when wearing his cloak of turn resistance).

School Specialization: Boromante has banned the Enchantment school to specialize in Divination.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain. The character gains the granted power associated with the domain and can choose spells in that domain as his daily domain spells. Oracle Domain, *Spell Compendium*, pg. 277.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): A divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks by traps.

Divination Enhancement (Ex): A divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): A divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity modifier to AC if immobilized.)

Improved Uncanny Dodge (Ex): A divine oracle can no longer be flanked, since he can react to opponents on opposite sides of her as easily as he can react to a single attacker. This

defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is when an attacker has at least 4 more rogue levels than the target has divine oracle levels.

Immune to Surprise (Ex): The divine oracle's sensitivity to danger is so great that he is never surprised. He can always take a standard action during a surprise round unless he is physically restrained from doing so. If there is no surprise round then this ability does not help.

Languages: Common, Flan, Draconic, Infernal.

Wizard Spells Prepared (4/8/7/7/7/7/5/4/3, save DC = 19 + spell level): 0 – *detect magic*, *touch of fatigue*, *prestidigitation*, *mage hand*; 1st – *lesser orb of acid*¹, *lesser orb of electricity*², *magic missile*, *obscuring mist*, *ray of enfeeblement*, *grease*, *shield*, *true strike*; 2nd – *glitterdust*, *web*, *mirror image* x2, *scorching ray*, *invisibility*, *see invisibility*; 3rd – *fireball*, ~~*greater mage armor*~~³, *haste*, *ray of exhaustion*, ~~*nondetection*~~, *empowered lesser orb of electricity*², *divination*; 4th – *stoneskin* x2, *greater invisibility*, *fell weaken empowered false life*, *dimension door* x2, *scrying*; 5th – ~~*greater blink*~~⁴, *baleful polymorph*, *wall of force*, *teleport* x2, *fell weaken blast of flame*⁵, *commune*; 6th – *empowered orb of acid*⁶, *disintegrate*, ~~*contingency*~~^{*}, *illusory pit*⁷, *true seeing*; 7th – *reverse gravity*, *spell turning*, *fell weaken chain lightning*, *greater arcane sight*; 8th – *horrid wilting*, *flensing*⁸, ~~*moment of prescience*~~¹; 1 – *Spell Compendium*, pg. 150, ² – *Spell Compendium*, pg. 150, ³ – *Spell Compendium*, pg. 136, ⁴ – *Spell Compendium*, pg. 32, ⁵ – *Spell Compendium*, pg. 31, ⁶ – *Spell Compendium*, pg. 151, ⁷ – *Spell Compendium*, pg. 120, ⁸ – *Spell Compendium*, pg. 95

- Cast *greater blink* when Boramante draws his sword.

Precast Spells: *greater mage armor*, *nondetection*, *contingency*, *moment of prescience*

Possessions: +1 rapier, cloak of turn resistance +4¹, headband of intellect +6, ring of protection +2, ring of freedom of movement, metamagic rod of extension, vest of resistance +3²; ¹ *Libris Mortis*, page 78, ² – *Complete Arcane*, pg. 150.

Description: Boramante is a short (5'4"), slightly built man with pure Flan features. He appears to be in his early twenties, and dresses in the most current fashion. His long hair is tied back, and he usually wears a hat of some sort. He is

well-spoken, and immensely patient. He wears no obvious symbols that would indicate any affiliation.

ENCOUNTER 5

Outpost Vampires, Male or Female Human

Ftr5: Medium Undead; CR 7; HD 5d12; hp 32; Init +7; Spd 30 ft.; AC 23, touch 13, flat-footed 20 (+3 Dex, +6 natural, +4 masterwork chain shirt); Base Atk/Grp: +5/+11; Atk +11 melee (1d6+9 plus energy drain, slam) or +13 melee (1d10+12, +1 *bastard sword*); Full Atk +11 melee (1d6+9 plus energy drain, slam) or +13 melee (1d10+12, +1 *bastard sword*); SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL NE; SV Fort +4, Ref +6, Will +4; Str 22, Dex 17, Con -, Int 12, Wis 16, Cha 12.

Skills & Feats: Bluff +9, Climb +10, Hide +10, Listen +17, Move Silently +10, Ride +11, Search +9, Sense Motive +11, Spot +17; Alertness, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy

drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

DR (Su): A vampire has DR 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming DR.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the

spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Languages: Flan, Common, Suel.

Possessions: +1 bastard sword, ring of protection +1.

Description: The vampires from the Outpost are varied in description. An equal mix of male and female, they are predominantly of Flan heritage. For simplicity, with the exceptions of Sharev and Boramante, they are all armed and armored the same.

DM AID: NEW RULES

NEW FEATS

Fell Weaken [Metamagic] (*Libris Mortis*)

Living foes damaged by your spell are also weakened.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also takes a -4 penalty to Strength for 1 minute. Strength penalties from multiple spells enhanced by the Fell Weakening feat do not stack. A fell weakening spell uses up a spell slot one level higher than the spell's actual level.

Improved Toughness [General] (*Libris Mortis*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Improved Turn Resistance [Monstrous] (*Libris Mortis*)

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

NEW ITEMS

Vest of Resistance (Compete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws. Faint abjuration; CL 5th; **Prerequisites:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1lb.

NEW SPELLS

Blast of Flame (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10 d6) to any creature in the area.

Material Component: A bit of wick soaked in oil.

Blink, Greater (Spell Compendium)

Transmutation

Level: Bard 5, Celerity 8, sorcerer/wizard 5

This spell functions like *blink* (PH 206), except that you have control over the timing of your “blinking” back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Flensing (Spell Compendium)

Transmutation [Evil]

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

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

Target: One corporeal creature

Duration: 4 rounds

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, you literally strip the flesh from a corporeal creature's body, inflicting incredible pain and psychological trauma. Each round, the subject takes 2d6 points of damage, 1d6 point of Charisma damage, and 1d6 points of Constitution damage. A successful Fortitude save negates the ability damage and reduces the hit point damage by half for that round, but does not end the spell.

Flensing has no effect on creatures in gaseous form.

Material Component: An onion.

Illusory Pit (Spell Compendium)

Illusion (Glamer)

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 round

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

Area: 10-ft. cube/level

Duration: Concentration + 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

You create the illusion of a pit, and each creature entering or within the area is forced to make a Will save or believe the floor on which it stands has become a bottomless chasm. Those that fail their saves fall prone and are unable to take any action except clawing desperately at the floor in the hopes of stopping their apparent fall. An attack on an affected creature frees it from the effect of the illusion but leaves it stunned for 1 round. Likewise, when the spell ends, creatures that believed they were falling are stunned for 1 round.

Flying creatures passing over an illusory pit are unaffected by the spell.

Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Orb of Acid, Lesser (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Electricity, Lesser (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1

Effect: One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

Orb of Acid (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

You create a globe of acid 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 point of damage per caster level (maximum 15d6).

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

CRITICAL EVENT SUMMARY: GRM6-01 ALL THAT IS SECRET AND HIDDEN

For use only before April 15, 2006. Return results to John Richardson (niblik2000@gmail.com)

1. Did the PCs save Sharev? Yes No

2. Did Boramante survive? Yes No

3. Did Zrusadek survive? Yes No

4. **Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):