

GRM7-IN4

# By Right of Conquest

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

### Gran March Regional Interactive

Version 0.9.0

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For millennia, land in the Sheldomar Valley has been claimed by those with the strength to take it and to hold it. Invaders laying unlawful claims are not to be tolerated and allies should come together to retake lands wrongly seized. The time has come to reclaim Shibolet. A Gran March Regional battle-intensive interactive for APLs 2-14, and Part 5 of the Shattered Reflections series.

**Note:** This adventure will be of particular interest to members of the Knights of the Watch, the Gran March Army and Syroch.

**Resources:** *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacob, Erik Mona, Matt Sernett, Chris Thomason, James Wyatt], *Libris Mortis* [Andy Collins, and Bruce R. Cordell], *Monster Manual II* [Ed Bonny, Skip Williams, Jeff Grub and Rich Redman], *Monster Manual III*, *Monster Manual IV* [Gwendolyn F.M. Kestrel], *Player's Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

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

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

## TIME UNITS AND UPKEEP

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

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

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

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

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

## ADVENTURE BACKGROUND

In early 595 CY, an earthquake shook Shiboeth, opening a long-sealed cavern hundreds of feet below the surface. Inside the cavern was an enormous mithral archway inlaid with bronze that led to the Bleak Eternity of Gehenna. The gate, dormant for centuries, was reawakened, and the residents of Gehenna began exploring this new territory with patient curiosity. The yugoloths exploring Gran March in 595CY were not the same ones who used the portal millennia ago, and knew nothing of their predecessors' dealings in the Sheldomar Valley.

As the yugoloths of Gehenna began exploring upward, the Order of World Travelers and the leaders of Syrloch, Gran March's arcane academy, began exploring downward to investigate the source of the earthquakes. The Commandant granted the Archdean of Syrloch, Kaema Thuldir, the authority to lead the investigation and he put the forces of the 3<sup>rd</sup> Battle at her disposal. She supplemented the Battle with an assortment of adventurers and guides from The Order of World Travelers. Explorers from

Gran March and Gehenna both encountered the Outpost, a civilization of reclusive vampires from the time of the Occluded Empire, hundreds of feet below Shibolet. The vampires vacated, clearing the way for the humans and yugoloths to meet. When the two exploring groups met, the humans from Shibolet struck first against the yugoloths. The Archdean and Knight Colonel Darhmog Wynnavwynn of the 3<sup>rd</sup> Battle learned of the mithral gate and led the 3<sup>rd</sup> Battle and a large group of volunteers to the caverns below Shibolet in an effort to seal it again. The main force of soldiers fought the yugoloth army amassed in the cavern while Archdean Thuldir led a select group of powerful volunteers into Gehenna to find a way to seal or destroy the gate from the other side.

A few hours after the brave soldiers entered the caverns, the columns supporting the cavern were destroyed, collapsing the cavern. A massive sinkhole appeared in the southwest corner of the city and four blocks of homes and businesses collapsed 40 feet into the earth, killing hundreds of unsuspecting people. The official story in Gran March is that the yugoloths vindictively collapsed the caverns in the final moments of a losing battle against the soldiers of the 3<sup>rd</sup> Battle and members of Syrloch. The truth is a much darker reality. Archdean Thuldir feared that she would fail to find a way to close the gate in Gehenna. Before she left for Gehenna, she gave wizards and sorcerers from Syrloch who were among the main force the resources to collapse the caverns if the battle went badly. She hoped to destroy the archway or render it unusable if it could not be sealed. The group that entered Gehenna failed to find a way to seal the mithral gate as the Archdean had feared. Worse, the Archdean was felled in Gehenna by a huge nycaloth. Right before she fell, she gave the order for the arcane casters to collapse the cavern. The mithral archway was buried beneath millions of tons of earth and stone, and hundreds of yugoloths, soldiers and adventurers were trapped in the collapse. Hundred of citizens aboveground in Shibolet were also killed. It is worth noting that all of the arcane casters who followed the Archdean's direction and caused the collapse that killed all of these people were PCs who understood the potential risks.

Some PCs playing this scenario will know the truth of the collapse, and a few might even be one of the wizards who followed Kaema Thuldir's order. Others might be under the impression that the yugoloths created the collapse. If asked, the DM should indicate that public opinion is that the yugoloths caused the collapse. The DM should not

feel compelled to contradict PCs who indicate that they know otherwise, nor should the DM support those PCs with the truth. Dissenting versions of the story should be allowed to continue. (*GRM05-BI-01, The Commandant's Fist: ConCarolinas 2005*).

During the weeks after the collapse, there were numerous yugoloth and Outpost vampire sightings in Shibolet. Yugoloths were seen fighting giants who invaded the city (*GRM5-IN5, In the Eleventh Hour*), a small horde of yugoloths pursued a group of Outpost vampires through Shibolet (*GRM6-01, All That Is Secret and Hidden*), and an ultroloth was seen beneath a newly constructed gladiatorial arena (*GRM6-02, Family Values*) in Shibolet. More recently, an ultroloth wearing ornate plate armor decorated in a twisted, demonic similarity to the Knights of the Watch broke into the Athenaeum in Hookhill (*GRM6-07, Athenaeum*). This ultroloth proclaimed himself Master Vigilant Marax, and claimed that the Knights of the Watch were a pale imitation of an older, daemonic knighthood named the Knights Vigilant. He was accompanied by a woman named Kaema who bore a striking resemblance to the missing Archdean Kaema Thuldir. Her fine Suel features were marred by encroaching daemonic features. They were found in Vault 73 in the basement of the Athenaeum, the vault where most of the artifacts from Fhar'anod were sealed. They were foiled in an attempt to steal a stone tablet from the vault.

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

In *GRM7-06 The Order of Underworld Travelers*, the PCs found the remains of the vampiric Outpost and evidence that the yugoloths were still active beneath the city. PCs encountered an ultroloth named Euryale and learned that the half-yugoloth soldiers that have been encountered with the daemons are former soldiers from Gran March who have been transformed into half-fiends. The PCs were able to alert many influential organizations to their discoveries, and efforts to examine the Sinkhole fully are being coordinated.

# ADVENTURE SUMMARY

## Introduction

The leaders of the yugoloths are going to attempt to present a convincing ruse that they are invading Shiboeth with the intent to claim it as their own. They are actually hoping to create a large diversion that draws attention away from their true plan. They are trying to remove the huge bronzed mithral gateway from beneath the Sinkhole and take it out of the city into the Rushmoors. They are also trying to bring a number of fiends and celestials that they are holding captive out of Gehenna and into the city. These outsider captives are warding against using their various *teleport* abilities, so the yugoloths have to physically drag them out of the city and into the Rushmoors. If the PCs ignore the threat created by the diversion, it is possible that everyone in Baron Doulanfon's estates will be killed and taken, throwing Shiboeth into chaos.

## Encounter 1

A large force of silent paralyzing-touch undead (ghouls, mohrgs) emerges from the graveyard on the southwest side of Shiboeth. They sneak into the city under cover of darkness and begin to sneak into homes, paralyzing and kidnapping sleeping citizens of Shiboeth. They begin smuggling them toward the sinkhole. PCs will encounter these stealthy kidnappers on the city streets. Higher APL parties will bump into them in the wealthier sections of the city, further from the Sinkhole in the southwest. The ghouls and ghouls will attempt to run SW, while the mohrgs will try to flee NE, drawing more formidable PCs away from the Sinkhole. As PCs defeat a wave of undead, they will be able to spot another group in the distance that is trying to hide from them and run off with their paralyzed victims. As combat breaks out, signals go off across the city. PCs can determine that most of the paralyzed NPCs look like they were taken from their beds.

## Encounter 2

### APLs 2 - 8

PCs can follow a couple of ghouls carrying paralyzed victims through the streets of Shiboeth. As they approach the Sinkhole, they will see lots of ghouls and ghouls handing their victims off to mezzoloths that are lowering victims into the Sinkhole. Looking into the vast Sinkhole, the PCs will see a lot of kidnapped people tied up and held

prisoner toward the middle (1/8 mile away). The people in the Sinkhole are being watched by a lot of very large and alert mezzoloths and a single female ultroloth (Euryale). During this encounter, a signal will go up above SE Shiboeth. A widened lightning ball will streak 500 feet into the sky. PCs who are members of Syrloch, the Army, or that are veterans of the Army will recognize it as a signal that the Baron's manor is being attacked.. Before they can become too concerned with the SE part of the city, they will see more undead carrying paralyzed victims coming this way. The PCs will have a chance to interrupt the undead and save the paralyzed NPCs from being lowered into the Sinkhole. The combat will draw the attention of the yugoloths who will send soldiers over to support the undead. Any PC who is noted as being able to turn undead with great skill will be targeted by the enemy.

### APLs 10 -14

PCs can follow the mohrgs through the streets toward the general direction of the Spire of the Martyrs. The undead are not really headed toward that location, but PCs should be given that location as the most prominent landmark at the top of the northeastern slopes of Shiboeth. The PCs will hear conflict ahead, and will see soldiers and civilians fighting a mixture of yugoloths and undead. The PCs will have a chance to stop the fleeing mohrg, and engage the yugoloths to help the NPC citizens of Shiboeth. Any PC who demonstrates the ability to perform powerful undead turning will become the focus of enemy attacks. The yugoloths will be wearing uniforms with emblems that strongly resemble the shield of Gran March. At some point during this combat, a signal will go up above SE Shiboeth. A widened lightning ball will streak 500 feet into the sky. PCs who are members of Syrloch, the Army, or that are veterans of the Army will recognize it as a signal that the Baron's manor is being attacked.

## Encounter 3

### APLs 2 -8

Yugoloths and half-fiends wearing tabards that look suspiciously like those of the Gran March army will be seen in the streets beating down any organizing resistance. Uniformed yugoloths will be barricading the area around the Sinkhole, and pushing resistance back. They will be planting flags that mark yugoloth-claimed territory. PCs will see the barricades closing in around them. PCs should figure out that they do not want to be behind enemy lines, and should push for a break

in the formation to lead people out. PCs who remain behind enemy lines will draw the attention of extra forces and the officers as well.

#### **APLs 10 -14**

As the PCs move toward the Baron's manor, they will come across a group of undead giants being marshaled by yagnoloths wearing uniforms and heraldry of the Knights Vigilant. PCs who played *GRM5-IN5, In the Eleventh Hour* will recognize these hulking brutes as some of the behemoths who invaded the city under the command of King Brodde. The undead might recognize PCs who played that adventure as well, and attack them with deliberate focus. The yagnoloths will taunt the PCs that "their Baron" should be handing over the city to Master Vigilant Marax anytime now. The yagnoloths will be especially snide to any PCs displaying heraldry of the Knights of the Watch. Yagnoloths will tell the PCs that Master Vigilant Marax awaits them on his new throne atop New Gehenna (pointing to the SE peak of Shiboeth.)

#### **Encounter 4**

#### **APLs 2 -8**

A short break in the fighting allows PCs to get elevation to notice what is happening in the Sinkhole. A colossal creature (thoqqua) will emerge from the near-center of the sinkhole, leaving an enormous tunnel behind. It will slither away to the edge of the Sinkhole, terrifying everyone it passes, but attacking no one. From the huge (25') hole in the ground, very large nycaloths emerge, dragging fiery chains that are attached to something below. Ultroloths (Marax, Euryale, Azmograne) from previous events will be seen marshalling the yugoloth and undead forces. The enigmatic woman Kaema will be following Marax wherever he goes. Euryale will remain with the hostages, directing the mezzoloths who stand over the innocents. A deathdrinker will also accompany the yugoloth leaders. It should be obvious that the forces in the Sinkhole are massive and untiered.

A solar, chained and shackled to a huge, flaming greatsword of blackened bone and stone will be dragged clear from the Sinkhole. The solar has a gag of molten iron burned into his mouth and throat, is blinded, and has a quartet of large mezzoloths repeatedly striking him with spiked hammers to keep him subdued. There is an especially scary looking nycaloth commander looming near the solar, carrying an evil-looking great axe, who will take charge of the solar. The

flaming chains will be pulled further from the hole, bringing up a number of other captive outsiders. Lastly, the chains clear the sinkhole, bringing the bronzed mithril gate to Gehenna out into the moonlight. As the moonlight touches the mithral gate, sigils fire to life along its face, and it seems to absorb the light.

While it is unlikely that the lower APL PCs will be able to stop the leaders of the yugoloths, they might find a way to alert the higher APL tables. The yugoloth leaders are making an effort to keep Shiboeth's more powerful defenders fully occupied elsewhere. The leaders of the yugoloths want to get the solar and their other celestial and fiendish captives out of Shiboeth. They also want to get the mithral gate out of the city. They waste no time in getting airborne and flying out of the city while other forces work to distract the PCs. They are moving south, toward the Rushmoors. Depending on PC actions during this time, Master Vigilant Marax might risk a fly-over on his fiendish mount to converse with one or two groups of PCs.

The colossal worm will depart after the leaders leave, going the way it came.

#### **APLs 10 -14**

When PCs will arrive at the Baron's manor they will see that yugoloth soldiers already hold the manor. The main gate has been twisted and ripped asunder and there are powerful fiends slaughtering anyone who moves toward that opening. PCs will see large flags/banners at the corners of the walls with a symbol that resembles the shield of Gran March, but has been modified. There are also banners of the Knights Vigilant staked into the grounds, proclaiming this area as seized and under control of hostile forces. If the PCs are having an easy time of it, there can be more waves. The yugoloths are pressing the PCs here to occupy them while the leaders attempt to escape the Sinkhole with the solar and gate. They will taunt the PCs, telling them to stick around, that Master Vigilant Marax and Lord Raum will be done inside and out to instruct them very shortly.

#### **Encounter 5**

#### **APLs 2 -8**

Even before the yugoloth commanders clear the Sinkhole, another force of fiends attacks the PCs. This group comes from behind the newly claimed yugoloth territory. This group is determined to kill as many Gran Marchers as possible, both combatants and innocents. This group of attackers will be a mix of former Gran

March soldiers who have been *improved*, yugoloths wearing soldier uniforms and half-fiend giants and undead giants who were killed during the attack on Shiboeth during the *GRM5-IN5, In the Eleventh Hour*. Any true yugoloth will readily abandon the combat if things go badly for it, but the half-fiends and the undead will be relentless.

#### **APLs 10 - 14**

From inside the manor, the sound of combat stops for a moment, and a number of massive, hulking figures emerge to confront the PCs. Some of the giants that fell during the invasion of Shiboeth (*GRM5-IN5, In the Eleventh Hour*.) were taken by the yugoloths and experimented on. These half-fiend giants will be looking for any PCs they might recognize from their failed attack on the city two years ago. Any PC who looks familiar will become their favored targets. They will scream at the hated Tyv, and vow revenge for what Gran March did to them two years ago.

#### **Encounter 6**

#### **APLs 2 -8**

Most true yugoloths will have abandoned their posts, leaving the half-fiends and undead to fight alone. Euryale will appear to a few of the PCs she met during *GRM7-06, The Order of Underworld Travelers*, warning them that she is no longer keeping the kidnapped citizens in the Sinkhole alive. She has moved the kidnapped victims to within 150 – 200 feet of the edge of the sinkhole. Select PCs will be told that only voors and canoloths remain in the Sinkhole guarding the hostages. Euryale will inform PCs she has met before that the voors and canoloths will not attack anyone who moves among them as long as that person is unarmed. She has ordered the voors and canoloths to allow unarmed humans and their ilk, and only unarmed ones, to retrieve the kidnap victims. Any armed PCs moving into the veritable nest of voors will provoke an attack on both themselves and the innocent kidnap victims. She will warn them to act quickly, as other leaders might give different orders to the voors that she cannot countermand.

If there are 8 tables or fewer playing the low APL, they will all come together to coordinate their efforts in the rescue. Larger groups will be split into groups of 2 or 3 tables, with the modification that Euryale has scattered the hostages into multiple groups. NPC soldiers and militia will pitch in to help. Any one PC who tries to sneak in a weapon could set off an explosion of violence among the kidnap victims and other, unarmed

PCs. As the victims are being rescued, a voor will occasionally turn from its post and run to the south edge of the Sinkhole, climb out, and run south out of the city. After the victims have been taken toward the relative safety of the walls, the remaining voors and canoloths will all shift menacingly toward the PCs in the Sinkhole. PCs will have very little time to re-arm themselves before the monsters attack.

#### **APLs 10 – 14**

If the leaders of the yugoloths managed to get the gate out of the city without being harassed too much, a couple of the will come back to confront the PC at the Baron's manor. Master Vigilant Marax is flying on his half-fiend ironclad mauler mount, and is accompanied by Kaema Thuldir. Lord Raum and the death drinker Abaddon [uh-bad-n] will be emerge from inside the manor along with Abaddon the deathdrinker wearing the corpse of the Baron's champion, Sir Sermious Aerasbonden, the Knight of Sorrows.

If there are few enough tables at APLs 10 -14, they can all listen to a single narrator in the center of the room. Marax will call a halt to all conflict. His subordinates will comply. How the PCs react is unpredictable. He will offer them a chance to "catch their breath." Given an opportunity, Master Vigilant Marax will claim the city by Right of Conquest. All of the other yugoloths will laugh at this. Marax will not land in the courtyard. If he has a chance to talk, Marax will quickly address PCs he recognizes from *GRM6-07, Athenaeum*. He will then attempt to escape leaving his subordinates to wreak havoc on the heroes of Shiboeth.

Tables will be combined to allow groups to work together against the yugoloth leaders. They are extremely formidable and should be quite a challenge to level 15 and under PCs who have already depleted their resources in the large number of combats in this scenario. If there are 6 tables or fewer playing the high APL, the combat will be run at a single large table. Otherwise, tables will be split into groups of 2 or 3 (by APL) to combine forces against 2 or 3 leaders.

## **PREPARATION FOR PLAY**

The DM should make a note of which PCs have encountered any of the yugoloth leaders in previous scenarios. Marax was present for *GRM6-01, All That Is Secret and Hidden* and he appeared directly in *GRM6-07, Athenaeum*. Euryale was present for *GRM05-BI-01, The*

*Commandant's Fist* and appeared directly in *GRM7-06, The Order of Underworld Travelers*. Marax, Euryale and Raum were all present for *GRM5-IN5, In the Eleventh Hour*, though no PC directly spoke with them. Any PC who has played one of these scenarios is known by name to the leaders of the yugoloths. The yugoloths also probably have some knowledge of the known PCs' combat abilities. They have communicated this knowledge by telepathic images to their minions prior to the invasion. Yugoloths may refer to the PCs by name, just to confuse or distress them.

Euryale in specific will be eager to converse with any PC who has the AR item *A Dangerous Thing* from *GRM7-06, The Order of Underworld Travelers*.

The DM should ask which PCs are member of the Knights of the Watch. Yugoloths who are designated as Knights Vigilant will look to attack those PCs in preference to most other targets unless doing so would surrender a tactical advantage. This enmity takes precedence over the focused attacks on PCs wearing holy symbols as described below.

The DM should ask what holy symbols the PCs are displaying openly and in such a way to suggest that they might be clerics. The DM should note if any PCs are displaying holy symbols of Atroa, Azor'alq, Ehlonna/Ehlenestra, Lydia, Nola, Pelor, Pholtus or Phyton in such a way. These PCs will be targeted by yugoloths and undead in preference to most other targets unless it requires them to give up a tactical advantage.

The DM should determine if any PCs played *GRM5-IN5, In the Eleventh Hour*, and which APL the PC played. Encounters 5 and 6 include monsters who will recognize these PCs, and the monsters will focus their attacks on them.

## A NOTE ON NPC COMBATANTS

PCs will encounter various types of NPC combatants in this scenario. In all cases, certain guidelines of behavior should be remembered. All of the half-yugoloths soldiers and giants are fanatically dedicated to destroying Gran March. They will enter extremely dangerous situations, they will fight to the end, and they will come to each others aid in combat. True yugoloths with an Intelligence score above 6 will be constantly working to control the battlefield and achieve the greater goals. They also have a powerful sense of

self-preservation and will order others to do the fighting whenever possible, even if the encounter EL includes the yugoloth. They like to lead the initial charge, strike once, then pull back from battle if possible. They will retreat from combat if they are reduced to 25% of their maximum hit points, leaving others behind without hesitation. Yugoloths with an Intelligence of 6 or less (mezzoloths, voors, canoloths) like to kill things and will save themselves rather than die, but will not avoid combat like the smarter yugoloths. Undead will perform as commanded, but intelligent undead (ghouls, mohrgs) will save themselves even if they have to abandon their missions.

PCs might notice that yugoloths with an Intelligence score above 5 also loot the bodies of those they kill.

Any named NPC has his or her own set of goals and dedication to the cause.

Many of the creatures in this scenario have the ability to summon other extraplanar creatures. They will not use that ability in any of the combats. They are under strict orders to maintain a specific appearance and the fiends fear their masters more than death. The lower level fiends have plenty of other combat options, so they do not consider this a significant hindrance.

There are NPCs in Appendix 9 who will assist the PCs if they get into trouble. The DM is at liberty to use these NPCs during any encounter that is going badly. There are lots of soldiers on the streets fighting yugoloths. Usually, PCs come to the aid of the soldiers, but the soldiers can return the favor. Unless otherwise stated in the scenario, the NPC soldiers do not form up with the PCs, they move on to help others. The DM is cautioned to avoid letting the players become dependent on the NPCs for rescue.

## INTRODUCTION

This interactive will be run in either a single large room, or two separate rooms. Tables will be physically separated so that APLs 2-8 are in one general area or side of the room, and APLs 10-14 are together. This will facilitate the interaction portions of the BI. PCs will be seated to begin the event.

PCs should be told that they are in Shibolet for whatever purpose they desire, and that it is late at night. PCs who wish to pre-cast spells can have a few spells cast on themselves, but they cannot begin the event with pre-cast spells on other PCs.



They should introduce their PCs to each other at this time, and before Encounter 1.

PCs who are members of the Knights of the Watch should be given Player Handout 1. PCs who are members of Syrloch should be given Player Handout 2.

DMs will be given a signal to begin play.

## APLS 2 - 8

### ENCOUNTER 1: UNDEAD IN THE ALLEYS

At APLs 2-8, this encounter will be near the center of the city, near the SW quadrant. This is the poorer section of Shiboeth and near the Sinkhole.

*The full face of Luna casts long shadows along the streets of Shiboeth, but it also illuminates the open streets, even as midnight approaches. You are on the streets, traveling with friends, or with friendly strangers, to your next destination inside Shiboeth. The heavy clouds above seem to threaten rain, and the bright, full moon is occasionally shrouded by their passing overhead. Huge shadows seem to slither across the streets, up and across walls as Luna glides behind thick clouds.*

PCs should make Spot checks to notice stealthy ghouls lurking in the shadows. The monsters are trying to avoid the PCs. If the PCs do not spot the undead, they can continue along the streets, oblivious. Any PC who is moving separately from the party and is hiding and moving silently receives a +2 circumstance bonus to spot the ghouls. The monsters are specifically hiding themselves and their victims from the group of PCs they can see, and might not have decent cover against PCs they cannot spot. PCs with darkvision receive a +2 circumstance bonus on this check. These bonuses stack.

The undead will be carrying paralyzed victims equal to  $\frac{1}{2}$  their number. They are carrying children or small demi-humans (up to 45 lbs for ghouls, up to 75 lbs for ghosts). The victims are light loads and do not encumber the undead. They are hiding and moving silently. The DM should roll for the undead, taking a -2 penalty for the undead carrying a victim.

The undead are taking victims to hostage locations in Shiboeth. When the PCs spot the

undead, half of the undead will try to engage the PCs, trying to paralyze them quickly. The other half will flee as quietly as possible with their paralyzed victims. For APLs 2-8, they are trying to get the hostages to the Sinkhole and flee to the southwest. At APLs 10-14, their task is to move northeast toward The Spire of the Martyrs, but not actually enter the grounds. The undead have been instructed to lead extremely powerful soldiers or adventurers northeast. If the PCs finish off a group of the undead before any of them can try to escape with victims, the PCs will spot another group of undead a block away. Those undead have witnessed the combat and immediately flee with their paralyzed victims.

#### APL 2 (EL 4)

**Ghoul (4):** hp 13 each; see *Monster Manual*, page 118 or Appendix 1.

#### APL 4 (EL 6)

**Ghoul (8):** hp 13 each; see *Monster Manual*, page 118 or Appendix 1.

#### APL 6 (EL 8)

**Ghast, advanced (4):** hp 63 each; see Appendix 3.

#### APL 8 (EL 10)

**Ghast, advanced (8):** hp 63 each; see Appendix 4.

**Tactics:** The monsters are trying to avoid detection. They are carrying paralyzed hostages toward designated locations. Once they are spotted, they try to dispatch the PCs quickly. If that fails, they lead their opponents toward a location by fleeing the fight with victims in tow. Note that half of the undead listed will immediately flee with their victims. Only half the listed number will attack the PCs.

**Troubleshooting** – The ghouls will not perform a *coup de grace* on any paralyzed PC. If the ghouls manage to paralyze all of the PCs, one of the ghouls will move to perform the *coup de grace*, but one of the others will simply say, “No! ...Raum.” The ghouls moving to kill paralyzed PCs will show a flash of fear, and then back away from the PCs, running off. PCs will see the direction they ran, but will have to wonder at what just restrained the ghouls.

**Development:** PCs should pursue the undead, conducting a running battle. The PCs should get the idea that the ghouls were running toward a location as much as they were fleeing the

PCs. There are also more ghouls out there that are probably heading in the same direction. The DM can help nudge them toward the Sinkhole if the players do not connect the clues.

## ENCOUNTER 2: YUGOLOTHS

As the PCs approach the Sinkhole, they will see lots of ghouls and ghosts handing their victims off to mezzoloths that are lowering victims into the Sinkhole. Looking into the vast Sinkhole, the PCs will see a lot of kidnapped people tied up and held prisoner toward the middle of (1/8 mile away). The people in the Sinkhole are being watched by a lot of very large and alert mezzoloths and a single female ultroloth (Euryale). PCs who played GRM7-06, *The Order of Underworld Travelers* will recognize this ultroloth. Euryale is escorted by a large mezzoloth, Tartaruchi.

***You pursue the stealthy undead through the night streets of Shibolet. They are moving southwest, and you pass through the short barricade meant to warn citizens away from the Sinkhole. You see no guards at the barricade. The buildings past the barricade have been evacuated, and you can see the Sinkhole through the narrow alleys and abandoned streets.***

***As you draw closer you can see more ghouls on all sides of the Sinkhole sneaking paralyzed people toward the edge of the 40' deep pit. Dark, four-armed insectoid monsters take the paralyzed people from the ghouls, quietly loop a rope around the unmoving people and lower them into the hole. You can see a dozen places around the massive sinkhole where the same task is being done quietly and quickly. Across the hole, you can see more of the insectoid monsters taking the paralyzed victims from the ropes and carrying them toward groups of other people who are bound and gagged. There are a few dozen of the large insectoid monsters standing near the bound groups of people, bows and spears held at the ready. You notice that all of the alien-looking monsters are wearing a symbol across their chests (show PCs DM Reference #1, *The New Gran March*).***

***A dark, slim figure moves among the hostages. The jagged, uneven ground of the Sinkhole does not seem to hamper her graceful strides. She wears dark robes and her***

***silvery, swirling eyes can be noticed even from this distance. Stomping along behind her is a giant insectoid fiend carrying a longspear and a fiery whip. He whips the smaller monsters that do not move quickly enough to suit the graceful female. Against the far wall, you can see a pile of bodies bearing torn tabards of Gran March. You hear the sounds of combat erupt from the far side of the Sinkhole, and whistles and horns are being blown.***

There are 100 hostages currently in the Sinkhole. They are bound, gagged and partially hidden from view. There are a few dead soldiers and militia in the Sinkhole as well. The undead and corruptors of fate worked to silence any guards and sober people out and about. All of the houses around the Sinkhole have been evacuated, so there are not many people near the hole to notice the activity. The whistles and combat from the far side of the Sinkhole are from soldiers who have come to investigate their missing fellows. As the PCs absorb this scene, they will notice more undead approaching the sinkhole from behind them, with paralyzed victims in tow.

***As you quickly take in the scene, you hear someone approaching your position from the direction you just came. You see more ghouls carrying victims toward the Sinkhole.***

PCs can try to stop the ghouls, or they can try to hide from them and let the ghouls and their victims go past to the Sinkhole. The combat will draw the attention of the yugoloths who will send soldiers over to support the undead, but they will not send so many soldiers that it interrupts their work. If combat occurs, the DM should be clear to the PCs that innocent, paralyzed people might be in the area of combat. There is one victim per two undead. The soldiers (and their minions) arrive for the second round of combat. Roll initiative for them normally.

Assuming the PCs act to stop these ghouls:

### APL 2 (EL5)

**Ghoul (2):** hp 13 each; see *Monster Manual*, page 118 or Appendix 1.

**Half-mezzoloth Gran March corporal:** hp 14; see Appendix 1.

**Death Dog:** hp 15; see *Fiend Folio* pg 41 or Appendix 1.

#### APL 4 (EL 7)

**Ghoul, advanced (2):** hp 19 each; see Appendix 2.

**Half-mezzoloth Gran March corporal:** hp 28; see Appendix 2.

**Death Dog (2):** hp 15 each; see Fiend Folio pg 41 or Appendix 2.

#### APL 6 (EL 9)

**Ghast, advanced (2):** hp 63 each; see Appendix 3.

**Half-mezzoloth Gran March corporal:** hp 47; see Appendix 3.

**Death Dog (2):** hp 38 each; see Appendix 3.

#### APL 8 (EL 11)

**Ghast, advanced (2):** hp 63 each; see Appendix 4.

**Half-mezzoloth Gran March corporal:** hp 66; see Appendix 4.

**Death Dog, advanced (4):** hp 57 each; see Appendix 4.

**Tactics:** If the undead spot the PCs, they are not surprised. They will drop their victims and attack the PCs. If attacked, they fight back after dropping their victims. As combat begins, the yugoloths will send someone to assist the undead. It will take one round for the yugoloth soldiers to arrive. Any PC who is noted as being able to turn undead with great skill will be targeted by the enemy.

**Development:** The yugoloths will shut down the hostage collection and move to stand sentry above their innocent victims. The undead will sneak away if able. The yugoloths begin to establish an expanding perimeter around the Sinkhole that might catch the PCs if they are not quick.

As this encounter progresses, PC will see a widened lightning ball will streak 500 feet into the sky at the other end of the city. Members of Syrloch, active duty soldiers, and veterans of the Gran March army will recognize the signal as an indication that the Baron's estates are under attack.

Any PC who goes into the Sinkhole will trigger a negotiation with Euryale. Any PC who does not acquiesce to her demands will get hostages and himself killed. Such an event will be dealt with by the BI coordinator should it occur.

## ENCOUNTER 3: SOLDIERS OF NEW GRAN MARCH

The invaders will begin to storm the streets. They will seal off the Sinkhole area and push combat into other areas of Shibolet. Yugoloths and half-fiends wearing tabards that look suspiciously like those of the Gran March army will mobilize and begin beating down any organizing resistance. Uniformed yugoloths will plant flags that mark yugoloth-claimed territory. PCs will see the barricades closing in around them, as flags are planted behind them toward the rest of the city. PCs should figure out that they do not want to be behind enemy lines, and should push for a break in the formation to lead people out. They have any paralyzed people they saved from Encounter 2 that need rescue. The DM can add additional innocents to the PCs' groups as they move through the city to give the correct impression that they are rescuing people.

If the PCs look to go into the Sinkhole, the DM should indicate that there are a lot of yugoloths in the Sinkhole and they are spread out across ¼ mile of uneven and dangerous terrain. Any group of PCs that tries to enter the Sinkhole will face triple the forces listed in this encounter. If they succeed, they can face the named yugoloths provided in Encounter 4.

***You hear horns from the Sinkhole. The yugoloths outside the Sinkhole grab weapons and mobilize toward the city. Those inside the Sinkhole move to stand above bound hostages, but hold their positions. You see long-spear wielding yugoloths in groups of 6 and 8 marching, riding or flying toward the city. They carry flags that match their tabards, and have begun to plant the flags as they move. Some are moving in your direction, but you also notice some behind you, planting flags between you and the rest of the city.***

***The ground beneath your feet just became enemy territory.***

#### APL 2 (EL4)

**Half-mezzoloth soldier (2):** hp 14 each; see Appendix 1.

#### APL 4 (EL 6)

**Half-mezzoloth soldier (2):** hp 28 each; see Appendix 2.

#### APL 6 (EL 8)

**Mezzoloth Pikeman (depleted):** hp 95; see Appendix 3.

**Half-mezzoloth soldier (2):** hp 28 each; see Appendix 3.

#### APL 8 (EL 10)

**Half-mezzoloth soldier (2):** hp 47 each; see Appendix 4.

**Mezzoloths Pikeman (depleted) (2):** hp 95 each; see Appendix 4.

#### At All APLs, but Holding Back:

**Corruptor of Fate officer (mounted):** hp 52; see Appendix 4.

**Canoloth, advanced (mount):** hp 115; see Appendix 4.

**Tactics:** The corruptors and the canoloths will not move to engage the PCs. They will stay well out of melee range and just direct additional half-yugoloth and mezzoloth soldiers into the fight. The corruptor and canoloth would overpower lower APLs, and are present for military officer/Gran March cavalry flavor. If attacked at APL 2 - 6, they pull back and send more foot soldiers to do the fighting. At APL 8, they will fight back if directly attacked. The corruptor officers try to have their canoloth mounts first grapple a target, then attack the grappled opponent. If the PCs move toward the Sinkhole, reinforcements arrive immediately and push the PCs away. The corruptors will toy with the PCs a bit, as their task is to hold back the enemy, but leave enough witnesses alive to tell the story to others.

**Developments:** The PCs should move away from the Sinkhole and out of enemy held territory. If not, they will get to fight more opponents. A rescued prisoner can nudge the PCs that direction if they seem particularly clueless.

## ENCOUNTER 4: ASCENSION

The leaders of the yugoloths will emerge from the Sinkhole after creating a large enough hole to bring up the 20 ft. diameter bronzed mithral gate. Yugoloth combatants will pull back from combat a bit as this happens, allowing the few nearby citizens and soldiers (and PCs) to witness the spectacle about to occur. It is possible that this description will be given by a single narrator for all the lower APL tables if they setting permits.

Otherwise, each DM will describe the events as they unfold.

***A shrill horn sounds, and the yugoloths you are fighting move to take a step back toward the Sinkhole, eyeing you warily. Light glows from the direction of the Sinkhole.***

The yugoloths will allow them to move to a higher vantage point to see what is going on. If the PCs decline and continue to fight, another wave of half-finds from Encounter 3 will indulge them. The DM should stop the description, or have the table continue combat, ignoring the narrator.

***A massive, disgusting worm of living lava squirms its way out of the ground in the Sinkhole, leaving a huge, flaming tunnel of molten rock in its wake. The worm flounders inside the Sinkhole, squirming away from the fiery hole, cowering as it retreats. As the worm flees, a bat-winged form armored with an ornate black breastplate erupts from the burning tunnel, dragging lengths of pitted, black chains. Four huge mezzoloths step up to grab the chains from the nycaloth. They hoist on the chains with steady, powerful rhythm. In seconds, a figure emerges from the blazing tunnel.***

***Attached to the chains is a huge, primitive greatsword made of what appears to be black stone. Shackled to the ancient greatsword is a large humanoid figure that is dwarfed by the size of the mezzoloths and the sword to which he is bound. A mask of molten iron covers his eyes, and a gag of iron covers his lower face. His golden hair is matted with blood, and his beautiful, feathery wings are contorted and broken, trapped in painful angles by the numerous chains and shackles holding him against the black sword. Next to him fly four figures with heavy, spiked hammers. The four fiends continually pound the humanoid with ferocious blows that do not draw blood, but still echo across the Sinkhole. The gigantic nycaloth in the ornate breastplate takes the enslaved angel from the chain and steps clear of the burning tunnel as the mezzoloths continue pulling on the chains.***

**PCs with Knowledge:** The Planes can recognize the huge worm as an impossibly large thoqqua (no check required). It begins to shrink as it slinks away. While it narrowly misses overrunning a group of hostages and their jailers, it will not attack anyone, and will leave as soon as everyone leaves it alone for a few minutes. The

same knowledge will also recognize the extremely large mezzoloths, the nycaloth and the solar. The black sword is not known to this plane, but it seems to be helping restrain the solar. The massive nycaloth pulling the chains is Lord Raum and the solar is Baradiel, though PCs will not know this yet.

***A cage of smaller humanoids with feathery wings is pulled from the tunnel. A spike of iron with a pair of large, black-skinned, red-eyed fiends impaled on it is pulled from the tunnel. A nude woman with bat-like wings spiked to a white board comes next. All are pulled along the same length of blackened chain. Fiends take charge of each group of prisoners, pulling them away from the mouth of the tunnel. Finally, a huge bronzed mithral archway emerges from the fire. It is nearly the size of the tunnel. It is pulled roughly from the ground and dragged across the floor of the Sinkhole. The chains are unhooked, and six huge winged fiends hoist it from the ground. Clouds pass overhead, and as moonlight strikes the metal archway, it begins to glow.***

The PCs with Knowledge: The Planes can recognize the prisoners as justice archons, blood-fiends and a succubus. The archway is the bronzed mithral gate that some PCs might know from GRM05-BI-01, *The Commandant's Fist*. The six winged fiends are nycaloths.

***Walking out of the tunnel, its cloven hooves a few feet from the ground, is a huge, roughly-humanoid demonic behemoth with red skin, and massive antlers decorated with what appears to be corpses. Moments later, a pair of smaller forms fly from the burning pit. Mounted on a bat-winged bear with pieces of armor melded into its flesh is a black-skinned humanoid wearing ornate full plate. He has silvery eyes and is wearing a tabard with an argent owl. As he appears, every yugoloth and half-yugoloth that sees him slams a fist against their chest in salute. A red-haired woman in green robes is astride the flying beast behind the fiend wearing the argent owl.***

The PCs with Knowledge: Nature will recognize the bear as an ironclad mauler, but it usually does not have bat-wings. PCs with Knowledge: The Planes will recognize that the ironclad mauler appears to be some sort of half-fiend. Knowledge: The Planes will identify the death drinker and the mounted humanoid is actually an ultroloth. PCs who played GRM6-07,

*Athenaeum* will recognize the ultroloth as Master Vigilant Marax.

PCs can attempt to enter the sinkhole or attack the fiends from range. PCs who are not behind enemy lines are 200 ft. from the sinkhole, those who stayed in enemy territory can be at the edge of the Sinkhole if they wish. The yugoloth leaders are near the center of the Sinkhole, roughly 1/8 of a mile (660 ft) away from the edge of the Sinkhole.

While it is unlikely that the lower APL PCs will be able to stop the leaders of the yugoloths, it does not mean they won't try. The yugoloth leaders have made an effort to keep Shibolet's more powerful defenders fully occupied elsewhere. Higher APL parties might also find a way to abandon their mission at the Baron's Estate to challenge the yugoloths here. Any PC attacking from range will draw the attention of numerous teleporting yugoloths, or perhaps the death drinker.

The yugoloths have mezzoloths stationed around the hostages, and will kill a couple to make their point if PCs attack from above or try to press their way into the sinkhole. Lower APL parties will be confronted immediately by the opponents from Encounter 5. If an APL10+ party has moved to the Sinkhole to challenge the yugoloth leaders, they will provoke the murder of numerous hostages, and then will face the full fury of the fiends inside the Sinkhole.

#### All APLs

**Master Vigilant Marax:** hp 252; see Appendix 8.

**Half-fiend ironclad mauler:** hp 250; see Appendix 8.

**Lord Raum:** hp 490; see Appendix 8.

**Euryale:** hp 252; see Appendix 8.

**Tartaruchi:** hp 275; see Appendix 8.

**Kaema:** hp 237; see Appendix 8.

**Azmograne:** hp 241; see Appendix 8.

**Abaddon:** hp 418; see Appendix 8.

**Nycaloth (advanced) (10):** hp 275 each; see Appendix 7 Encounter 4.

**Nycaloth (20):** hp 161 each; see Appendix 6 Encounter 7.

**Mezzoloth Pikeman (advanced) (10):** hp 218 each; see Appendix 7, Encounter 4.

**Mezzoloth Pikeman (20):** hp 95 each; see Appendix 6, Encounter 3.

**Dreadful Lasher (10):** hp 123 each; see Appendix 4, Encounter 6.

**Voor (20):** hp 37 each; see Appendix 3, Encounter 6.

**Canoloth (advanced) (10):** hp 115 each; see Appendix 4, Encounter 6.

**Canoloth (20):** hp 51 each; see Appendix 3, Encounter 6.

Baradiel, the solar, is currently at 5 hit points, with an additional 1,200 hit points of non-lethal damage keeping him unconscious. Because he regenerates, Marax has four large mezzoloths constantly injuring him to keep him unconscious. Because their weapons are not epic level, they are only able to inflict non-lethal damage on Baradiel. The shackles covering him are multiple sets of *dimensional shackles*, preventing him from being magically transported. In addition to the four advanced mezzoloths standing over him, he is also firmly in the grasp of Lord Raum. However, PCs are immensely resourceful, and might find a way to revive Baradiel and remove the iron that has been melted around his head to serve as a blindfold. His mouth has been filled with molten iron that cooled and formed a savage gag. He does not need to speak to use his spell-like abilities. Should he be roused, his first (and likely last) action would be to assess the situation and use his *wish* spell-like ability to transport all of the people being held hostage out of the Sinkhole and to safety. At the first sign that Baradiel is conscious, Lord Raum will use his greataxe to seemingly kill him immediately. If Lord Raum is not able to use his axe, another yugolth will do so. Lord Raum's greataxe can do lethal damage to Baradiel.

The leaders of the yugoloths will waste no time getting out of the Sinkhole and flying south. Six nycaloths carry the bronzed gate. Euryale stays behind to monitor the hostages. PCs will note that the huge gate blurs as it leaves the city and seems to fade into moonlight, taking the nycaloths with it.

If he was not challenged at all, Master Vigilant Marax will fly out of the Sinkhole toward the lower APL PCs. Any PC at a lower APL table that played *GRM6-07, Athenaeum* might receive a visit from Master Vigilant Marax at the option of the table DM. Marax will know the PCs names and will address them during Encounter 5.

## ENCOUNTER 5: CHILDREN OF THE SAKHUT

As the bronzed mithral gate is being taken from the Sinkhole, new opponents are released on the citizens of Shibolet. PCs who played *GRM5-IN5, In the Eleventh Hour* might recognize some of these foes from the invasion on Shibolet led by the fire giant King Brodde. More importantly, the DM should check to see if the foes recognize the PCs from *GRM5-IN5*.

*Coming from all around, a fresh threat emerges in the streets and alleys. More half-fiends are being unleashed on you, only these were never human. The fiendish (APL 2 – hobgoblins) (APL 4-8 – giants) race toward you with murder in their glowing eyes. As they charge you, they grunt a single, hate-filled word.*

*“Tyv!”*

Each named giant is described in detail in the Appendix. The DM should provide the description to the players.

### APL 2 (EL5)

**Half-nycaloth hobgoblin (2):** hp 23 each; see Appendix 1.

### APL 4 (EL 7)

**Raglanar Half-mezzoloth ogre Ftr1:** hp 57; see Appendix 2.

**Half-nycaloth ogre:** hp 29; see Appendix 2.

**Half-nycaloth hobgoblin:** hp 23; see Appendix 2.

### APL 6 (EL 9)

**Vithar, Half-mezzoloth skullcrusher:** hp 92; see Appendix 3.

**Half-mezzoloth ogre Ftr1:** hp 57; see Appendix 3.

**Half-nycaloth ogre:** hp 29; see Appendix 3.

### APL 8 (EL 11)

**Barld, Half-mezzoloth hill giant:** hp 162; see Appendix 4.

**Half-mezzoloth skullcrusher:** hp 92; see Appendix 4.

**Half-mezzoloth ogre Ftr1:** hp 57; see Appendix 4.

**Half-nycaloth ogre:** hp 29; see Appendix 4.

#### At All APLs, but Holding Back:

**Corruptor of Fate officer (mounted):** hp 52 each; see Appendix 4.

**Canoloth (mount):** hp 115 each; see Appendix 4.

**Tactics:** The corruptor on his canoloth will stay well back, directing the half-fiend giants and hobgoblins. The EL for the encounter does not include the corruptor, who would prefer to flee at this point if attacked. If the fight is going badly, the corruptor will try to pull back a round or two before their giant and goblin soldiers fall. Half-yugoloths with wings will fly into the combat.

If a named giant sees a PC he recognizes, he will take great risks to reach that PC and kill him. Each of the giants was killed at the APL provided below and will remember the PCs who helped kill him. The giants will recognize PC that played *GRM5-IN5, In the Eleventh Hour* at the following APLs:

Raglanar – APL2

Vithar – APL4

Barld – APL 6

Non-named giants will not have specific memory of PCs and will attack whichever PCs are most convenient.

At the DM's option, Master Vigilant Marax might fly over to a group that contains a PC who has encountered Marax previously, calling the PCs by name. Marax will only approach a group that is already heavily occupied with combat. He has no desire to fight low level PCs, as it does nothing to exalt his reputation. He will, however, spread hatred and loathing by taunting PCs. If things are going especially bad for the PCs, Marax might fly in and offer to call off his minions. All a PC has to do is recall Master Vigilant Marax's title and name, and promise to tell others of his growing legend. He will only protect the PCs who accept his offer, others can continue fighting. It is possible that some PCs will refuse to acknowledge his legend, leaving some PCs alone against the giants. If a PC immediately attacks the half-fiends after Marax has shown benevolence in calling them off, he will rescind his generosity. Marax is shrewd, and will have a good chance to know if a PC is lying to him just to have a break in the fighting (Sense Motive +25).

Marax's goal is to be feared and hated. He does not want to be liked by those he encounters; he wants to be the enemy they hate most. Killing them does not accomplish that. Helping them under the guise of benevolence does.

None of the giants wants to be called off, especially if the named giant recognizes a PC. However, their fear of Marax is great enough that all of them will stand down if he orders them to do so.

## ENCOUNTER 6: RESCUE

As the PCs conclude the fight with the half-yugoloth giants, they will notice that the fighting has slowed all around. They will notice that there are no longer yugoloths guarding the barricade. For this encounter, if there is sufficient space, all of the lower level APL tables will be able to move to a single table to conduct the final encounter.

***You don't hear the sounds of fighting from all around anymore. You also notice that the yugoloth guards that had manned the barricade are gone.***

The DM should check which PCs played *GRM7-06, The Order of Underworld Travelers*. Those who did will receive a telepathic message from the ultroloth Euryale who has been in charge of the Sinkhole hostages. At the DM's option, she can appear in person, but she will not get close to any PCs. Euryale prefers to keep her distance from any armed creature, no matter how weak it seems. If none of the PCs has encountered her before, she will speak to a few at each table at the DM's option.

***"You know that you can deal with me and expect no deception. I no longer watch over your females and young in the Sinkhole. Only voors and canoloths remain within the hole. I have ordered them not to attack anyone who moves among them as long as that human-kin is fully unarmed. They have been ordered to allow unarmed, and only unarmed, human-kin to retrieve the bound prisoners they watch over. Any of your kind moving among them who carries a weapon, bare or bound, will provoke the nest. Any who attack them will, of course, provoke them, no matter where that attacker stands. They are stupid brutes. Best not try to argue with them over what is not the exact definition of armed.***

***“Oh, and go quickly. I cannot promise another will not change their orders after I depart.”***

At his point, all APL 2-8 tables might be able to coordinate their rescue efforts. NPC soldiers and militia will pitch in to help the PCs. Most of the NPCs will be seriously injured, but will offer to help with ropes and lifting hostages out of the Sinkhole. There are also NPC archers who will agree to try to shoot from above in case the voors and canoloths attack. Appendix 9 has archers and infantry NPCs available.

This is an opportunity for military PCs to take charge of the situation. The highest ranking NPC soldier present is a soldier. Higher ranking NPCs were targeted by the yugoloths or got called to the Baron's Estates. If there are not at least two PCs from each table willing to enter the sinkhole, NPC Knights (infantry) will step up to do it.

There are plenty of ropes around the Sinkhole from where the mezzoloths were lowering the hostages. The PCs should be allowed to devise a plan of descent and defense. It does not matter how many PCs or NPCs enter the Sinkhole as long as they are unarmed. No NPC who enters the Sinkhole will attempt to sneak a weapon past the monsters.

As the PCs descend the walls, a large canoloth will approach them. If the PCs are trying to smuggle weapons into the Sinkhole inside a bag or through some other clumsy method, the canoloths will receive Spot checks (DC 15) to expose their weapons. The fiends have no way to detect weapons hidden in an extra-dimensional space.

Euryale has moved the hostages near the edge of the sinkhole. They are between 100 – 150 ft. away from the edge, and 40 ft. down in the hole. The DM should draw a curved ledge and a large open hole bigger than the battle map.

Spiked armor, spiked gauntlets, spiked shields and any kind of staff would be considered a weapon. If the PCs don't think about this, NPCs will pick up on the situation even though Euryale did not speak to them. Any PC who argues that his spiked armor is not technically a weapon should be reminded by his fellow PCs that Euryale warned them not to play legalism word games with the brute inside the Sinkhole. The DMs should give them every opportunity to police themselves before making a foolish mistake.

At the outset, there are 100 hostages in the Sinkhole. Hopefully, none have been killed already in previous encounters.

There are also:

#### **All APLs**

**Dreadful Lasher (20):** hp 123 each; see Appendix 4.

**Voor (20):** hp 37 each; see Appendix 3.

**Canoloth (advanced) (20):** hp 115 each; see Appendix 4.

**Canoloth (20):** hp 51 each; see Appendix 3.

The floor of the Sinkhole is very rough terrain. Movement is halved in all locations. This inhibits the yugoloths as well as the PCs. The hostages weigh between 35 and 150 lbs. Their hands and feet are bound with rope; break DC 23, 2 hit points. PCs should not have tools with them to cut the ropes, and should be reminded of that. Untying a hostage requires a DC20 Escape Artist, Use Rope or Dexterity check and requires a full round. Hostages will readily comply with being carried, but might encumber PCs, slowing them even further in the rough terrain.

Moving through the yugoloths should be done on a battle map and should create tension. The monsters will be standing right next to hostages, and PCs will need to move right up to them to lift hostages. The PCs should be told that the monsters hold their positions, but the voors' spiked tentacles wave slowly and menacingly above the hostages and PCs, covering a wide area. The monsters sometimes lean in to examine the PCs as they bend to pick up a hostage. Any sudden movement will cause the yugoloths to start, and snap their tentacles or spiked tongues. PCs should get the idea that slow and steady is best to avoid stirring up the monsters.

After about half the hostages have been retrieved, a couple of the voors will turn and amble to the edge of the south side of the Sinkhole. They will climb (20 ft. move) out of the hole and move away. As the PCs thin out the ranks of hostages, more voors and canoloths leave their post and climb out and away.

Once the PCs have moved the last hostage away from the yugoloths, the remaining voors and canoloths will all shift menacingly toward the PCs in the Sinkhole. Even if there are still innocents in the Sinkhole, waiting to be pulled up to safety, the monsters shift to hostile the moment the last



hostage begins moving toward safety. There will not be a surprise round. If there are not enough PCs in the Sinkhole to occupy the monsters, the voors run to the wall and begin climbing (climb speed 20ft.).

If this encounter is being run with all tables collaborating, the DMs should total the number of tables at each APL with PCs who went into the Sinkhole. Each DM should focus efforts on the individual table he ran, to minimize the possibility that a CR8 voor attacks a 2<sup>nd</sup> level PC. If a low level PC opts to challenge a much more powerful yugoloth, the DMs should admire the bravery of the PC, then allow the combat to determine the PC's fate.

DMs should note which PCs, if any, who went into the Sinkhole unarmed are killed by a voor or canoloth that is 3 or more CRs above the PC's level. That PC might receive a special favor on the AR.

For each table per APL, the following monsters remain:

#### **APL 2 (EL 5)**

**Canoloth (injured) (1):** hp 21; see Appendix 1.

#### **APL 4 (EL 7)**

**Canoloth (injured) (1):** hp 21; see Appendix 2.

**Voor (injured) (1):** hp 27; see Appendix 2.

#### **APL 6 (EL 9)**

**Canoloth (1):** hp 51; see Appendix 3.

**Voor (3):** hp 37 each; see Appendix 3.

#### **APL 8 (EL 11)**

**Canoloth, advanced (1):** hp 115; see Appendix 4.

**Dreadful Lasher (1):** hp 123; see Appendix 4.

It is assumed that the PCs will be able to devise a plan that allows those entering the Sinkhole to arm themselves quickly. Executing that plan might still cost time. The EL for this encounter has been increased by 1 to reflect the circumstances.

**Tactics:** The yugoloths will hold their ground until all hostages have been moved. They will attack if anyone displays a weapon or attacks from above. Provoking or taunting the brutes might be perceived as attacking. These creatures are

practically vibrating with restrained aggression. Once a single voor or canoloth attacks, it ignites the chain reaction and they all attack everything within reach, including innocents.

## APLS 10 – 14

### Combat Tactics

At the high APLs, the yugoloths and their minions will work to uncover and negate certain tactics common to adventurers from this world.

They will attempt to negate all forms of flight. PCs with flying mounts, magical or otherwise, will be subject to area of effect spells designed to injure the PC and eliminate the flying mount. Those using magic spells will be targeted with *dispel magic*. Note that spell-like abilities cannot be used to counterspell, nor can they be counterspelled (*Monster Manual* pg. 315), so fiends using spell-like *dispel magic* and *greater dispel magic* cannot be disrupted with regular counterspelling.

The yugoloths want to identify any PC who has any version of *anticipate teleport* active. That PC will be targeted with *dispel magic*, or attacked outright. Yugoloths will probe the PCs defenses, sending a single fiend to teleport near PCs, before large groups do so. If a teleporting fiend fails to appear, they will be looking for the PC who seems to know where the fiend will appear.

The yugoloths are looking for any PC with Greater Turning ability. Those PCs will be treated as high priority targets.

Most of the yugoloths have spell-like abilities usable at-will, while some others are usable 3/day, but last for a long time. All yugoloths with see *invisibility* will have it active whenever PCs encounter them. Nycaloths have *mirror image* usable at-will at 14<sup>th</sup> caster level. They will always have it active, as they re-activate it whenever it expires and it lasts 14 minutes. Nycaloths that are not actively engaged in combat when the PCs encounter them will begin the combat *invisible*.

If the high level PCs try to move their group to the low level encounters rather than try to stop the yugoloth leaders from taking over Shibolet, the DM should move the same combat NPCs toward the Sinkhole. The interactive will be adjusted to adapt to such player contrivance.

## ENCOUNTER 1: UNDEAD IN THE ALLEYS

***The full moon casts long shadows along the streets of Shibolet, but it also illuminates the open streets, even as midnight approaches.***

***You are on the streets, traveling with friends, or with friendly strangers, to your next destination inside Shibolet. The heavy clouds above seem to threaten rain, and the bright moon is occasionally shrouded by their passing overhead. Huge shadows seem to slither across the streets, up and across walls as the bright moon glides behind thick clouds.***

PCs should make Spot checks to notice the stealthy mohrgs lurking in the shadows. They are trying to avoid the PCs. If the PCs do not spot the undead, they can continue along the streets, oblivious. Any PC who is moving separately from the party and is hiding and moving silently receives a +2 circumstance bonus to spot the mohrgs. The undead are specifically hiding themselves and their victims from the group of PCs they can see, and might not have decent cover against PCs they cannot spot. PCs with darkvision receive a +2 circumstance bonus to this check. These bonuses stack.

The mohrgs will be carrying paralyzed victims equal to ½ their number. They are carrying small women, small sized demi-humans or children. The victims are light loads (up to 100 lbs or less) and do not encumber the undead. They are hiding and moving silently. The DM should roll for the mohrgs, taking a -2 penalty for the undead carrying a victim.

The mohrgs are carrying paralyzed victims to hostage locations in Shibolet. The intent if they get spotted is to move soldiers or adventurers toward the Sinkhole unless the soldiers or adventurers seem to be very powerful. At APLs 10-14, the adventurers will seem to be very powerful, even if the DM is concerned that the PCs are underperforming for the APL. Powerful adversaries are to be lured to the northeast, in the general direction of The Spire of the Martyrs. If the PCs finish off a group of the undead before any of them can try to escape with victims, the PCs will spot another group of undead that witnesses their combat from a block away. Those mohrgs will begin to flee with their paralyzed victims. When the PCs spot the undead, half of the undead will engage the PCs, trying to kill or paralyze them quickly, and the other half will flee with their paralyzed victims while trying to stay hidden.

APLs 10-14 will be near the center of the city, toward the NE quadrant. This is one of the wealthier areas of Shibolet and most of the temples are nearby.

#### APL 10 (EL 12)

**Mohrg (4):** hp 91 each; see *Monster Manual*, page 189.

#### APL 12 (EL 14)

**Mohrg, advanced (6):** hp 130 each; see Appendix 6.

#### APL 14 (EL 16)

**Mohrg, advanced (10):** hp 130 each; see Appendix 7.

**Tactics:** The monsters are trying to avoid detection. They are carrying paralyzed hostages toward designated locations. Once they are spotted, they try to dispatch the PCs quickly. If that fails, they lead their opponents toward a location by fleeing the fight with victims in tow.

**Development:** PCs should pursue the mohrgs, conducting a running battle. The PCs should get the idea that the mohrgs are running toward a location as much as they are fleeing the PCs. There are also more mohrgs out there that are probably heading in the same direction. The DM can help nudge them toward the northeast quadrant of the city if the players do not connect the clues.

## ENCOUNTER 2: YUGOLOTHS

The mohrgs have run in the general direction of the Spire of the Martyrs. The undead are not really headed toward that location, but PCs can be given that location as the most prominent landmark at the top of the northeastern slopes of Shibolet.

The PCs will hear conflict ahead, and will see soldiers and civilians fighting a mixture of yugoloths and undead. The sudden appearance of combat will cause the fleeing mohrgs to hesitate, giving the PCs a chance to catch them. The PCs will have a chance to stop the fleeing mohrgs, and engage the yugoloths to help the NPC citizens of Shibolet.

The yugoloths will be wearing uniforms with emblems that strongly resemble the shield of Gran March (DM Aid#1 The New Gran March). In all cases, it will look like the undead are taking direction from the yugoloths.

#### APL 10 (EL12)

**Mohrg (with victim):** hp 91 each; see *Monster Manual*, page 189.

**Mezzoloth cavalry:** hp 157; see Appendix 5.

**Canoloth mount (advanced):** hp 115; see Appendix 5.

**Mezzoloth pikeman (2):** hp 95 each; see Appendix 5.

**Wight, advanced (2):** hp 52 each; see Appendix 5.

#### APL 12 (EL 14)

**Mohrg (with victim):** hp 130 each; see Appendix 6.

**Mezzoloth cavalry (2):** hp 171 each; see Appendix 6.

**Canoloth mount (advanced) (2):** hp 115 each; see Appendix 6.

**Mezzoloth pikeman (2):** hp 95 each; see Appendix 6.

**Wight, advanced (2):** hp 52 each; see Appendix 6.

#### APL 14 (EL 16)

**Mohrg (with victim):** hp 130 each; see Appendix 7.

**Mezzoloth cavalry (3):** hp 171 each; see Appendix 7.

**Canoloth mount (advanced) (3):** hp 187 each; see Appendix 7.

**Mezzoloth pikeman (2):** hp 157 each; see Appendix 7.

**Wight, advanced (2):** hp 52 each; see Appendix 1.

**Tactics:** The mohrg will stop running as it reaches the yugoloths, and turn to face the PCs. They will use their paralyzed victims as a shield to hopefully stifle area of effect spells and ranged attacks (treat the mohrg as grappling the victim, for purposes of ranged and area attacks). The mezzoloth pikemen will teleport toward spellcasters, trying to identify any PC who can foil teleport magic. The cavalry will attempt to use charge attacks on the PCs, and try to support any pikemen. They will alternate between lance and longbow if they have to, shooting at PCs who move away from the primary melee. If the PCs are demolishing the yugoloths and their minions, a

second wave of cavalry will move to confront them. The mezzoloths will shoot down flying mounts, or dispel flight magic and *anticipate teleport* spells. Any PC who is noted as being able to turn undead with great skill will be targeted by the enemy.

**Development:** If the PCs have a chance to talk with the militia soldiers after the fight, they will be told that the fiends and their undead seemed to come from the northeast. The PCs will also hear sounds of fighting many streets over in multiple directions.

The PCs will have a chance to inspect the disturbing heraldry the mezzoloths are wearing, but there are no additional clues here.

Early in this encounter, a signal will go up above southeast Shiboeth. A widened lightning ball will streak 500 feet into the sky. PCs who are members of Syrloch, the Army, or that are veterans of the Army will recognize it as a signal that the Baron's manor is being attacked. If the PCs do not recognize it, the militia soldiers here will recognize it. The NPC soldiers will begin to move that direction.

### ENCOUNTER 3: KNIGHT VIGILANT

Whichever direction the PCs go, they will encounter the following monsters. If PCs teleport to the Baron's estates, they will encounter this combat wherever they appear if it is inside the city. PCs flying overhead see the monsters killing a group of citizens.

***Before you is a scene of impending carnage. A hulking fiend wearing what appears at a distance to be the heraldry of the argent owl (DM Aid#2 The Knights Vigilant) is marshalling a file of massive, rotting brutes. They are destroying homes, and killing people caught in the wreckage. More of the fiends wearing uniforms with the perverted banner of Gran March are also present.***

The PCs have come across a group of undead giants being marshaled by yagnoloths wearing uniforms and heraldry of the New Gran March and the Knights Vigilant. They are butchering innocents, and the corpses of many soldiers litter the streets around them as well. These hulking corpses were harvested by the yugoloths immediately following *GRM5-IN5, In the Eleventh Hour*. As combat ensues, the yagnoloth

will taunt the PCs that "their feeble Baron" should be handing over Shiboeth to Master Vigilant Marax anytime now. The yagnoloths will be especially snide to any PCs displaying heraldry of the Knights of the Watch. He will tell the PCs that Master Vigilant Marax awaits them on his new throne "atop the hill" (points to the SE peak of Shiboeth.) This should help PCs who were going the wrong direction get back on track.

#### APL 10 (EL12)

**Yagnoloth Captain:** hp 85; see Appendix 5.

**Mezzoloth Pikeman (2):** hp 95 each; see Appendix 5.

**Hulking Corpse (hill giant)** hp 150 each; see Appendix 5.

#### APL 12 (EL 14)

**Yagnoloth Captain:** hp 126 each; see Appendix 6.

**Mezzoloth Pikeman (2):** hp 95 each; see Appendix 6.

**Hulking Corpse (fire giants) (2):** hp 225 each; see Appendix 6.

#### APL 14 (EL 16)

**Yagnoloth Captain:** hp 178 each; see Appendix 7.

**Mezzoloth pikeman (2):** hp 157 each; see Appendix 7

**Hulking Corpse (death giants and fomorians) (2):** hp 232 each; see Appendix 7.

**Tactics:** The yagnoloth orders the mezzoloth to teleport near a group of spellcasters, trying to ferret out anyone with *anticipate teleport* spells active. The mezzoloths will not teleport at the exact same time to avoid both being caught in the effect of a spell. For melee, the yagnoloth prefers to make one big attack, then step back to let the hulking corpses provide a meat shield. He will ferociously attack any PC who pursues him, commanding the undead to flank for him. The yagnoloth will try to take out magic spells and magical transportation. If he is reduced to 25% of his hit points or fewer, or has reason to believe the PCs can kill him in a single round, he will try to escape rather than fight.

**Development:** The PCs have all the information they need to know that the Baron's estates are being attacked by the yugoloths' strongest forces.

## ENCOUNTER 4: BARON'S ESTATE

The Baron's estates have already been seized by the yugoloths when the PCs arrive. The main gate has been twisted and ripped asunder and there are powerful fiends slaughtering anyone who moves toward that opening. Soldiers fight from outside the walls, and corruptor of fate archers along the inner walls shoot at anyone who provides a target. Large flags/banners fly at the corners of the walls with a symbol that resembles the shield of Gran March, but has clearly been modified. There are also banners of the Knights Vigilant staked into the grounds, proclaiming this area as seized and under control of hostile forces. The courtyard is littered with the corpses of fallen members of the Baronial Pride. The PCs will have to fight their way past the outer guards to get into the manor proper.

If the PCs are having an easy time of it, there can be an additional wave. The yugoloths are really pressing the PCs here to occupy them while the leaders attempt to escape the Sinkhole with the solar and gate. They will taunt the PCs, telling them to stick around, that Master Vigilant Marax and Lord Raum will be done inside and out to instruct them very shortly. Marax and Raum are not actually inside the Baron's Manor, but they are planning to get here as soon as possible to confront the heroes of Shiboeth. Any PC teleporting inside the Baron's manor house will move directly to the combined force of Encounter 5 and Encounter 6 to face the yugoloth leaders while other tables contend with Encounter 4.

### APL 10 (EL12)

**Nycaloth flying cavalry** (1): hp 161 each; see Appendix 5.

**Mezzoloth pikeman** (2): hp 95 each; see Appendix 5.

**Mezzoloth archer** (2): hp 95 each; see Appendix 5.

### APL 12 (EL 14)

**Nycaloth flying cavalry** (2): hp 161 each; see Appendix 6.

**Mezzoloth pikeman** (2): hp 157 each; see Appendix 6.

**Mezzoloth archer** (2): hp 142 each; see Appendix 6.

### APL 14 (EL 16)

**Nycaloth flying cavalry** (1): hp 275 each; see Appendix 7.

**Mezzoloth pikeman** (2): hp 218 each; see Appendix 7.

**Mezzoloth archer** (4): hp 142 each; see Appendix 7.

**Tactics:** The mezzoloths are blocking the gates to begin the encounter. (DM Aid Map#2) The mezzoloth archers will fire at approaching targets, and mezzoloth pikemen will teleport near PCs who look like spellcasters to test their defenses. Any PC who is identified as having any form of *anticipate teleport* active will be targeted. A single fiend will test the teleport before others follow, and if a fiend is caught by the *anticipate teleport*, other fiends will generally rush to the location to prevent PCs from surrounding the unsuspecting teleporter. Nycaloths will attack any flying targets, looking to reduce the PCs' mobility. Any PC wearing obvious holy symbols of the deities mentioned previously will be preferred targets as well. Any yugoloth reduced to 25% of his hit points will flee.

**Development:** The PCs will have little opportunity for rest, as Encounter 5 will follow immediately.

## ENCOUNTER 5: CHILDREN OF THE SAKHUT

For this encounter, all high APL tables will move to a central table for a large-scale battle if it is feasible.

Before the last yugoloth falls, the doors to the Baron's manor fly outward, and a series of nightmarish fiends pour forward. Encounter 6 will trigger almost immediately after Encounter 5.

*As the yugoloths are falling, distant onlookers take a breath to cheer, and are interrupted by the sound of splintering wood. Fiendish nightmares lumber out of the Baron's manor house. You have encountered half-yugoloths before; human and half-orc soldiers, formerly in service to Gran March who have somehow been twisted into half-fiends. These are not humans. Before you stand towering monsters, their wings flex, their mandibles clack, and their clubs, greatswords and flails drip blood.*

**Giants. All of them.**

*They look at you with hatred and familiarity. Those who saved Shiboletth the last time it was invaded recognize some of these monsters. These giants invaded Shiboletth once before and tasted the blood of this city and its people. The fiendish giants charge you and growl a single, condemning word:*

*“Tyv!”*

PCs who played GRM5-IN5, *In the Eleventh Hour* will recognize these monsters as giants who invaded Shiboletth under the leadership of the fire giant, King Brodde.

#### **APL 10 (EL13)**

**Half-mezzoloth hill giant (3):** hp 162 each; see Appendix 5.

**Half-mezzoloth ogre Ftr1 (2):** hp 57 each; see Appendix 5.

#### **APL 12 (EL 15)**

**Half-mezzoloth fire giant (1):** hp 202 each; see Appendix 6.

**Half-mezzoloth hill giant (2):** hp 162 each; see Appendix 5.

**Half-mezzoloth ogre Ftr1 (2):** hp 57 each; see Appendix 5.

#### **APL 14 (EL 17)**

**Half-fiend fire giant EWM1:** hp 217 each; see Appendix 7.

**Half-mezzoloth fire giant (1):** hp 202 each; see Appendix 7.

**Half-nycaloth fire giant (2):** hp 187 each; see Appendix 7.

**Tactics:** The half-fiend giants will cleave through everything in the courtyard. The flying giants at APL 14 will target flying opponents. At other APLs, the monsters will move to put pressure on all PCs, rather than letting front line fighters block them in place. None of these giants will be able to specifically recall any PC from the invasion; they just want to kill all Tyv (humans, elves, dwarves, etc.).

**Development:** As the PC defeat these forces, PCs will be permitted to move between other tables if needed. DMs will indicate if other high APL groups are experiencing difficulty and the tables that finish quickly will be allowed to move to support other groups at other tables if the DMs feel it is appropriate.

## **ENCOUNTER 6: LORD RAUM & ABADDON**

If the interactive has sufficient participation to allow it, Encounter 6 will be run by bringing all high level APL tables to a single table. Groups should stay together, and DMs from each table will be counted on to track his players and account for their APL in regards to the challenges of Encounter 6.

As the PCs begin Encounter 5, the leaders emerge to watch the fight between the half-fiend giants and the PCs. They have observed the PCs in combat, and will be alert for their preferred attack methods and any defenses that might cause trouble.

*As the fiendish giants begin their assault, another noise breaks from inside the Baron’s Manor. The ground shakes as the already damaged front wall explodes outward. Four tons of twisted steel sunders the wall and cartwheels dangerously through the air. It shakes nearby buildings when it slams the ground at your feet like thunder. The great slab of metal looks like it was physically torn from the hinges of a vault.*

*A large daemonic troll with four arms and bat-wings stalks out of the building. His hands shift a huge black maul back and forth as his wings twitch with barely restrained power. His body is covered in hundreds of scorched scars, too numerous and hideous for even a war troll to have survived.*

*Behind him, a behemoth strides from the broken manor. Twenty feet tall, the green-skinned, four-armed, winged fiend carries a great axe that radiates evil nearly as potent as the fiend himself. He holds the unmoving corpse of an older human man in one of his claws. Accompanying him is another 20 foot tall fiend. This one is red-skinned with over-muscled arms and shoulders. His imposing antlers are decorated with desiccated corpses and skulls. He carries a huge greatsword that trails a river of blood in its wake. One of the corpses swaying from his antlers is fresh and wears the uniform of the Baron’s champion.*

*Also entering the courtyard is a fire giant with swirling silver eyes. He holds a large bastard sword in one hand and looks across*

***the gathered force of Shiboeth as if looking for someone. A four-armed fiend carrying a longspear and a flaming whip stomps out behind the others, his mandibles clacking excitedly. The five enormous warriors nearly dwarf a sixth who enters last. He is only human-sized, and dressed in ornate full plate armor. He wears the heraldry of the Knights Vigilant and is armed with a slender longsword. He approaches the battlefield with supreme confidence.***

***Flying in from behind the Baron's Manor is a winged beast that looks like a bear. Metal plates have been fused with the oversized animal. Wings and a pair of twisted horns betray its fiendish heritage.***

***Astride the flying beast are two figures. An ultroloth dressed in ornate full plate with the heraldry of the Knights Vigilant sits in the front of the saddle, and behind him is a human woman with long flowing red hair. Her eyes are swirling pools of silver. Master Vigilant Marax surveys the handiwork of his soldiers and nods in approval.***

Knowledge: The Planes will let PCs recognize a half-nycaloth war troll (Scarlis), a huge nycaloth commander (Lord Raum), a deathdrinker (Abaddon), a half-ultroloth fire giant (Baugi), a large mezzoloth (Tartaruchi), an ultroloth (Most Vigilant Azmograne), a half-fiend ironclad mauler mount, an ultroloth (Master Vigilant Marax) and a half-ultroloth human (Kaema Thuldir). Various knowledge checks DC5 or 10 can reveal that Raum is holding the dead body of Baron Doulanfon and the corpse swaying in Abaddon's antlers is indeed the champion of the Baron, Sir Sermious Aerasbonden, the Knight of Sorrows.

The leaders of the yugoloths will wait for the PCs to finish their fight with the half-fiend giants. They will observe the PCs and their abilities, even though they are already aware of most of the PCs' individual abilities. If any of the PCs move to fight the leaders at the same time as the giants from Encounter 5, the leaders will accommodate them, putting both encounters together.

If the PCs do not move to immediately attack the leaders, Master Vigilant Marax will motion his fellows to allow the PCs to recover while he pontificates.

If given the opportunity, he will do the following:

- He will indicate that he may have overestimated the resistance Shiboeth

would provide, and he might be convinced to send some of these monsters away if the PCs speak civilly.

- Derisively claim Shiboeth by Right of Conquest. This will evoke some knowing chuckles from his fellows, and he smiles at his own joke at Gran March.
- He will speak cordially to any PCs he recognizes from Athenaeum, calling them by name or title.
- He will introduce Lord Raum, who is staring at the PCs like a bull about to charge.
- He will introduce a few of the PCs to Lord Raum, indicating that Lord Raum has heard so much about the heroes of Gran March that he's looking forward to finally meeting them.
- He will ask if anyone remembers finding an iron flask...? (He is referencing an iron flask found in GRM7-06 *The Order of Underworld Travelers*). If a PC is foolish enough to acknowledge it, Marax will refer Abaddon to that PC.
- If a Knight(s) of the Watch speaks to him, when he is ready to leave, he will address the PC(s) directly, by name. He will inform them that as he considers it, Shiboeth is hardly worth having. He will decree that he passes possession of the city to the Knights of the Watch.

After no more than two minutes real time in conversation with the PCs, he will announce his departure. He prefers to leave the PCs wanting more rather than let them get tired of him. If the PCs were civil, he will also consider sending a couple of the other leaders away as well.

If combat seems imminent, he will telepathically signal the mezzoloth pikemen to teleport into the field of battle as he teleports away. The pikemen are tasked with teleporting near the PCs who have demonstrated that they use *anticipate teleport*. The remaining yugoloths and Abaddon will predict who can interrupt their teleports by what areas are missing pikemen.

If the DMs of the higher level tables determine that the high level PCs are not strong enough to challenge the assembled fiends, the head judge of the BI will selectively reduce the force of the NPCs.

If there are too many tables to create a single table of all PCs for the final battle, tables will consolidate into groups of two or three. DMs will choose two or three named NPCs to face the PCs in the final battle. In no event will Master Vigilant Marax elect to stay and fight.

If possible, Master Vigilant Marax will fly away. If he cannot make a slow, arrogant departure in that way, he will settle for frustrating PCs by teleporting away. See his stat block in Appendix 8 for his defenses against attack and spells.

If he flies away, he takes the half-fiend ironclad mauler with him. Otherwise, he teleports away and leaves the mount for Kaema Thuldir to use.

All of the named NPCs will flee if reduced to 25% or less of their hit points. Specific notes are provided for each named NPC.

Lord Raum – he is here to test himself against the most powerful heroes of Shiboeth. He will simply try to kill as many people as he can. He knows the abilities of most of the PCs, and will not fall for any tricks or ploys.

Kaema Thuldir – she will attempt to use her area of effect spells on large groups of PCs. If there is a single table, she will not focus on a single group, but will use her spells to hurt as many PCs as she can encompass. She will begin by casting meteor swarm on many spread-out targets.

Abaddon – He is in the employ of Marax, and will single out spellcasters to kill. He will avoid PCs with *anticipate teleport*, and will *air walk* toward the ones he cannot teleport next to. He is competing with Raum to see who can kill the most heroes.

Scarlis is searching for any PCs who played *GRM5-IN5, In the Eleventh Hour* at APL12. Any PC who played that APL participated in killing Scarlis, and he seeks revenge.

Most Vigilant Azmograne is an apprentice to Master Vigilant Marax, and is searching to prove himself in honorable combat. He will forgo this after one round of combat use any tactic available to win or escape.

Baugi is searching for any PCs who played *GRM5-IN5, In the Eleventh Hour* at APL10. Any PC who played that APL participated in killing Baugi, and he seeks revenge. If revenge cannot be easily gotten, he is looking for a way out of Shiboeth that does not involve the yugoloths. He

will abandon the fight early. If he is in a strong position, he will negotiate his departure using threats. If PCs are relentless, he will kill them all and then try to escape.

Tartaruchi lives to inflict pain and torment at Euryale's command. He lords over the mezzoloths, and knows more about Marax's and Euryale's plans than either suspect. If he is taken prisoner, this will be noted at the premiere.

## All APLs

**Master Vigilant Marax:** hp 252; see Appendix 8.

**Half-fiend ironclad mauler:** hp 250; see Appendix 8.

**Lord Raum:** hp 490; see Appendix 8.

**Kaema Thuldir:** hp 237; see Appendix 8.

**Most Vigilant Azmograne:** hp 241; see Appendix 8.

**Abaddon:** hp 418; see Appendix 8.

**Scarlis:** hp 233; see Appendix 8.

**Baugi:** hp 231; see Appendix 8.

**Tartaruchi:** hp 275; see Appendix 8.

**Master Kadramazz:** hp 187; see Appendix 8.

**Mezzoloth Pikeman (4):** see Appendix 5 (APL10), 6 (APL12) or 7 (APL 14)

Once they clear the way to enter the Baron's estates, they will quickly find Baron Doulanfon's dead body. He is under the effects of an extended *delay death*. His body will accept healing, and will require 50 points of healing within 5 rounds of finding his body to save the Baron. If PCs delay in the courtyard, the Baron dies.

**Developments** PCs should chase off the yugoloths. They will discover a lot of dead soldiers inside the Baron's Estate. Ideally, Kaema Thuldir will be captured or killed. It will become apparent that the yugoloths did not have sufficient forces in place to hold the estate, much less Shiboeth.

Low APL tables and high APL tables will be encouraged to get together and relate the events of what occurred in the two parts of Shiboeth.



## **CONCLUSION**

**APL 2 - 8**

### **CONCLUSION: HOSTAGES RESCUED**

*Your patience, bravery and teamwork saved the lives of more than a hundred women and children today. Those heroes who walked unarmed into the pit of fiends are praised and embraced by the surviving friends and family of the women and children. You recall the signal above the southeastern part of Shibolet and some of you collect yourselves and move to see what else might be required of you this very bloody and dangerous night.*

The PCs have earned a tremendous success. Word of their heroism will reach Baron Doulanfon's house and House Doulanfon will see to it that the heroes are rewarded for their remarkable achievement.

PCs have earned the Hostages Rescued favor on the AR. Any PCs who died in the Sinkhole might be eligible for Heralded Valor on the AR.

### **CONCLUSION: FAILURE**

For whatever reason, the voors and canoloths attacked the hostages. The senior DM will have to determine the severity of the failure. If the PCs rescue 90% of the hostages, they will earn a success, but PCs responsible for the failure might earn the Ire of Baron Doulanfon for their actions.

Some PCs might have earned the Hostages Rescued favor on the AR. Any PCs who died in the Sinkhole might be eligible for Heralded Valor on the AR.

**APL 10 - 14**

### **CONCLUSION: YUGOLOTHS ROUTED**

*You faced the forces of The Bleak Eternity tonight, and drove them from Shibolet. Their hope to steal the city died at your hands. There were severe losses, but once again, Shibolet stands defiant against those who would invade.*

*Word comes to you of activity in the southwestern part of the city. Perhaps your work this night is not yet done.*

PCs have earned the Favor of Baron Doulanfon.

### **CONCLUSION: FAILURE AT THE ESTATE**

*You were unable to dislodge the yugoloths from their position at the Baron's estate. All night, they seemed too well prepared and familiar with each of your skills. The fiends who held the estates were even better prepared, knowing many of you by name and ability. They taunted you from behind the walls of the estate until reinforcements arrived. When you stormed the estate a second time, with a Pride of cavalry to support you, you found the estates abandoned. The yugoloths left the ground they work so hard to claim, with no explanation.*

PCs who made it all the way to the Baron's Estates and faced the fiends in Encounter 5 or 6 have earned the Favor of Baron Doulanfon. House Doulanfon is grateful for the PCs fighting the fiends in the streets of Shibolet and saving citizens of the city. The Doulanfons recognize the courage needed to face these monsters that were able to overcome the Baron's defenses, and hold no ill will against PCs for failing against these odds.

### **CONCLUSION: PCS GOT SIDETRACKED AND DID NOT CONFRONT THE LEADERS AT THE ESTATE**

*Shibolet fell tonight. The leaders of the yugoloths invaded the estates of Baron Doulanfon and killed the Baron and his bodyguards. Many soldiers moved against the New Gran March, but for all their courage, they were killed by the powerful fiends. Dawn came and with it, reinforcements from Hookhill. An organized assault on Baron Doulanfon's Estates found stacks of dead bodies, but no yugoloths.*

There are no Favors awarded from the AR.

### **CONCLUSION: PCS TRIED TO ATTACK THE FIENDS IN THE SINKHOLE, AND HOSTAGES DIED.**

*Tragedy struck the citizens of Shibolet tonight. Where patience and composure was needed, some reacted instead with careless disregard for the lives of the innocent.*

The PCs who caused the fiends in the Sinkhole to attack the innocents will be reviled by the citizens of Shibolet. They have earned the Ire of Baron Doulanfon on the AR and do not receive any favors at the top of the AR.

## **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.

## **APLs 2 – 8**

### **Encounter 1**

Defeat a wave of undead and pursue the rest.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

### **Encounter 2**

Confront 1 wave of half-fiend soldiers and undead.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

### **Encounter 3**

Confront 1 wave of half-fiend soldiers.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

### **Encounter 5**

Confront 1 wave of half-fiend giants/goblins.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

### **Encounter 6**

Confront the voors and canoloths

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

### **Story Award**

Rescue the hostages.

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

## **Discretionary Roleplaying Award**

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

## **Total possible experience**

APL 2: 225 xp.

APL 4: 337 xp.

APL 6: 450 xp.

APL 8: 562 xp.

## **APLs 10 – 14**

### **Encounter 1**

Defeat a wave of undead and pursue the rest.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480xp.

### **Encounter 2**

Confront 1 wave of half-fiend soldiers.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

### **Encounter 3**

Save innocents and soldiers from yagnoloth and minions

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

### **Encounter 4**

Defeat yugoloth soldiers at Baron's Estate

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

### **Encounter 5**

Defeat half-fiend giants

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

### **Encounter 6**

Confront the yugoloth leaders

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

## **Story Award**

Rescue the Baron.

APL 10: 270 xp.

APL 12: 315 xp.

APL 14: 360 xp.

### Discretionary Roleplaying Award

APL 10: 270 xp.

APL 12: 315 xp.

APL 14: 360 xp.

### Total possible experience

APL 10: 675 xp.

APL 12: 787 xp.

APL 14: 900 xp.

## TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters

total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### Encounter 2:

APL 2 L: 26 gp, C: 0 gp, M: 192gp: +1 *longspear* (192 gp).

APL 4 L: 1 gp, C: 0 gp, M: 300gp: +1 *longspear* (192 gp), +1 *Chainmail* (108 GP).

APL 6 L: 1 gp, C: 0 gp, M: 634gp: +1 *longspear* (192 gp), +1 *Chainmail* (108 GP), +2 *ring of protection* (167 gp).

APL 8 L: 1 gp, C: 0 gp, M: 1,134 gp: +1 *longspear*, +1 *bane (human)* (692 gp), +2 *Chainmail* (275 GP), +2 *ring of protection* (167 gp).

APL 10 L: 5 gp, C: 0 gp, M: 1,252 gp: +1 *longspear* x2 (384 gp), +1 *lance* (193 GP), +1 *composite longbow* (+3 str) x2 (450).

APL 12 L: 3 gp, C: 0 gp, M: 2,003 gp: +1 *longspear* x2 (384 gp), +1 *lance* x2 (386 gp), +1 *composite longbow* (+3 str) x4 (900 gp), +2 *amulet of natural armor* x2 (333 gp).

APL 14 L: 3 gp, C: 0 gp, M: 2,587 gp: +1 *longspear* x2 (384 gp), +1 *lance* x3 (578 gp), +1 *composite longbow* (+3 str) x5 (1,125 gp), +2 *amulet of natural armor* x3 (500 gp).

### Encounter 3:

APL 2 L: 51 gp, C: 0 gp, M: 0 gp:

APL 4 L: 53 gp, C: 0 gp, M: 217 gp, +1 *chainmail* x2 (217 gp):

APL 6 L: 53 gp, C: 0 gp, M: 1,051 gp, +1 *chainmail* x2 (217 gp), +1 *longspear* x2 (384 gp), +1 *composite longbow* (+3 str) (450).

APL 8 L: 55 gp, C: 0 gp, M: 1,884 gp, +2 *chainmail* x2 (717 gp), +1 *longspear* x2 (384 gp), +1 *composite longbow* (+3 str) x2 (450), +1 *ring of protection* x2 (333 gp).

APL 10 L: 3 gp, C: 0 gp, M: 2,251 gp, +3 *cloak of resistance* (750 gp), +1 *longspear* x2 (384 gp), +1 *composite longbow* (+3 str) x2 (450), +2 *ring of protection* (667 gp).

APL 12 L: 3 gp, C: 0 gp, M: 3,084 gp, +3 *cloak of resistance* (750 gp), +1 *longspear* x2 (384 gp), +1 *composite longbow* (+3 str) x2 (450), +3 *ring of protection* (1,500 gp).

APL 14 L: 3 gp, C: 0 gp, M: 4,538 gp, +3 *cloak of resistance* (750 gp), +1 *longspear* x2 (384 gp), +1 *composite longbow* (+3 str) x2 (466), +3 *ring of protection* (1,500 gp), +3 *chain shirt* (771 gp), *gauntlets of ogre power* x2 (666 gp).

#### Encounter 4:

APL 10 L: 32 gp, C: 0 gp, M: 2,894 gp, +2 *greataxe* (277 gp), +1 *longspear* x2 (384 gp), +1 *composite longbow* (+3 str) x4 (900 gp), +2 *ring of protection* (667 gp), *gloves of dexterity* +2 x2 (666 gp).

APL 12 L: 58 gp, C: 0 gp, M: 4,521 gp, +2 *greataxe* x2 (553 gp), +1 *longspear* x2 (384 gp), +1 *composite longbow* (+3 str) x2 (450 gp), +2 *ring of protection* x2 (1,333 gp), *gloves of dexterity* +2 x2 (666 gp) +1 *composite longbow* (+4 str) x2 (466 gp), *gauntlets of ogre power* x2 (667 gp),

APL 14 L: 58 gp, C: 0 gp, M: 7,737 gp, +2 *greataxe* (277 gp), +3 *ring of protection* (1,500 gp), *belt of giant strength* +4 (1,333 gp), +1 *longspear* x4 (768 gp), +1 *composite longbow* (+3 str) x2 (450 gp), *gloves of dexterity* +2 x2 (666 gp) +1 *composite longbow* (+4 str) x2 (533 gp), *gauntlets of ogre power* x2 (667 gp), +3 *chain shirt* x2 (1,542 gp),

#### Encounter 5:

APL 2 L: 8 gp, C: 0 gp, M: 771 gp: +1 *longsword* x2 (386 gp), +1 *warhammer* x2 (385 gp).

APL 4 L: 8 gp, C: 0 gp, M: 916 gp: +1 *greatclub* x2 (385 gp), +1 *half-plate armor* (146 gp), +1 *longsword* (193 gp), +1 *warhammer* (193 gp).

APL 6 L: 202 gp, C: 0 gp, M: 718 gp: +1 *greatclub* x2 (385 gp), *headband of intellect* +2 (333 gp)

APL 8 L: 202 gp, C: 0 gp, M: 1,341 gp: +1 *greatclub* x3 (578 gp), *headband of intellect* +2 (333 gp), +2 *rhino hide armor* (430 gp).

APL 10 L: 100 gp, C: 0 gp, M: 2,504 gp: +1 *greatclub* x5 (963 gp), +2 *rhino hide armor* x3 (1,291 gp), +1 *cloak of resistance* x3 (250 gp).

APL 12 L: 50 gp, C: 0 gp, M: 3,442 gp: +1 *greatclub* x2 (386 gp), +2 *rhino hide armor* x2 (860 gp), +1 *cloak of resistance* x2 (167 gp),

+1 *flaming greatsword* (696 gp), *belt of giant strength* +4 (1,333 gp).

APL 14 L: 150 gp, C: 0 gp, M: 10,031 gp: +2 *bastard sword* (695 gp), +1 *bastard sword* (195 gp), +3 *cloak of resistance* x2 (1,500 gp), +1 *flaming greatsword* x3 (2,088 gp), *belt of giant strength* +4 x3 (4,000 gp), +3 *full plate armor* (888 gp), +2 *ring of protection* (667 gp).

#### Encounter 5:

APL 10 – 14: Varies

#### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 86 gp, C: 0 gp, M: 963 gp – Total: 1,049 gp (225 gp).

APL 4: L: 62 gp, C: 0 gp, M: 1,434 gp – Total: 1,496 gp (325 gp).

APL 6: L: 256 gp, C: 0 gp, M: 2,403 gp – Total: 2,659 gp (450 gp).

APL 8: L: 258 gp, C: 0 gp, M: 4,359 gp – Total: 4,617 gp (650 gp).

APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (1,150 gp).

APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (1,650 gp).

APL 14: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

**Tremendous Bravery** (Only available to PCs who played this interactive at APLs 2-8) This PC entered a hive of voors and canoloths unarmed to save innocent citizens of Shibolet. This deed has set the PC above his peers in the eyes of the common folk of Gran March. This PC receives a +1 circumstance bonus to his Leadership score. PCs who are members of the Knights of the Watch who performed this deed receive 1 additional point toward promotion. Squires may count this point after they have been promoted to Vigil.

A PC who entered the Sinkhole unarmed to save hostages and died bravely while fighting opponents that were a combined EL of 4 or more

above his character level is eligible to receive the following reward:

**Brave Sacrifice** (Only available to PCs who played this interactive at APLs 2-8) While facing down a nest of yugoloths to save innocent hostages, this PC bravely died fighting fiends that were clearly beyond his ability to defeat. This deed inspired those present and word has reached the Doulanfon family of the PCs valor. The PC has been named a Hero of Shibolet. The PC has also been offered a position in House Doulanfon. If the PC accepts, he is now considered a minor noble of Gran March. The PC receives a +5 bonus to all social interactions and skill checks when dealing with citizens of Shibolet. If the PC has any previous Disfavor with Baron Doulanfon, this Favor negates the previous Disfavor.

A PC who provoked the yugoloths into killing hostages at the Sinkhole has earned the following:

**Ire of Baron Doulanfon:** This PC provoked a nest of daemons while they held innocent citizens of Shibolet hostage. Such reckless disregard for innocent lives has earned the undying enmity of House Doulanfon. The PC earns no gold piece rewards or item access from this AR. Baron Doulanfon will never contact the PC to assist in any scenario. If more than 2 hostages were killed as a result of this PC's action, the PC can never earn the Favor of Baron Doulanfon. This is an exception to favors that allow the Ire of Baron Doulanfon to be negated.

**Hero of Shibolet:** (Only available to PCs who played this interactive at APLs 10-14). This PC drove the invading army of The New Gran March out of Baron Doulanfon's estates, reclaiming the city. The PC receives a +5 bonus to all social interactions and skill checks when dealing with citizens of Shibolet. If the PC has any previous Disfavor with Baron Doulanfon, this Favor negates the previous Disfavor.

**Favor of Baron Doulanfon:** This PC has earned the favor of Baron Doulanfon. This Favor cancels any previous Ire of Baron Doulanfon the PC might have from a previous AR. PCs without the Ire of Baron Doulanfon can use this favor to purchase the following weapon upgrades at 90% of standard cost: *holy*, *axiomatic*, *ghost touch*, *magebane*. This favor can be used independently or combined with unused Favors of Baron Doulanfon from other ARs. If the PC combines 2 favors, the Baron makes the weapon upgrades listed above available at 75% of standard cost.

**The Sword of the March:** This PC has earned the Sword of the March military honor. This is available only to active duty Gran March army PCs.

**Favor of a Besieged City:** The merchants of Shibolet seek to reward the tremendous deed of the heroic PCs. All items listed in the Item Access on this AR can be purchased at 75% of standard cost with access: regional.

#### Item Access

APL 2:

- *Fiendslayer Crystal, Least* (Frequency; Regional, 1000 gp, MIC p. 65)

APL 4:

- *Ring of Communication* (Frequency; Regional, 2000gp, MIC p. 122)

APL 6:

- *Fiendslayer Crystal, Lesser* (Frequency; Regional, 3000gp, MIC p. 65)

APL 8:

- *Fiendslayer Crystal, Greater* (Frequency; Regional, 5000gp, MIC p. 65)

APL 10:

- *Banner of the Storm's Eye* (Frequency; Regional, 15000gp, MIC p. 151)

APL 12:

- *Horn of Plenty* (Frequency; Regional, 12000gp, MIC p. 162)

APL 14:

- *Magic Siphon* (Frequency; Regional, 25000gp, MIC p. 164)

## APPENDIX 1 – APL 2

### ENCOUNTER 1 & 2

#### GHOUL CR 1

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft. Listen +2, Spot +7

**Languages** Flan

**AC** 14, touch 12, flat-footed 12  
(+2 Dex, +2 natural)

**hp** 13 (2 HD)

**Resist** turn resistance +2

**Fort** +0, **Ref** +2, **Will** +5

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

**Melee** bite +2 (1d6+1 plus paralysis) and 2 claws +0  
(1d3 plus paralysis)

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

**Base Atk** +1; **Grp** +2

**Special Actions** Ghoul fever, paralysis

**Abilities** Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 12

**SQ** undead traits

**Feats** Multiattack

**Skills** Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

**Ghoul Fever (Su):** Disease - bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoulish, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoulish.

**Paralysis (Ex):** Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

### ENCOUNTER 2

#### CORPORAL CR 2

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

NE Medium outsider (evil, extraplanar, yugoloth)

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

**Languages** Common, Orcish

**AC** 19, touch 12, flat-footed 17  
(+2 Dex, +5 chainmail, +2 natural)

**hp** 14 (1 HD)

**Immune** Poison

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

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

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

**Melee** +1 longspear +7 (1d8+8) and claw +1 (1d4+2) or short sword +6 (1d6+5) and claw +1 (1d4+2) or 2 claws +6 (1d4+5)

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

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

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

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

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

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

**Feats** Combat Reflexes, Power Attack

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

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

**Description** This Corporal once served in the 3<sup>rd</sup> Battle stationed in Shiboeth. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch.

#### DEATH DOG

CR 2

NE Medium Magical Beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent: Listen +6, Spot +4

**Languages** none

**AC** 15, touch 12, flat-footed 13  
(+2 Dex, +3 natural)

**hp** 15 (2 HD)

**Fort** +5, **Ref** +5, **Will** +1

**Speed** 50 ft. (10 squares)

**Melee** 2 bites +5 (1d6+2)

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

**Base Atk** +2; **Grp** +4

**Special Actions** Disease, trip

**Abilities** Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 7

**Feats** Weapon Focus (bite)

**Skills** Hide +3, Listen +6, Move Silently +4, Spot +5

**Disease (Ex)** Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage.

**Trip (Ex)** A death dog that hits with a bite attack can attempt to trip its opponent 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 death dog.

**Scent (Ex)** A death dog can detect approaching enemies, sniff out hidden foes, and attack by sense of smell.

## ENCOUNTER 3

### SOLDIER CR 2

Male Half-fiend (human/mezzoloth) Ftr 1

NE Medium outsider (evil, extraplanar, yugoloth)

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

**Languages** Common

**AC** 19, touch 12, flat-footed 17  
(+2 Dex, +5 chainmail, +2 natural)

**hp** 14 (1 HD)

**Immune** Poison

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

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

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

**Melee** longspear +6 (1d8+6) and claw +0 (1d4+2) or short sword +5 (1d6+4) and claw +0 (1d4+2) or 2 claws +5 (1d4+4)

**Ranged** dagger +3 (1d4+4)

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

**Base Atk** +1; **Grp** +5

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

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

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

**Feats** Cleave, Combat Reflexes, Power Attack

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

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

**Description** This soldier once served in the 3<sup>rd</sup> Battle stationed in Shiboeth. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marx. He is very eager to kill humans and those associated with the Knights of the Watch.

## ENCOUNTER 5

### HALF-NYCALOTH HOBGOBLIN WAR 2 CR 3

LE Large Outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** darkvision 60 ft., Listen +3, Spot +3

**Languages** Goblin, Common

**AC** 19, touch 11, flat-footed 17  
(-1 size, +2 Dex, +4 chain shirt, +4 natural)

**hp** 23 (2 HD); **DR** 5/good

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 12

**Fort** +10, **Ref** +2, **Will** -1

**Speed** 40 ft. (8 squares); fly 60 ft. (good) (12 squares)

**Melee** Longsword (or hammer) +8 (2d6+7) and claw +2 (1d6+3 plus bleeding wounds) or 2 claws +7 (1d6+6 plus bleeding wounds)

**Ranged** Javelin +3 (1d8+6)

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

**Base Atk** +2; **Grp** +12

**Atk Options** spell-like abilities, smite good (+2)

**Spell-Like Abilities** (CL 2nd): 3/day

*darkness*

**Abilities** Str 23, Dex 15, Con 24, Int 12, Wis 9, Cha 12

**Feats** Alertness

**Skills** Hide +7, Listen +3, Listen +3, Spot +3

**Possessions** +1 *longsword*, +1 *hammer*, chain shirt, 5 javelins

**Description** An oversized hobgoblin with dominating canine features. While most half-yugoloths look like the base creature with twisted daemonic features, this poor beast looks like a mal-formed nycaloth. Enormous bat wings propel this daemonic goblin across the battle field with speed and agility. He carries a longsword in one hand, a hammer in another, and uses one of his free claws to flail viciously outward. While he cannot attack with both sword and hammer in the same round, he alternates between the two, cutting and bashing his opponents/. He does receive one natural secondary claw attack each round. He despises Tyv, and wants to chop down all human-kind.

## ENCOUNTER 6

### CANOLOTH (INJURED) CR 4

NE medium outsider (evil, extraplanar, yugoloth)

**Init** +4; **Senses** Blindsight 40 ft.; Listen +12, Spot +12

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

**AC** 18, touch 10, flat-footed 18  
(+8 natural)

**hp** 51 (currently 21) (6 HD); **DR** 5/good

**Immune** visual effects, gaze attacks, sight-based illusions, poison, acid.

**Resist** cold 10, electricity 10, fire 10; **SR** 18

**Fort** +9, **Ref** +5, **Will** +8

**Speed** 50 ft. (10 squares)

**Melee** tongue +11 (1d4+4 plus paralysis) and bite +8 (2d6+2)

**Space** 5 ft.; **Reach** 5 ft. (20 ft. with tongue)

**Base Atk** +6; **Grp** +10

**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 5th):

*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

**Abilities** Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12

**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

**Skills** Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of large 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.

**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 is Constitution-based.

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**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

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**Description**

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## APPENDIX 2 – APL 4

### ENCOUNTER 1 & 2

#### GHoul CR 1

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft. Listen +2, Spot +7

**Languages** Flan

**AC** 14, touch 12, flat-footed 12  
(+2 Dex, +2 natural)

**hp** 13 (2 HD)

**Resist** turn resistance +2

**Fort** +0, **Ref** +2, **Will** +5

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

**Melee** bite +2 (1d6+1 plus paralysis) and 2 claws +0  
(1d3 plus paralysis)

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

**Base Atk** +1; **Grp** +2

**Special Actions** Ghoul fever, paralysis

**Abilities** Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 12

**SQ** undead traits

**Feats** Multiattack

**Skills** Balance +6, Climb +5, Hide +6, Jump +5, Move  
Silently +6, Spot +7

**Ghoul Fever (Su):** Disease - bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoulishs, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoulish.

**Paralysis (Ex):** Those hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

### ENCOUNTER 2

#### CORPORAL CR 4

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

NE Medium outsider (evil, extraplanar, yugoloth)

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

**Languages** Common, Orcish

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

**hp** 28 (3 HD)

**Immune** Poison

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

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

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

**Melee** longspear +10 (1d8+8) and claw +3 (1d4+2) or short sword +9 (1d6+5) and claw +3 (1d4+2) or 2 claws +8 (1d4+5)

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

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

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

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

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

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

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

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

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

**Description** This Corporal once served in the 3<sup>rd</sup> Battle stationed in Shiboeth. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch.

#### DEATH DOG CR 2

NE Medium Magical Beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent: Listen +6, Spot +4

**Languages** none

**AC** 15, touch 12, flat-footed 13  
(+2 Dex, +3 natural)

**hp** 15 (2 HD)

**Fort** +5, **Ref** +5, **Will** +1

**Speed** 50 ft. (10 squares)

**Melee** 2 bites +5 (1d6+2)

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

**Base Atk** +2; **Grp** +4

**Special Actions** Disease, trip

**Abilities** Str 14, Dex 15, Con 14, Int 4, Wis 13, Cha 7

**Feats** Weapon Focus (bite)

**Skills** Hide +3, Listen +6, Move Silently +4, Spot +5

**Disease (Ex)** Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage.

**Trip (Ex)** A death dog that hits with a bite attack can attempt to trip its opponent 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 death dog.

**Scent (Ex)** A death dog can detect approaching enemies, sniff out hidden foes, and attack by sense of smell.

## ENCOUNTER 3

### HALF-MEZZOLOTH SOLDIER CR 4

Male Half-fiend (human/mezzoloth) Ftr 3  
NE Medium outsider (evil, extraplanar, yugoloth)  
**Init** +2; **Senses** Listen, Spot

**Languages** Common

**AC** 20, touch 12, flat-footed 18  
(+2 Dex, +6 +1 chainmail, +2 natural)  
**hp** 28 (3 HD)

**Immune** Poison

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

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

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

**Melee** longspear +10 (1d8+7) and claw +3 (1d4+2) or short sword +9 (1d6+5) and claw +3 (1d4+2) or 2 claws +8 (1d4+5)

**Ranged** dagger +5 (1d4+4)

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

**Base Atk** +3; **Grp** +7

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

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

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

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

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

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

**Description** This soldier once served in the 3<sup>rd</sup> Battle stationed in Shibolet. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch.

## ENCOUNTER 5

### RAGLANAR CR 5

Male half-fiend ogre (mezzoloth/ogre) Ftr1  
CE Large Outsider (evil, extraplanar, yugoloth)  
**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent, Listen +2, Spot +2

**Languages** Giant

**AC** 24, touch 9, flat-footed 24 (-1 size, +8 half-plate armor, +7 natural)

**hp** 57 (5 HD); **DR** 5/good

**Immune** poison

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

**Fort** +12, **Ref** +1, **Will** +1

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8 squares)

**Melee** Greatclub +13 (2d8+13) or 2 claws +11 (1d6+8)

**Ranged** Javelin +3 (1d8+8)

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

**Base Atk** +4; **Grp** +16

**Atk Options** Power Attack, spell-like abilities, smite good (+5)

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

**Abilities** Str 27, Dex 10, Con 23, Int 4, Wis 10, Cha 9

**Feats** Toughness, Weapon Focus (greatclub), Power Attack

**Skills** Climb +8, Listen +2, Spot +2

**Possessions** +1 *greatclub*, +1 *half-plate armor*, 5 javelins

**Description** Raglanar is a slathering monstrosity, no longer giant, not completely mezzoloth. His heavy, blunt features are further twisted by heavy mandibles, multi-faceted eyes and random patches of dull, blackened carapace. His dull wits have been further eroded by his *improvement*, and now he functions at barely above animal intelligence. What little glimmer of intellect remains remembers only that he hates Tyv and all of their kind. They hurt him badly, cheering as he died. He will kill them all, furiously and bloodily

### HALF-NYCALOTH OGRE CR 4

CE Large Outsider (evil, extraplanar, yugoloth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent, Listen +3, Spot +3

**Languages** Giant

**AC** 19, touch 10, flat-footed 18  
(-1 size, +1 Dex, +9 natural)

**hp** 29 (4 HD); **DR** 5/good

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 14

**Fort** +9, **Ref** +2, **Will** +1

**Speed** 40 ft. (8 squares); fly 60 ft.(good) (12 squares)

**Melee** Greatclub +10 (2d8+10) and claw +3 (1d6+3 plus bleeding wounds) or 2 claws +8 (1d6+6 plus bleeding wounds)

**Ranged** Javelin +3 (1d8+6)

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

**Base Atk** +3; **Grp** +13

**Atk Options** spell-like abilities, smite good (+4)

**Spell-Like Abilities** (CL 4th): *3/day*  
*darkness*, *deeper darkness*

**Abilities** Str 23, Dex 12, Con 21, Int 8, Wis 10, Cha 11

**Feats** Toughness, Weapon Focus (greatclub)

**Skills** Climb +7, Listen +3, Spot +3

**Possessions** +1 *greatclub*, 5 javelins

**Description** A tall, lean ogre with numerous scars and burns across his face and body. Enormous bat wings propel this daemonic giant across the battle field with surprising speed and agility. He swings a bloodied club in two hands and flails viciously outward with one of his two additional clawed hands. He despises Tyv, and want to feel their bones crack between his teeth.

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**HALF-NYCALOTH HOBGOBLIN WAR 2 CR 3**

LE Large Outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** darkvision 60 ft., Listen +3, Spot +3

**Languages** Goblin, Common

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**AC** 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +4 chain shirt, +4 natural)

**hp** 23 (2 HD); **DR** 5/good

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 12

**Fort** +10, **Ref** +2, **Will** -1

---

**Speed** 40 ft. (8 squares); fly 60 ft. (good) (12 squares)

**Melee** +1 Longsword (or +1 hammer) +8 (2d6+7) and claw +2 (1d6+3 plus bleeding wounds) or 2 claws +7 (1d6+6 plus bleeding wounds)

**Ranged** Javelin +3 (1d8+6)

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

**Base Atk** +2; **Grp** +12

**Atk Options** spell-like abilities, smite good (+2)

**Spell-Like Abilities** (CL 2nd): *3/day*  
*darkness*

---

**Abilities** Str 23, Dex 15, Con 24, Int 12, Wis 9, Cha 12

**Feats** Alertness

**Skills** Hide +7, Listen +3, Listen +3, Spot +3

**Possessions** +1 *longsword*, +1 *hammer*, chain shirt, 5 javelins

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**Description** An oversized hobgoblin with dominating canine features. While most half-yugoloths look like the base creature with twisted daemonic features, this poor beast looks like a mal-formed nycaloth. Enormous bat wings propel this daemonic goblin across the battle field with speed and agility. He carries a longsword in one hand, a hammer in another, and uses one of his free claws to flail viciously outward. While he cannot attack with both sword and hammer in the same round, he alternates between the two, cutting and bashing his opponents/. He does receive one natural secondary claw attack each round. He despises Tyv, and wants to chop down all human-kind.

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## ENCOUNTER 6

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**CANOLOTH (INJURED) CR 4**

NE medium outsider (evil, extraplanar, yugoloth)

**Init** +4; **Senses** Blindsight 40 ft.; Listen +12, Spot +12

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

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**AC** 18, touch 10, flat-footed 18

(+8 natural)

**hp** 51 (currently 21) (6 HD); **DR** 5/good

**Immune** visual effects, gaze attacks, sight-base illusions, poison, acid.

**Resist** cold 10, electricity 10, fire 10; **SR** 18

**Fort** +9, **Ref** +5, **Will** +8

---

**Speed** 50 ft. (10 squares)

**Melee** tongue +11 (1d4+4 plus paralysis) and bite +8 (2d6+2)

**Space** 5 ft.; **Reach** 5 ft. (20 ft. with tongue)

---

**Base Atk** +6; **Grp** +10

**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 5th):

*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

---

**Abilities** Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12

**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

**Skills** Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12

---

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed an opponent of large 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.

**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 is Constitution-based.

**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

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### Description

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### Voor

### CR 4

NE Large Evil Outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** Blind, Blindsight 120 ft., Listen +11

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

---

**AC** 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

**hp** 37 (currently 27) (5 HD) ; **DR** 5/good

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

**Resist** Cold 10, electricity 10; **SR** 15

**Fort** +7, **Ref** +6, **Will** +3

---

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

**Melee** 4 piercing tentacles +10 each (1d6+6) and 2 claws +8 each (1d6+3)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

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

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

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

**SQ** Scentless, yugoloth traits

**Feats** Combat Reflexes, Multiattack

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

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**Rend (Ex)** A voor that hits with both claw attacks latches onto the opponent's body and tears the flesh.

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This attack automatically deals an extra 2d6+9 points of damage.

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

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

**Source** MM IV pg 193.

## APPENDIX 3 – APL 6

### ENCOUNTER 1 & 2

#### GHAST (ADVANCED) CR 4

CE Medium undead

**Init** +3; **Senses** darkvision 60 ft. Listen +2, Spot +12

**Languages** Flan

**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

**hp** 63 (8 HD)

**Resist** turn resistance +2

**Fort** +2, **Ref** +5, **Will** +8

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

**Melee** bite +8 (1d8+4 plus paralysis) and 2 claws +6 (1d4+2 plus paralysis)

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

**Base Atk** +4; **Grp** +8

**Special Actions** Ghoul fever, paralysis, stench

**Abilities** Str 18, Dex 17, Con --, Int 13, Wis 14, Cha 16

**SQ** undead traits

**Feats** Improved Toughness, Multiattack, Toughness

**Skills** Balance +8, Climb +14, Hide +14, Jump +12, Move Silently +14, Spot +12

**Ghoul Fever (Su):** Disease - bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoulishs, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghoulish, not a ghoulish.

**Paralysis (Ex):** Those hit by a ghoulish's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghoulish's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

#### CORPORAL CR 6

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

NE Medium outsider (evil, extraplanar, yugoloth)

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

**Languages** Common, Orcish

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

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

**hp** 47 (5 HD)

**Immune** Poison

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

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

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

**Melee** longspear +13 (1d8+12) and claw +6 (1d4+3) or short sword +13 (1d6+6) and claw +6 (1d4+3) or 2 claws +11 (1d4+6)

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

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

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

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

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

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

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

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

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

**Description** This Corporal once served in the 3<sup>rd</sup> Battle stationed in Shibolet. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch.

#### DEATH DOG CR 3

NE Large Magical Beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent: Listen +8, Spot +6

**Languages** none

**AC** 16, touch 11, flat-footed 14

(-1 size, +2 Dex, +5 natural)

**hp** 38 (4 HD)

**Fort** +8, **Ref** +8, **Will** +2

**Speed** 50 ft. (10 squares)

**Melee** 2 bites +10 (1d8+6)

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

**Base Atk** +4; **Grp** +14

**Special Actions** Disease, trip

**Abilities** Str 22, Dex 14, Con 18, Int 4, Wis 13, Cha 7

**Feats** Weapon Focus (bite)

**Skills** Hide +0, Listen +8, Move Silently +5, Spot +6

**Disease (Ex)** Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage.

**Trip (Ex)** A death dog that hits with a bite attack can attempt to trip its opponent 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 death dog.

**Scent (Ex)** A death dog can detect approaching enemies, sniff out hidden foes, and attack by sense of smell.

### ENCOUNTER 3

#### MEZZOLOTH PIKEMAN CR 6

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +13, Spot +13

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

**AC** 19, touch 11, flat-footed 18  
(+1 Dex, +8 natural)

**hp** 95 (10 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +12, **Ref** +8, **Will** +7

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

**Melee** +1 longspear +15/+10 (1d8+5/19-20 x3) or 2 claws +13 (1d4+3)

**Ranged** longbow +12/+7 (1d8+4/x3)

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

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

*† Already cast*

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** +1 longspear, +1 composite longbow (+3 STR), heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a

longspear in two of its claws, and a longbow in the other two.

MMII page 201.

#### HALF-MEZZOLOTH SOLDIER CR 4

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

NE Medium outsider (evil, extraplanar, yugoloth)

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

**Languages** Common, Orcish

**AC** 20, touch 12, flat-footed 18

(+2 Dex, +6 +1 chainmail, +2 natural)

**hp** 28 (3 HD)

**Immune** Poison

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

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

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

**Melee** longspear +10 (1d8+7) and claw +3 (1d4+2) or short sword +9 (1d6+5) and claw +3 (1d4+2) or 2 claws +8 (1d4+5)

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

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

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

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

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

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

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

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

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

**Description** This soldier once served in the 3<sup>rd</sup> Battle stationed in Shiboeth. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch.

### ENCOUNTER 5

#### VITHAR CR 7

Male half-fiend skullcrusher ogre

(mezzoloth/skullcrusher ogre)

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent, Listen +0, Spot +0

**Languages** Common, Giant

**AC** 24, touch 10, flat-footed 23

(-1 size, +1 dex, +8 spiked full plate, +2 spiked heavy shield, +4 natural)

**hp** 92 (8 HD); **DR** 5/good

**Immune** poison

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

**Fort +13, Ref +3, Will +2**

**Speed** 30 ft. (spiked full plate armor), base 40 ft. (8 squares)

**Melee** Morningstar +17/+12 (2d6+10) or Morningstar +13/+8 (2d6+10) and shield spike +11 (1d8+5) and claw +10 (1d6+5) or 2 claws +15 (1d6+10)

**Ranged** Rock +6 (2d6+10)

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

**Base Atk** +6; **Grp** +24

**Atk Options** Power Attack, spell-like abilities

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

**Abilities** Str 31, Dex 13, Con 25, Int 10, Wis 10, Cha 11

**Feats** Improved Grapple, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting, Weapon Focus (Morningstar).

**Skills** Climb +5, Craft (armorsmithing or weaponsmithing) +4, Handle Animal +4, Intimidate +2, Knowledge (architecture and engineering) +4, Ride +8, Search -1 (+1 secret doors).

**Possessions** Masterwork morningstar, spiked full plate armor, spiked heavy shield, rocks, *headband of intellect* +2

**Description** A skullcrusher ogre with an extra set of insectoid arms, Vithar's once proud bearing has degenerated into sloth and self-loathing. He despises himself for his failure during the assault on Shibolet and feels that this daemonic transformation is his eternal punishment. He hopes to redeem himself by killing everything that lives in Gran March. His yugoloth masters have done nothing to correct his perception. His greatly enhanced strength came at the cost of his intelligence, which he acutely regrets. He killed another half-fiend to take its Headband of Intellect, and it is now his most valued possession. Anyone tampering with it or trying to remove it will become the subject of his focused rage.

#### HALF-MEZZOLOTH OGRE FTR 1 CR 5

CE Large Outsider (evil, extraplanar, yugoloth)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent, Listen +2, Spot +2

**Languages** Giant

**AC** 23, touch 9, flat-footed 22 (-1 size, +7 half-plate armor, +7 natural)

**hp** 57 (5 HD); **DR** 5/good

**Immune** poison

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

**Fort** +12, **Ref** +1, **Will** +1

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8 squares)

**Melee** Greatclub +13 (2d8+13) or 2 claws +11 (1d6+8)

**Ranged** Javelin +3 (1d8+8)

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

**Base Atk** +4; **Grp** +16

**Atk Options** Power Attack, spell-like abilities, smite good (+5)

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

**Abilities** Str 27, Dex 10, Con 23, Int 4, Wis 10, Cha 9

**Feats** Toughness, Weapon Focus (greatclub), Power Attack

**Skills** Climb +8, Listen +2, Spot +2

**Possessions** +1 *greatclub*, half-plate armor, 5 javelins

**Description** This giant's heavy, blunt features are further twisted by heavy mandibles, multi-faceted eyes and random patches of dull, blackened carapace. His dull wits have been further eroded by his *improvement*, and now he functions at barely above animal intelligence. What little glimmer of intellect remains remembers only that he hates Tyv and all of their kind. They hurt him badly, cheering as he died. He will kill them all, furiously and bloodily.

#### HALF-NYCALOTH OGRE

CR 4

CE Large Outsider (evil, extraplanar, yugoloth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent, Listen +3, Spot +3

**Languages** Giant

**AC** 19, touch 10, flat-footed 18

(-1 size, +1 Dex, +9 natural)

**hp** 29 (4 HD); **DR** 5/good

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 14

**Fort** +9, **Ref** +2, **Will** +1

**Speed** 40 ft. (8 squares); fly 60 ft. (good) (12 squares)

**Melee** +1 Greatclub +10 (2d8+10) and claw +3 (1d6+3 plus bleeding wounds) or 2 claws +8 (1d6+6 plus bleeding wounds)

**Ranged** Javelin +3 (1d8+6)

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

**Base Atk** +3; **Grp** +13

**Atk Options** spell-like abilities, smite good (+4)

**Spell-Like Abilities** (CL 4th): 3/day

*darkness*, *deeper darkness*

**Abilities** Str 23, Dex 12, Con 21, Int 8, Wis 10, Cha 11

**Feats** Toughness, Weapon Focus (greatclub)

**Skills** Climb +7, Listen +3, Spot +3

**Possessions** +1 *greatclub*, 5 javelins

**Description** A tall, lean ogre with numerous scars and burns across his face and body. Enormous bat wings propel this daemonic giant across the battle field with surprising speed and agility. He swings a bloodied club in two hands and flails viciously outward with one of his two additional clawed hands. He despises Tyv, and want to feel their bones crack between his teeth.

## ENCOUNTER 6

#### CANOLOTH

CR 5

NE medium outsider (evil, extraplanar, yugoloth)

**Init** +4; **Senses** Blindsight 40 ft.; Listen +12, Spot +12

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

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**AC** 18, touch 10, flat-footed 18  
(+8 natural)

**hp** 51 (6 HD); **DR** 5/good

**Immune** visual effects, gaze attacks, sight-based illusions, poison, acid.

**Resist** cold 10, electricity 10, fire 10; **SR** 18

**Fort** +9, **Ref** +5, **Will** +8

---

**Speed** 50 ft. (10 squares)

**Melee** tongue +11 (1d4+4 plus paralysis) and bite +8 (2d6+2)

**Space** 5 ft.; **Reach** 5 ft. (20 ft. with tongue)

**Base Atk** +6; **Grp** +10

**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 5th):

*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

---

**Abilities** Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12

**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

**Skills** Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12

---

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of large 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.

**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 is Constitution-based.

**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

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### Description

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### Voor

**CR 4**

NE Large Evil Outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** Blind, Blindsight 120 ft., Listen +11

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

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**AC** 17, touch 11, flat-footed 15  
(-1 size, +2 Dex, +6 natural)

**hp** 37 (5 HD); **DR** 5/good

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

**Resist** Cold 10, electricity 10; **SR** 15

**Fort** +7, **Ref** +6, **Will** +3

---

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

**Melee** 4 piercing tentacles +10 each (1d6+6) and 2 claws +8 each (1d6+3)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

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

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

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

**SQ** Scentless, yugoloth traits

**Feats** Combat Reflexes, Multiattack

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

---

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

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

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

**Source** MM IV pg 193.



## APPENDIX 4 – APL 8

### ENCOUNTER 1 & 2

#### GHAST (ADVANCED) CR 4

CE Medium undead

**Init** +3; **Senses** darkvision 60 ft. Listen +2, Spot +12

**Languages** Flan

**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

**hp** 63 (8 HD)

**Resist** turn resistance +2

**Fort** +2, **Ref** +5, **Will** +8

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

**Melee** bite +8 (1d8+4 plus paralysis) and 2 claws +6 (1d4+2 plus paralysis)

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

**Base Atk** +4; **Grp** +8

**Special Actions** Ghoul fever, paralysis, stench

**Abilities** Str 18, Dex 17, Con --, Int 13, Wis 14, Cha 16

**SQ** undead traits

**Feats** Improved Toughness, Multiattack, Toughness

**Skills** Balance +8, Climb +14, Hide +14, Jump +12, Move Silently +14, Spot +12

**Ghoul Fever (Su):** Disease - bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoulish, but it hungers for the flesh of the living and behaves like a normal ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghoulish, not a ghoulish.

**Paralysis (Ex):** Those hit by a ghoulish's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghoulish's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

### ENCOUNTER 2

#### CORPORAL CR 8

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

NE Medium outsider (evil, extraplanar, yugoloth)

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

**Languages** Common, Orcish

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

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

**hp** 66 (7 HD)

**Immune** Poison

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

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

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

**Melee** longspear +15 (1d8+12 plus *bane - human*) and claw +8 (1d4+3) or short sword +15 (1d6+8) and claw +8 (1d4+3) or 2 claws +13 (1d4+6)

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

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

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

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

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

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

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

**Skills** Climb +11, Jump +11

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

**Description** This Corporal once served in the 3<sup>rd</sup> Battle stationed in Shiboeth. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch.

#### DEATH DOG

CR 4

NE Large Magical Beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent: Listen +8, Spot +6

**Languages** none

**AC** 16, touch 11, flat-footed 14

(-1 size, +2 Dex, +5 natural)

**hp** 57 (6 HD)

**Fort** +11, **Ref** +9, **Will** +3

**Speed** 50 ft. (10 squares)

**Melee** 2 bites +12 (1d8+6)

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

**Base Atk** +6; **Grp** +16

**Special Actions** Disease, trip

**Abilities** Str 22, Dex 14, Con 18, Int 4, Wis 13, Cha 7

**Feats** Weapon Focus (bite)

**Skills** Hide +0, Listen +8, Move Silently +5, Spot +6

**Disease (Ex)** Any creature hit by a death dog's bite attack must succeed on a Fortitude save (DC 13) or contract a disease. The incubation period is 1 day, and the disease deals 1d4 points of Strength damage and 1d3 points of Constitution damage.

**Trip (Ex)** A death dog that hits with a bite attack can attempt to trip its opponent 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 death dog.

**Scent (Ex)** A death dog can detect approaching enemies, sniff out hidden foes, and attack by sense of smell.

### ENCOUNTER 3

**MEZZOLOTH PIKEMAN** CR 6

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +13, Spot +13

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

**AC** 19, touch 11, flat-footed 18  
(+1 Dex, +8 natural)

**hp** 95 (10 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +12, **Ref** +8, **Will** +7

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

**Melee** +1 longspear +15/+10 (1d8+5/19-20 x3) or 2 claws +13 (1d4+3)

**Ranged** longbow +12 (1d8+4/x3)

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

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – ~~cloudkill~~ (DC 17), *dispel magic* (+10 dispel check)

~~†~~ *Already cast*

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** +1 *longspear*, +1 *composite longbow* (+3 STR), heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a

longspear in two of its claws, and a longbow in the other two..

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**HALF-MEZZOLOTH SOLDIER**

CR 6

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

NE Medium outsider (evil, extraplanar, yugoloth)

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

**Languages** Common, Orcish

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

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

**hp** 47 (5 HD)

**Immune** Poison

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

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

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

**Melee** longspear +13 (1d8+12) and claw +6 (1d4+3) or short sword +13 (1d6+6) and claw +6 (1d4+3) or 2 claws +11 (1d4+6)

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

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

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

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

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

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

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

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

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

**Description** This soldier once served in the 3<sup>rd</sup> Battle stationed in Shiboeth. He now has multi-faceted eyes, jagged mandibles and an extra pair of arms. All four of his arms end in hooked claws. He wears his new uniform proudly, along with his new squire pin (Knights Vigilant). His loyalty is now promised to Master Vigilant Marax. He is very eager to kill humans and those associated with the Knights of the Watch.

### ENCOUNTER 3 & 5 (OPTIONAL)

**CORRUPTOR OF FATE LIEUTENANT**

CR 5

Male

NE medium outsider (evil, extraplanar, yugoloth)

**Init** +8; **Senses** darkvision 60 ft. Listen +10, Spot +10

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

**AC** 18, touch 14, flat-footed 14; Dodge  
(+4 Dex, +4 armor)

**hp** 52 (7 HD);

**Immune** acid, energy drain, necromantic effects, negative energy effects, poison

**Resist** cold 10, fire 10, electricity 10; **SR** 14

**Fort** +8, **Ref** +9, **Will** +5

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

**Melee** +1 short sword +12/+7 (1d6+3/19-20 plus bestow curse)

**Ranged** composite shortbow +12/+7 (1d6+1 damage)

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

**Base Atk** +7; **Grp** +9

**Atk Options** aligned strike (evil), bestow curse

**Special Actions** corrupting gaze

**Abilities** Str 15, Dex 19, Con 17, Int 10, Wis 10, Cha 10  
**SQ** unluck

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Balance +6, Disguise +10, Escape Artist +14, Hide +14, Jump +4, Listen +10, Move Silently +14, Sleight of Hand +14, Spot +10, Tumble +14, Use Rope +4 (+6 involving bindings)

**Possessions** +1 studded leather armor, +1 short sword, +1 composite shortbow, 50 arrows

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

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

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

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

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

**Source:** Monster manual IV Pg. 190

**CANOLOTH (ADVANCED) CR 8**

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +3; **Senses** Blindsight 40 ft.; Listen +12, Spot +12

**Languages** infernal, abyssal, telepathy 100 ft.

**AC** 18, touch 8, flat-footed 18  
(-1 size, -1 Dex, +10 natural)

**hp** 115 (11 HD); **DR** 5/good

**Immune** visual effects, gaze attacks, sight-based illusions, poison, acid.

**Resist** cold 10, electricity 10, fire 10; **SR** 18

**Fort** +13, **Ref** +6, **Will** +10

**Speed** 50 ft. (10 squares)

**Melee** tongue +19 (1d6+8 plus paralysis) or/and bite +16 (3d6+4)

**Space** 10 ft.; **Reach** 10 ft. (25 ft. with tongue)

**Base Atk** +11; **Grp** +23

**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 5th):

*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

**Abilities** Str 27, Dex 9, Con 23, Int 5, Wis 17, Cha 12

**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

**Skills** Climb +10, Hide +0, Intimidate +15, Jump +30, Listen +17, Move Silently +4, Spot +17

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed an opponent of large 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.

**Paralysis (Ex):** Those hit by a canoloth's tongue attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d6+2 minutes. The save is Constitution-based.

**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

## ENCOUNTER 5

**BARLD CR 10**

Male half-fiend hill giant (mezzoloth/hill giant)

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +0; **Senses** darkvision 60ft., low-light vision, Listen +3, Spot +6

**Languages** Common, Giant

**AC** 25, touch 9, flat-footed 25  
(-1 size, +5 rhino hide armor, +11 natural)

**hp** 162 (12 HD) **DR** 10/magic

**Immune** poison

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

**Fort** +17, **Ref** +5, **Will** +5

**Speed** 30 ft. (in breastplate), base 40 ft. (8 squares)

**Melee** Greatclub +20/+15 (2d8+16 plus 2d6 on charges) or 2 slams +18 (1d4+10) or 2 claws +18 (1d6+10)

**Ranged** Rock +8 (2d6+10)

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

**Base Atk** +9; **Grp** +23

**Atk Options** Cleave, Improved Bull Rush, Power Attack, spell-like abilities

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

**Abilities** Str 31, Dex 10, Con 27, Int 4, Wis 10, Cha 9

**Feats** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub), Improved Toughness

**Skills** Climb +10, Jump +10, Listen +3, Spot +6.

**Possessions** *large* +1 *greatclub*, +2 *rhino hide armor*, 5 javelins, *cloak of resistance* +1

**Description** Barld was a crude, loathsome beast even among hill giants. His transformation into half-fiend has accentuated his despicable nature. He has gorged himself since his rebirth, and now weighs almost twice as much as a normal hill giant. The corpulent flesh hides the immense power of his fiendish strength. He has become less intelligent, but still understands the concept of charging into battle against Tyv to best utilize his rhino hide armor. He loves to cleave through softer targets on a charge attack, and laughs bloody spittle above his smaller opponents.

#### MALE HALF-FIEND SKULLCRUSHER

(MEZZOLOTH/SKULLCRUSHER OGRE) **CR 7**

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent, Listen +0, Spot +0

**Languages** Common, Giant

**AC** 24, touch 10, flat-footed 23

(-1 size, +1 dex, +8 spiked full plate, +2 spiked heavy shield, +4 natural)

**hp** 92 (8 HD); **DR** 5/good

**Immune** poison

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

**Fort** +13, **Ref** +3, **Will** +2

**Speed** 30 ft. (spiked full plate armor), base 40 ft. (8 squares)

**Melee** Morningstar +17/+12 (2d6+10) or Morningstar +13/+8 (2d6+10) and shield spike +11 (1d8+5) and claw +10 (1d6+5) or 2 claws +15 (1d6+10)

**Ranged** Rock +6 (2d6+10)

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

**Base Atk** +6; **Grp** +24

**Atk Options** Power Attack, spell-like abilities

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

**Abilities** Str 31, Dex 13, Con 25, Int 10, Wis 10, Cha 11

**Feats** Improved Grapple, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting, Weapon Focus (Morningstar).

**Skills** Climb +5, Craft (armorsmithing or weaponsmithing) +4, Handle Animal +4, Intimidate +2, Knowledge (architecture and engineering) +4, Ride +8, Search -1 (+1 secret doors).

**Possessions** Masterwork morningstar, spiked full plate armor, spiked heavy shield, rocks, *headband of intellect* +2

**Description** A skullcrusher ogre with an extra set of insectoid arms, a bloodied morning star and spiked shield.

#### HALF-MEZZOLOTH OGRE **FTR1** **CR 5**

CE Large Outsider (evil, extraplanar, yugoloth)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent, Listen +2, Spot +2

**Languages** Giant

**AC** 23, touch 9, flat-footed 22 (-1 size, +7 half-plate armor, +7 natural)

**hp** 57 (5 HD); **DR** 5/good

**Immune** poison

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

**Fort** +12, **Ref** +1, **Will** +1

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8 squares)

**Melee** +1 Greatclub +13 (2d8+13) or 2 claws +11 (1d6+8)

**Ranged** Javelin +3 (1d8+8)

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

**Base Atk** +4; **Grp** +16

**Atk Options** Power Attack, spell-like abilities, smite good (+5)

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

**Abilities** Str 27, Dex 10, Con 23, Int 4, Wis 10, Cha 9

**Feats** Toughness, Weapon Focus (greatclub), Power Attack

**Skills** Climb +8, Listen +2, Spot +2

**Possessions** +1 *greatclub*, half-plate armor, 5 javelins

**Description** This giant's heavy, blunt features are further twisted by heavy mandibles, multi-faceted eyes and random patches of dull, blackened carapace. His dull wits have been further eroded by his *improvement*, and now he functions at barely above animal intelligence. What little glimmer of intellect remains remembers only that he hates Tyv and all of their kind. They hurt him badly, cheering as he died. He will kill them all, furiously and bloodily.

#### HALF-NYCALOTH OGRE **CR 4**

CE Large Outsider (evil, extraplanar, yugoloth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent, Listen +3, Spot +3

**Languages** Giant

**AC** 19, touch 10, flat-footed 18

(-1 size, +1 Dex, +9 natural)

**hp** 29 (4 HD); **DR** 5/good

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 14

**Fort** +9, **Ref** +2, **Will** +1

---

**Speed** 40 ft. (8 squares); fly 60 ft.(good) (12 squares)  
**Melee** +1 Greatclub +10 (2d8+10) and claw +3 (1d6+3 plus bleeding wounds) or 2 claws +8 (1d6+6 plus bleeding wounds)  
**Ranged** Javelin +3 (1d8+6)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +3; **Grp** +13  
**Atk Options** spell-like abilities, smite good (+4)  
**Spell-Like Abilities** (CL 4th): *3/day*  
*darkness, deeper darkness*

---

**Abilities** Str 23, Dex 12, Con 21, Int 8, Wis 10, Cha 11  
**Feats** Toughness, Weapon Focus (greatclub)  
**Skills** Climb +7, Listen +3, Spot +3  
**Possessions** +1 greatclub, 5 javelins

---

**Description** A tall, lean ogre with numerous scars and burns across his face and body. Enormous bat wings propel this daemonic giant across the battle field with surprising speed and agility. He swings a bloodied club in two hands and flails viciously outward with one of his two additional clawed hands. He despises Tyv, and want to feel their bones crack between his teeth.

## ENCOUNTER 6

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### CANOLOTH (ADVANCED) CR 8

NE Large outsider (evil, extraplanar, yugoloth)  
**Init** +3; **Senses** blindsight 40 ft.; Listen +12, Spot +12  
**Languages** Infernal, Abyssal, telepathy 100 ft.

---

**AC** 18, touch 8, flat-footed 18  
(-1 size, -1 Dex, +10 natural)  
**hp** 115 (11 HD); **DR** 5/good  
**Immune** visual effects, gaze attacks, sight-base illusions, poison, acid.  
**Resist** cold 10, electricity 10, fire 10; **SR** 18  
**Fort** +13, **Ref** +6, **Will** +10

---

**Speed** 50 ft. (10 squares)  
**Melee** tongue +19 (1d6+8 plus paralysis) or/and bite +16 (3d6+4)  
**Space** 10 ft.; **Reach** 10 ft. (25 ft. with tongue)  
**Base Atk** +11; **Grp** +23  
**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth  
**Spell-Like Abilities** (CL 5th):  
*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

---

**Abilities** Str 27, Dex 9, Con 23, Int 5, Wis 17, Cha 12  
**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)  
**Skills** Climb +10, Hide +0, Intimidate +15, Jump +30, Listen +17, Move Silently +4, Spot +17

---

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of large 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.

**Paralysis (Ex):** Those hit by a canoloth's tongue attack must succeed on a DC 21 Fortitude save or be

paralyzed for 1d6+2 minutes. The save is Constitution-based.

**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

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### DREADFUL LASHER CR 8

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

---

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

---

**Speed** 30 ft. (6 squares), climb 20 ft.  
**Melee** 4 piercing tentacles +22 each (1d8+11) and 2 claws +21 each(1d8+5)  
**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)  
**Base Atk** +13; **Grp** +36  
**Atk Options** aligned strike (evil), Rend 3d6+16

---

**Abilities** Str 32, Dex 13, Con 21, Int 5, Wis 8, Cha 7  
**SQ** Scentless, yugoloth traits  
**Feats** Combat Reflexes, Improved Initiative, Improved Natural Armor, Multiattack, Weapon Focus (claws)  
**Skills** Climb +35, Listen +19, Move Silently +17, Sense Motive +16, Survival +15

---

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

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

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

**Source** MM IV pg 193.

## APPENDIX 5 – APL 10

### ENCOUNTER 2

**MEZZOLOTH CAVALRY** **CR 8**  
NE Medium Outsider (Evil, Extraplanar, Yugoloth)  
**Init** +5; **Senses** Listen +18, Spot +18  
**Languages** Abyssal, Draconic, and Infernal, Telepathy 100ft.

**AC** 21, touch 13, flat-footed 20  
(+1 Dex, +2 heavy steel shield, +8 natural)  
**hp** 157 (15 HD; **DR** 10/good)  
**Immune** acid, poison  
**Resist** cold 10, fire 10, electricity 10; **SR** 22  
**Fort** +15, **Ref** +10, **Will** +9

**Speed** 40 ft. (8 squares);  
**Melee** +1 lance +20/+15/+10 (1d8+5/ x3) or 2 claws +18 (1d4+3)  
**Ranged** longbow +17/+12/+7 (1d8+4/x3)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft with lance)  
**Base Atk** +15; **Grp** +18  
**Atk Options** Power Attack, Ride by Attack, Spirited Charge

**Special Actions** Spell-like abilities, summon yugoloth  
**Spell-Like Abilities** (CL 10th):  
At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day –cloudkill (DC 17), dispel magic (+10 dispel check)

**Abilities** Str 16, Dex 12, Con 22, Int 7, Wis 10, Cha 14  
**SQ** Summon yugoloth  
**Feats** Improved Initiative, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus (lance)  
**Skills** Hide +16, Intimidate +15, Knowledge (the planes) +11, Listen +18, Move Silently +12, Ride +10, Spot +18  
**Possessions** +1 lance, +1 composite longbow (+3 STR), heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a lance in two of its claws, and a longbow in the other two.. It is riding a large canoloth. MMII page 201.

**CANOLOTH (ADVANCED)** **CR 8**  
NE Large outsider (evil, extraplanar, yugoloth)  
**Init** +3; **Senses** Blindsight 40 ft.; Listen +12, Spot +12  
**Languages** Infernal, Abyssal, telepathy 100 ft.

**AC** 18, touch 8, flat-footed 18  
(-1 size, -1 Dex, +10 natural)

**hp** 115 (11 HD); **DR** 5/good

**Immune** visual effects, gaze attacks, sight-base illusions, poison, acid.

**Resist** cold 10, electricity 10, fire 10; **SR** 18

**Fort** +13, **Ref** +6, **Will** +10

**Speed** 50 ft. (10 squares)

**Melee** tongue +19 (1d6+8 plus paralysis) or/and bite +16 (3d6+4)

**Space** 10 ft.; **Reach** 10 ft. (25 ft. with tongue)

**Base Atk** +11; **Grp** +23

**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 5th):

*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

**Abilities** Str 27, Dex 9, Con 23, Int 5, Wis 17, Cha 12

**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

**Skills** Climb +10, Hide +0, Intimidate +15, Jump +30, Listen +17, Move Silently +4, Spot +17

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed an opponent of large 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.

**Paralysis (Ex):** Those hit by a canoloth's tongue attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d6+2 minutes. The save is Constitution-based.

**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

**MEZZOLOTH PIKEMAN** **CR 6**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +13, Spot +13

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

**AC** 19, touch 11, flat-footed 18  
(+1 Dex, +8 natural)

**hp** 95 (10 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +12, **Ref** +8, **Will** +7

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

**Melee** +1 longspear +15/+10 (1d8+5/19-20 x3) or 2 claws + 13 (1d4+3)

**Ranged** longbow +12/+7 (1d8+4/x3)

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

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day –cloudkill (DC 17), dispel magic (+10 dispel check)

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** +1 *longspear*, +1 *composite longbow* (+3 STR), heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a longbow in the other two..

MMII page 201.

#### **WIGHT (ADVANCED)**

**CR 4**

LE Medium undead

**Init** +1; **Senses** darkvision 60 ft. Listen +15, Spot +15

**Languages** Flan

**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 natural)

**hp** 52 (8 HD)

**Fort** +4, **Ref** +3, **Will** +8

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

**Melee** slam +5 (1d4+1 plus energy drain)

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

**Base Atk** +4; **Grp** +5

**Attack Options** Blind-Fight

**Special Actions** Create Spawn, energy drain

**Abilities** Str 12, Dex 12, Con --, Int 11, Wis 14, Cha 15

**SQ** undead traits

**Feats** Alertness, Blind-Fight, Great Fortitude

**Skills** Hide +12, Listen +15, Move Silently +20, Spot +15

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The

save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

### **ENCOUNTER 3**

#### **YAGNOLOTH CAPTAIN**

**CR 10**

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** Listen +15, Spot +15

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

**AC** 23, touch 13, flat-footed 21

(-1 size, +2 Dex, +2 deflection, +10 natural)

**hp** 85 (10 HD); **DR** 15/good

**Immune** acid, poison

**Resist** cold 10, electricity 10, fire 10; **SR** 25

**Fort** +14 **Ref** +12, **Will** +12

**Speed** 50 ft. (10 squares)

**Melee** greatsword +9/+4 (2d6/19-20) and claw +20 (1d6+10 plus stunning blow)

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

**Base Atk** +10; **Grp** +24

**Atk Options** Cleave, Great Cleave, power Attack

**Special Actions** Breath Weapon, energy drain, shocking grasp, stunning blow

**Abilities** Str 30, Dex 14, Con 19, Int 15, Wis 15, Cha 16

**SQ** muscular arm

**Feats** Cleave, Great Cleave, Power Attack, Weapon Focus (claw)

**Skills** Bluff +16, Climb +23, Concentration +17, Diplomacy +20, Intimidate +18, Jump +31, Knowledge (The Planes) +15, Listen +15, Sense Motive +15, Spot +15 **Possessions** +2 *ring of protection*, +3 *cloak of resistance*

**Breath Weapon (Su):** As a standard action, a yagnoloth can exhale a cloud of acid every 1d4 rounds. This cloud affects a single 5 ft. cone for one round. A character in that space must make a reflex save DC 19. Failure means the character takes 2d6 points of acid damage and is stunned for an equal number of rounds.

**Energy Drain (Su):** The truly horrific power of the yagnoloth is its ability to drain life force. The victim must be unconscious or stunned. The yagnoloth places its head against the victim's flesh. For each full round the yagnoloth remains in contact, the victim gains 1d4 negative levels. The Fortitude save to remove the negative levels is 18.

**Shocking Grasp (Sp):** A yagnoloth can use this ability three times per day, causing 1d8+10 points of electricity damage each time. Caster level 10<sup>th</sup>.

**Stunning Blow (Ex):** Any character struck by a yagnoloth's massive arm must make a Fortitude save DC 25 to avoid being stunned for a number of rounds equal to the points of damage dealt by the blow.

**Muscular Arm (Ex):** A yagnoloth's larger arm functions as a primary natural weapon, even when it is used to make second attacks. This ability negates any secondary attack penalty and allows the yagnoloth its

full Strength bonus with its claw, whether the attack is primary or secondary.

**Description** A 12 ft. tall humanoid with red scaly hide and a small, skeletal head with ears that resemble a bat's wings. One of its arms is enormous, nearly dragging the ground and massively muscled. The other arm is small, almost human-sized, but wields a greatsword with ease. He wears a splendid tabard of the Knights Vigilant.

**Sources** Monster Manual II pg 204

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#### MEZZOLOTH PIKEMAN CR 6

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +13, Spot +13

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

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**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

**hp** 95 (10 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +12, **Ref** +8, **Will** +7

---

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

**Melee** +1 longspear +15/+10 (1d8+5/19-20 x3) or 2 claws + 13 (1d4+3)

**Ranged** longbow +12/+7 (1d8+4/x3)

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

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – cause fear (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*, 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

---

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** +1 *longspear*, +1 *composite longbow* (+3 STR), heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a longbow in the other two..

MMII page 201.

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#### HULKING CORPSE (HILL GIANT) CR 9

CE Large undead

**Init** +0; **Senses** darkvision 60 ft. Listen +1, Spot +1

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**AC** 21, touch 9, flat-footed 21

(-1 size, +12 natural)

**hp** 150 (20 HD); **DR** 5/bludgeoning and magic

**Immune** mind-affecting spells and abilities

**Fort** +6, **Ref** +6, **Will** +13

---

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

**Melee** bite +17 (2d6+8) and 2 claws +12 (1d6+4)

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

**Base Atk** +10; **Grp** +20

**Atk Options** Power Attack

**Special Actions** Improved grab, rend

---

**Abilities** Str 26, Dex 10, Con --, Int --, Wis 12, Cha 8

**SQ** undead traits

**Feats** Improved Toughness, Power Attack

**Skills** --

---

**Improved Grab (Ex):** To use this ability, a hulking corpse must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Mindless (Ex):** Hulking Corpses are mindless, having no intelligence score, so they do not have any skills. A hulking corpse is immune to all mind-affecting spells and abilities.

**Rend (Ex):** A hulking corpse that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack deals an extra 3d6+12 points of damage.

**Description** A dreadful hill giant corpse, resembling a zombie, but moving with speed that belies its undead state.

Libris Mortis pg. 110.

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## ENCOUNTER 4

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#### NYCALOTH CR 10

NE Large outsider (Evil, Extraplanar, Yugoloth)

**Init** +2; **Senses** Listen +19, Spot +19

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

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**AC** 25, touch 13, flat-footed 23

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

**hp** 161 (14d8 HD); **DR** 10/good

**Immune** acid, poison

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

**Fort** +16, **Ref** +11, **Will** +11

---

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

**Melee** greataxe +21/+16/+11 (3d6+9/x3) and 2 claws +13 (1d6+2 plus bleeding wounds) or 4 claws +18 (1d6+5 plus bleeding wounds)

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

**Base Atk** +14; **Grp** +23

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

**Special Actions** Summon yugoloth

**Spell-Like Abilities** (CL 14th):



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

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**Abilities** Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16  
**SQ**

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

**Skills** Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19

**Possessions** +2 *greataxe*, +2 *ring of protection*

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

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

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

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

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**Sources** MM III page 201

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**MEZZOLOTH PIKEMAN** **CR 6**  
NE Medium Outsider (Evil, Extraplanar, Yugoloth)  
**Init** +5; **Senses** Listen +13, Spot +13  
**Languages** Abyssal, Draconic, and Infernal, Telepathy 100ft.

---

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)  
**hp** 95 (10 HD; **DR** 10/good  
**Immune** acid, poison

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

**Fort** +12, **Ref** +8, **Will** +7

---

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

**Melee** longspear +15/+10 (1d8+5/19-20 x3) or 2 claws +13 (1d4+3)

**Ranged** longbow +12/+7 (1d8+4/x3)

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

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, see *invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

---

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** +1 *longspear*, +1 *composite longbow* (+3 STR), heavy steel shield

---

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a longbow in the other two..

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**MEZZOLOTH ARCHERS** **CR 6**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +6; **Senses** Listen +13, Spot +13

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

---

**AC** 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

**hp** 95 (10 HD; **DR** 10/good

**Immune** acid, poison

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

**Fort** +12, **Ref** +9, **Will** +7

---

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

**Melee** +1 longspear +14/+9 (1d8+5/x3) or 2 claws +13 (1d4+3)

**Ranged** longbow +11/+11/+6 (1d8+4/x3)

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

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack, Rapid Shot

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

---

**Abilities** Str 16, Dex 14, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Initiative, Point Blank Shot, Power Attack, Rapid Shot

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** MW longspear, +1 *composite longbow* (+3 STR), *gloves of dexterity* +2, heavy steel shield

---

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a longbow in the other two..

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## ENCOUNTER 5

**HALF-FIEND (MEZZOLOTH/HILL GIANT) CR 10**

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +0; **Senses** darkvision 60ft., low-light vision, Listen +3, Spot +6

**Languages** Common, Giant

---

**AC** 25, touch 9, flat-footed 25

(-1 size, +5 rhino hide armor, +11 natural)

**hp** 162 (12 HD) **DR** 10/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 23

**Fort** +17, **Ref** +5, **Will** +5

---

**Speed** 30 ft. (in breastplate), base 40 ft. (8 squares)

**Melee** Greatclub +20/+15 (2d8+16 plus 2d6 on charges) or 2 slams +18 (1d4+10) or 2 claws +18 (1d6+10)

**Ranged** Rock +8 (2d6+10)

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

**Base Atk** +9; **Grp** +23

**Atk Options** Cleave, Improved Bull Rush, Power Attack, spell-like abilities

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

---

**Abilities** Str 31, Dex 10, Con 27, Int 4, Wis 10, Cha 9

**Feats** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub), Improved Toughness

**Skills** Climb +10, Jump +10, Listen +3, Spot +6

**Possessions** *large* +1 *greatclub*, +2 *rhino hide armor*, 5 javelins, *cloak of resistance* +1

---

**Description** These brutes were dull-witted and loathsome even as giants. The transformation into half-mezzoloth reduced the limited intellect of these

monsters to nearly animal, while leaving just enough wits to recall the joy of killing Tyv.

**HALF-MEZZOLOTH OGRE FTR1**

**CR 5**

CE Large Outsider (evil, extraplanar, yugoloth)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent, Listen +2, Spot +2

**Languages** Giant

---

**AC** 23, touch 9, flat-footed 22 (-1 size, +7 half-plate armor, +7 natural)

**hp** 57 (5 HD); **DR** 5/good

**Immune** poison

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

**Fort** +12, **Ref** +1, **Will** +1

---

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8 squares)

**Melee** Greatclub +13 (2d8+13) or 2 claws +11 (1d6+8)

**Ranged** Javelin +3 (1d8+8)

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

**Base Atk** +4; **Grp** +16

**Atk Options** Power Attack, spell-like abilities, smite good (+5)

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

---

**Abilities** Str 27, Dex 10, Con 23, Int 4, Wis 10, Cha 9

**Feats** Toughness, Weapon Focus (greatclub), Power Attack

**Skills** Climb +8, Listen +2, Spot +2

**Possessions** +1 *greatclub*, half-plate armor, 5 javelins

---

**Description** This giant's heavy, blunt features are further twisted by heavy mandibles, multi-faceted eyes and random patches of dull, blackened carapace. His dull wits have been further eroded by his *improvement*, and now he functions at barely above animal intelligence. What little glimmer of intellect remains remembers only that he hates Tyv and all of their kind. They hurt him badly, cheering as he died. He will kill them all, furiously and bloodily.

## APPENDIX 6 – APL 12

### ENCOUNTER 1 & 2

#### MOHRG (ADVANCED) CR 9

CE, medium undead

**Init** +9 **Senses** Listen +17, Spot +17

**Languages** Common, Flan

**AC** 24, touch 15, flat-footed 19; Dodge, Mobility (+5 Dex, +9 natural)

**hp** 130 (20 HD)

**Fort** +8 **Ref** +13, **Will** +12

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

**Melee** slam +16 (1d6+9) and tongue +16 touch (paralysis)

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

**Base Atk** +10; **Grp** +16

**Special Actions** Improved Grab, paralyzing touch, create spawn

**Abilities** Str 22, Dex 20, Con --, Int 11, Wis 10, Cha 10

**SQ** undead traits

**Feats** Alertness, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Stealthy

**Skills** Climb +18, Hide +30, Listen +17, Move Silently +30, Spot +17, Swim +10

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

**Paralyzing Touch (Su):** A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 20 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

**Create Spawn (Su):** Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

**Description** This creature looks like a gaunt, nearly skeletal corpse, its rib cage filled with horrid, writhing viscera. The creature's tongue is its most noteworthy feature – long, cartilaginous, and clawed.

**Sources** Monster manual pg 189

### ENCOUNTER 2

#### MEZZOLOTH CAVALRY CR 10

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +21, Spot +21

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

**AC** 23, touch 13, flat-footed 22

(+1 Dex, +2 heavy steel shield, +10 natural)

**hp** 171 (18 HD; **DR** 10/good

**Immune** acid, poison

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

**Fort** +16, **Ref** +12, **Will** +11

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

**Melee** +1 lance +24/+19/+14/+9 (1d8+7/19-20 x3) or 2 claws +22 (1d4+4)

**Ranged** longbow +20/+15/+10/+5 (1d8+4/x3)

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

**Base Atk** +18; **Grp** +22

**Atk Options** Power Attack, Ride by Attack, Spirited Charge

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – cause fear (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

**Abilities** Str 18, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (lance), Improved Initiative, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus (lance)

**Skills** Hide +18, Intimidate +23, Knowledge (the planes) +11, Listen +21, Move Silently +14, Ride +11, Spot +21

**Possessions** +1 lance, +1 composite longbow (+3 STR), heavy steel shield, *amulet of natural armor* +2

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a lance in two of its claws, and a longbow in the other two.. It is riding a large canoloth.

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#### CANOLOTH (ADVANCED) CR 8

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +3; **Senses** Blindsight 40 ft.; Listen +12, Spot +12

**Languages** infernal, abyssal, telepathy 100 ft.

**AC** 18, touch 8, flat-footed 18

(-1 size, -1 Dex, +10 natural)

**hp** 115 (11 HD); **DR** 5/good

**Immune** visual effects, gaze attacks, sight-base illusions, poison, acid.

**Resist** cold 10, electricity 10, fire 10; **SR** 18

**Fort** +13, **Ref** +6, **Will** +10

**Speed** 50 ft. (10 squares)

**Melee** tongue +19 (1d6+8 plus paralysis) or/and bite +16 (3d6+4)

**Space** 10 ft.; **Reach** 10 ft. (25 ft. with tongue)

**Base Atk** +11; **Grp** +23

**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 5th):

*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

---

**Abilities** Str 27, Dex 9, Con 23, Int 5, Wis 17, Cha 12

**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

**Skills** Climb +10, Hide +0, Intimidate +15, Jump +30, Listen +17, Move Silently +4, Spot +17

---

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of large 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.

**Paralysis (Ex):** Those hit by a canoloth's tongue attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d6+2 minutes. The save is Constitution-based.

**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

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**MEZZOLOTH PIKEMAN** **CR 6**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +13, Spot +13

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

---

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

**hp** 95 (10 HD); **DR** 10/good

**Immune** acid, poison

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

**Fort** +12, **Ref** +8, **Will** +7

---

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

**Melee** +1 longspear +15/+10 (1d8+5/19-20 x3) or 2 claws + 13 (1d4+3)

**Ranged** longbow +12/+7 (1d8+4/x3)

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

**Base Atk** +10; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*, 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

---

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)

**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

**Possessions** +1 longspear, +1 composite longbow (+3 STR), heavy steel shield

---

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

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

---

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a longbow in the other two..

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**WIGHT (ADVANCED)**

**CR 4**

LE Medium undead

**Init** +1; **Senses** darkvision 60 ft. Listen +15, Spot +15

**Languages** Flan

---

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

**hp** 52 (8 HD)

**Fort** +4, **Ref** +3, **Will** +8

---

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

**Melee** slam +5 (1d4+1 plus energy drain)

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

**Base Atk** +4; **Grp** +5

**Attack Options** Blind-Fight

**Special Actions** Create Spawn, energy drain

---

**Abilities** Str 12, Dex 12, Con --, Int 11, Wis 14, Cha 15

**SQ** undead traits

**Feats** Alertness, Blind-Fight, Great Fortitude

**Skills** Hide +12, Listen +15, Move Silently +20, Spot +15

---

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

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**ENCOUNTER 3**

**YAGNOLOTH CAPTAIN**

**CR 11**

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** Listen +17, Spot +17

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

---

**AC** 24, touch 14, flat-footed 22

(-1 size, +2 Dex, +3 deflection, +10 natural)

**hp** 126 (12 HD); **DR** 15/good  
**Immune** acid, poison  
**Resist** cold 10, electricity 10, fire 10; **SR** 25  
**Fort** +16 **Ref** +13, **Will** +13

---

**Speed** 50 ft. (10 squares)  
**Melee** greatsword +11/+6/+1 (2d6/19-20) and claw +22 (1d6+10 plus stunning blow)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +12; **Grp** +26  
**Atk Options** Cleave, Great Cleave, Power Attack  
**Special Actions** Breath Weapon, energy drain, shocking grasp, stunning blow

---

**Abilities** Str 30, Dex 14, Con 20, Int 15, Wis 15, Cha 16  
**SQ** muscular arm  
**Feats** Cleave, Great Cleave, Improved Toughness, Power Attack, Weapon Focus (claw)  
**Skills** Bluff +18, Climb +25, Concentration +20, Diplomacy +22, Intimidate +20, Jump +33, Knowledge (planar) +17, Listen +17, Sense Motive +17, Spot +17  
**Possessions** +3 *ring of protection*, +3 *cloak of resistance*

---

**Breath Weapon (Su):** As a standard action, a yagnoloth can exhale a cloud of acid every 1d4 rounds. This cloud affects a single 5 ft. cone for one round. A character in that space must make a reflex save DC 19. Failure means the character takes 2d6 points of acid damage and is stunned for an equal number of rounds.

**Energy Drain (Su):** The truly horrific power of the yagnoloth is its ability to drain life force. The victim must be unconscious or stunned. The yagnoloth places its head against the victim's flesh. For each full round the yagnoloth remains in contact, the victim gains 1d4 negative levels. The Fortitude save to remove the negative levels is 18.

**Shocking Grasp (Sp):** A yagnoloth can use this ability three times per day, causing 1d8+10 points of electricity damage each time. Caster level 10<sup>th</sup>.

**Stunning Blow (Ex):** Any character struck by a yagnoloth's massive arm must make a Fortitude save DC 25 to avoid being stunned for a number of rounds equal to the points of damage dealt by the blow.

**Muscular Arm (Ex):** A yagnoloth's larger arm functions as a primary natural weapon, even when it is used to make second attacks. This ability negates any secondary attack penalty and allows the yagnoloth its full Strength bonus with its claw, whether the attack is primary or secondary.

**Description** A 12 ft. tall humanoid with red scaly hide and a small, skeletal head with ears that resemble a bat's wings. One of its arms is enormous, nearly dragging the ground and massively muscled. The other arm is small, almost human-sized, but wields a greatsword with ease. He wears a splendid tabard of the Knights Vigilant.

**Sources** Monster Manual II pg 204

**MEZZOLOTH PIKEMAN** **CR 6**  
 NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +13, Spot +13  
**Languages** Abyssal, Draconic, and Infernal, Telepathy 100ft.

---

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)  
**hp** 95 (10 HD); **DR** 10/good  
**Immune** acid, poison  
**Resist** cold 10, fire 10, electricity 10; **SR** 22  
**Fort** +12, **Ref** +8, **Will** +7

---

**Speed** 40 ft. (8 squares);  
**Melee** longspear +15/+10 (1d8+5/19-20 x3) or 2 claws +13 (1d4+3)  
**Ranged** longbow +12/+7 (1d8+4/x3)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft with long spear)  
**Base Atk** +10; **Grp** +13  
**Atk Options** Power Attack  
**Special Actions** Spell-like abilities, summon yugoloth  
**Spell-Like Abilities** (CL 10th):  
 At will – cause fear (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

---

**Abilities** Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14  
**SQ** Summon yugoloth  
**Feats** Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear)  
**Skills** Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13  
**Possessions** +1 *longspear*, +1 *composite longbow* (+3 STR), heavy steel shield

---

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a long spear in two of its claws, and a longbow in the other two..

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**HULKING CORPSE (FIRE GIANT)** **CR 11**  
 CE Large undead  
**Init** +0; **Senses** darkvision 60 ft. Listen +1, Spot +1

---

**AC** 21, touch 9, flat-footed 21 (-1 size, +12 natural)  
**hp** 225 (30 HD); **DR** 5/bludgeoning and magic  
**Immune** mind-affecting spells and abilities  
**Fort** +10, **Ref** +10, **Will** +18

---

**Speed** 30 ft. (6 squares)  
**Melee** bite +22 (2d6+8) and 2 claws +17 (1d6+4)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +15; **Grp** +25  
**Atk Options** Power Attack  
**Special Actions** Improved grab, rend

---

**Abilities** Str 26, Dex 10, Con --, Int --, Wis 12, Cha 8  
**SQ** undead traits

**Feats** Improved Toughness, Power Attack  
**Skills** --

---

**Improved Grab (Ex):** To use this ability, a hulking corpse must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Mindless (Ex):** Hulking Corpses are mindless, having no intelligence score, so they do not have any skills. A hulking corpse is immune to all mind-affecting spells and abilities.

**Rend (Ex):** A hulking corpse that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack deals an extra 3d6+12 points of damage.

**Description** A dreadful fire giant corpse, resembling a zombie, but moving with speed that belies its undead state.

Libris Mortis pg. 110

## ENCOUNTER 4

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**NYCALOTH** **CR 10**  
NE Large outsider (Evil, Extraplanar, Yugoloth)  
**Init** +2; **Senses** Listen +19, Spot +19  
**Languages** Abyssal, Draconic and Infernal, telepathy 100 ft.

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**AC** 25, touch 13, flat-footed 23  
(-1 size, +2 Dex, +2 deflection, +12 natural)

**hp** 161 (14d8 HD); **DR** 10/good

**Immune** acid, poison

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

**Fort** +16, **Ref** +11, **Will** +11

---

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

**Melee** +2 greataxe +21/+16/+11 (3d6+9/x3) and 2 claws +13 (1d6+2 plus bleeding wounds) or 4 claws +18 (1d6+5 plus bleeding wounds)

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

**Base Atk** +14; **Grp** +23

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

**Special Actions** Summon yugoloth

**Spell-Like Abilities** (CL 14th):

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

---

**Abilities** Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16  
**SQ**

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

**Skills** Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19

**Possessions** +2 greataxe, +2 ring of protection

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

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

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

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

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**Sources** MM III page 201

**MEZZOLOTH PIKEMAN** **CR 8**  
NE Medium Outsider (Evil, Extraplanar, Yugoloth)  
**Init** +5; **Senses** Listen +18, Spot +18  
**Languages** Abyssal, Draconic, and Infernal, Telepathy 100ft.

---

**AC** 19, touch 11, flat-footed 18  
(+1 Dex, +8 natural)

**hp** 157 (15 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +14, **Ref** +10, **Will** +9

---

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

**Melee** longspear +21/+16/+11 (1d8+7/19-20 x3) or 2 claws + 19 (1d4+4)

**Ranged** longbow +17/+12/+7 (1d8+5/x3)

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

**Base Atk** +15; **Grp** +19

**Atk Options** Combat Reflexes, Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*,  
*produce flame*, *see invisibility*; 2/day – *cloudkill* (DC  
 17), *dispel magic* (+10 dispel check)

**Abilities** Str 18, Dex 13, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Combat Reflexes, Improved Critical (longspear),  
 Improved Initiative, Improved Toughness, Power  
 Attack, Weapon Focus (longspear)

**Skills** Hide +17, Intimidate +20, Knowledge (the planes)  
 +16, Listen +18, Move Silently +17, Spot +18

**Possessions** +1 *longspear*, +1 *composite longbow* (+4  
 STR), heavy steel shield, *gauntlets of ogre power*

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

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

**Description** This six-limbed insectoid horror stares  
 ahead unblinkingly through glowing red eyes. It wears  
 the uniform of the New Gran March Army. It is wielding a  
 longspear in two of its claws, and a longbow in the other  
 two..

MMII page 201.

**MEZZOLOTH ARCHERS** **CR 8**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +6; **Senses** Listen +18, Spot +18

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

**AC** 20, touch 12, flat-footed 18  
 (+2 Dex, +8 natural)

**hp** 142 (15 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +14, **Ref** +11, **Will** +9

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

**Melee** longspear +19/+14/+9 (1d8+5/x3) or 2 claws + 18  
 (1d4+3)

**Ranged** longbow +17/+17/+12/+7 (1d8+4/x3)

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

**Base Atk** +15; **Grp** +18

**Atk Options** Power Attack, Rapid Shot

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*,  
*produce flame*, *see invisibility*; 2/day – *cloudkill* (DC  
 17), *dispel magic* (+10 dispel check)

† *Already cast*

**Abilities** Str 16, Dex 15, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Initiative, Point Blank Shot, Power  
 Attack, Precise Shot, Rapid Shot, Weapon Focus  
 (longbow)

**Skills** Hide +17, Intimidate +20, Knowledge (the planes)  
 +16, Listen +18, Move Silently +17, Spot +18

**Possessions** MW longspear, +1 *composite longbow*  
 (+3 STR), *gloves of dexterity* +2, heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares  
 ahead unblinkingly through glowing red eyes. It wears  
 the uniform of the New Gran March Army. It is  
 wielding a longspear in two of its claws, and a  
 longbow in the other two..

MMII page 201.

**ENCOUNTER 5****HALF-MEZZOLOTH FIRE GIANT** **CR 13**

LE Large outsider (evil, extraplanar, yugoloth)

**Init** -1; **Senses** darkvision 60 ft. low-light vision, Listen  
 +2, Spot +14

**Languages** Common, Giant

**AC** 26, touch 9, flat-footed 26

(-1 size, +7 half-plate armor, +10 natural)

**hp** 202 (15 HD) **DR** 10/magic

**Immune** fire, poison

**Resist** acid 10, cold 10, electricity 10; **SR** 25

**Fort** +14, **Ref** +4, **Will** +9

**Weakness** vulnerability to cold

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8  
 squares)

**Melee** Greatsword +26/+21/+16 (3d6+23/19-20 plus 1d6  
 flaming) or 2 slams +25 (1d4+15) or 2 claws +25  
 (1d6+15)

**Ranged** Rock +10 (2d6+15 plus 2d6 fire)

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

**Base Atk** +11; **Grp** +30

**Atk Options** Cleave, Improved Overrun, Improved  
 Sunder, Power Attack

**Spell-Like Abilities** (CL 15th): *cause fear* 3/day,  
*darkness* 3/day, *desecrate* 1/day, *see invisibility*  
 3/day, *dispel magic* 1/day, *cloudkill* 1/day

**Abilities** Str 41, Dex 11, Con 29, Int 12, Wis 14, Cha 13

**Feats** Cleave, Great Cleave, Improved Overrun,  
 Improved Sunder, Iron Will, Power Attack

**Skills** Climb +9, Craft (weaponsmith) +6, Intimidate +6,  
 Jump +9, Spot +14

**Possessions** +1 *flaming greatsword*, *belt of giant*  
*strength* +4, half-plate armor, bag lava rocks

**Rock Throwing (Ex):** The range increment is 120 feet  
 for a fire giant's thrown rocks.

**HALF-FIEND (MEZZOLOTH/HILL GIANT)** **CR 10**

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +0; **Senses** darkvision 60ft., low-light vision, Listen  
 +3, Spot +6

**Languages** Common, Giant

**AC** 25, touch 9, flat-footed 25

(-1 size, +5 rhino hide armor, +11 natural)  
**hp** 162 (12 HD) **DR** 10/magic  
**Immune** poison  
**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 23  
**Fort** +17, **Ref** +5, **Will** +5

---

**Speed** 30 ft. (in breastplate), base 40 ft. (8 squares)  
**Melee** Greatclub +20/+15 (2d8+16 plus 2d6 on charges)  
or 2 slams +18 (1d4+10) or 2 claws +18 (1d6+10)  
**Ranged** Rock +8 (2d6+10)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +9; **Grp** +23  
**Atk Options** Cleave, Improved Bull Rush, Power Attack, spell-like abilities  
**Spell-Like Abilities** (CL 9th): *cause fear* 3/day, *darkness* 3/day, *desecrate* 1/day, see *invisibility* 3/day, *dispel magic* 1/day, *cloudkill* 1/day

---

**Abilities** Str 31, Dex 10, Con 27, Int 4, Wis 10, Cha 9  
**Feats** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub), Improved Toughness  
**Skills** Climb +10, Jump +10, Listen +3, Spot +6.  
**Possessions** *large* +1 greatclub, +2 rhino hide armor, 5 javelins, *cloak of resistance* +1

---

**Description** These brutes were dull-witted and loathsome even as giants. The transformation into half-mezzoloth reduced the limited intellect of these monsters to nearly animal, while leaving just enough wits to recall the joy of killing Tyv.

**HALF-MEZZOLOTH OGRE FTR1 CR 5**  
CE Large Outsider (evil, extraplanar, yugoloth)  
**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent, Listen +2, Spot +2  
**Languages** Giant

---

**AC** 23, touch 9, flat-footed 22 (-1 size, +7 half-plate armor, +7 natural)  
**hp** 57 (5 HD); **DR** 5/good  
**Immune** poison  
**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 15  
**Fort** +12, **Ref** +1, **Will** +1

---

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8 squares)  
**Melee** Greatclub +12 (2d8+12) or 2 claws +11 (1d6+8)  
**Ranged** Javelin +3 (1d8+8)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +4; **Grp** +16  
**Atk Options** Power Attack, spell-like abilities, smite good (+5)  
**Spell-Like Abilities** (CL 5th): *cause fear* 3/day, *darkness* 3/day, *desecrate* 1/day

---

**Abilities** Str 27, Dex 10, Con 23, Int 4, Wis 10, Cha 9  
**Feats** Toughness, Weapon Focus (greatclub), Power Attack  
**Skills** Climb +8, Listen +2, Spot +2  
**Possessions** greatclub, hide armor, 5 javelins

---

**Description** This giant's heavy, blunt features are further twisted by heavy mandibles, multi-faceted eyes and random patches of dull, blackened

carapace. His dull wits have been further eroded by his *improvement*, and now he functions at barely above animal intelligence. What little glimmer of intellect remains remembers only that he hates Tyv and all of their kind. They hurt him badly, cheering as he died. He will kill them all, furiously and bloodily.



## APPENDIX 7 – APL 14

### ENCOUNTER 1 & 2

#### MOHRG (ADVANCED)

CR 9

CE, medium undead

**Init** +9 **Senses** Listen +17, Spot +17

**Languages** Common, Flan

**AC** 24, touch 15, flat-footed 19; Dodge, Mobility (+5 Dex, +9 natural)

**hp** 130 (20 HD)

**Fort** +8 **Ref** +13, **Will** +12

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

**Melee** slam +16 (1d6+9) and tongue +16 touch (paralysis)

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

**Base Atk** +10; **Grp** +16

**Special Actions** Improved Grab, paralyzing touch, create spawn

**Abilities** Str 22, Dex 20, Con --, Int 11, Wis 10, Cha 10

**SQ** undead traits

**Feats** Alertness, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Stealthy

**Skills** Climb +18, Hide +30, Listen +17, Move Silently +30, Spot +17, Swim +10

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

**Paralyzing Touch (Su):** A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 20 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

**Create Spawn (Su):** Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

**Description** This creature looks like a gaunt, nearly skeletal corpse, its rib cage filled with horrid, writhing viscera. The creature's tongue is its most noteworthy feature – long, cartilaginous, and clawed.

**Sources** Monster manual pg 189

### ENCOUNTER 2

#### MEZZOLOTH CAVALRY

CR 10

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +21, Spot +21

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

**AC** 23, touch 13, flat-footed 22

(+1 Dex, +2 heavy steel shield, +10 natural)

**hp** 171 (18 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +16, **Ref** +12, **Will** +11

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

**Melee** lance +24/+19/+14/+9 (1d8+6/19-20 x3) or 2 claws + 22 (1d4+4)

**Ranged** longbow +20/+15/+10/+5 (1d8+4/x3)

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

**Base Atk** +18; **Grp** +22

**Atk Options** Power Attack, Ride by Attack, Spirited Charge

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

**Abilities** Str 18, Dex 12, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Critical (lance), Improved Initiative, Mounted Combat, Power Attack, Ride by Attack, Spirited Charge, Weapon Focus (lance)

**Skills** Hide +18, Intimidate +23, Knowledge (the planes) +11, Listen +21, Move Silently +14, Ride +11, Spot +21

**Possessions** +1 lance, +1 composite longbow (+3 STR), heavy steel shield, *amulet of natural armor* +2

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a lance in two of its claws, and a longbow in the other two. It is riding a large canoloth.

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#### CANOLOTH (ADVANCED)

CR 10

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +3; **Senses** Blindsight 40 ft.; Listen +12, Spot +12

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

**AC** 18, touch 8, flat-footed 18

(-1 size, -1 Dex, +10 natural)

**hp** 187 (15 HD); **DR** 5/good

**Immune** visual effects, gaze attacks, sight-based illusions, poison, acid.

**Resist** cold 10, electricity 10, fire 10; **SR** 18

**Fort** +16, **Ref** +8, **Will** +12

**Speed** 50 ft. (10 squares)

**Melee** tongue +24 (1d6+8 plus paralysis) or/and bite +21 (3d6+4/19-20)

**Space** 10 ft.; **Reach** 10 ft. (25 ft. with tongue)

**Base Atk** +15; **Grp** +28

**Special Actions** Improved Grab, paralysis, spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 5th):

*Cause fear* (DC 12), *desecrate*, *detect good*, *detect magic*

**Abilities** Str 28, Dex 9, Con 24, Int 5, Wis 17, Cha 12

**Feats** Improved Initiative, Multiattack, Track, Weapon Focus (tongue)

**Skills** Climb +17, Hide +0, Intimidate +12, Jump +35, Listen +21, Move Silently +3, Spot +21

**Improved Grab (Ex):** To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of large 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.

**Paralysis (Ex):** Those hit by a canoloth's tongue attack must succeed on a DC 24 Fortitude save or be paralyzed for 1d6+2 minutes. The save is Constitution-based.

**Blindsight (Ex):** Canoloths can ascertain all foes within 40 ft. 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 and by overpowering odors. Negating a canoloth's sense of smell and hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

**MEZZOLOTH PIKEMAN** **CR 8**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +18, Spot +18

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

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

**hp** 157 (15 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +14, **Ref** +10, **Will** +9

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

**Melee** longspear +20/+15/+10 (1d8+5/19-20 x3) or 2 claws +18 (1d4+3)

**Ranged** longbow +17/+12/+7 (1d8+4/x3)

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

**Base Atk** +15; **Grp** +18

**Atk Options** Combat Reflexes, Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

**Abilities** Str 16, Dex 13, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Combat Reflexes, Improved Critical (longspear), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (longspear)

**Skills** Hide +17, Intimidate +20, Knowledge (the planes) +16, Listen +18, Move Silently +17, Spot +18

**Possessions** +1 longspear, +1 composite longbow (+3 STR), heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a longbow in the other two..

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**WIGHT (ADVANCED)****CR 4**

LE Medium undead

**Init** +1; **Senses** darkvision 60 ft. Listen +15, Spot +15

**Languages** Flan

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

**hp** 52 (8 HD)

**Fort** +4, **Ref** +3, **Will** +8

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

**Melee** slam +5 (1d4+1 plus energy drain)

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

**Base Atk** +4; **Grp** +5

**Attack Options** Blind-Fight

**Special Actions** Create Spawn, energy drain

**Abilities** Str 12, Dex 12, Con --, Int 11, Wis 14, Cha 15

**SQ** undead traits

**Feats** Alertness, Blind-Fight, Great Fortitude

**Skills** Hide +12, Listen +15, Move Silently +20, Spot +15

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

**ENCOUNTER 3****YAGNOLOTH CAPTAIN****CR 13**

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** Listen +23, Spot +23

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

**AC** 31, touch 14, flat-footed 29

(-1 size, +2 Dex, +7 chain shirt, +3 deflection, +10 natural)

**hp** 178 (17 HD); **DR** 15/good

**Immune** acid, poison

**Resist** cold 10, electricity 10, fire 10; **SR** 25

**Fort** +18 **Ref** +15, **Will** +16

---

**Speed** 50 ft. (10 squares)

**Melee** greatsword +16/+11/+6/+1 (2d6/19-20) and claw +27 (1d6+10 plus stunning blow)

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

**Base Atk** +17; **Grp** +31

**Atk Options** Cleave, Great Cleave, Power Attack

**Special Actions** Breath Weapon, energy drain, shocking grasp, stunning blow

---

**Abilities** Str 30, Dex 14, Con 20, Int 15, Wis 16, Cha 16

**SQ** muscular arm

**Feats** Armor Proficiency (light), Cleave, Great Cleave, Improved Toughness, Power Attack, Weapon Focus (claw)

**Skills** Bluff +23, Climb +30, Concentration +25, Diplomacy +27, Intimidate +25, Jump +38, Knowledge (The Planes) +22, Listen +23, Sense Motive +23, Spot +23 **Possessions** +3 chain shirt, +3 cloak of resistance, +3 ring of protection

---

**Breath Weapon (Su):** As a standard action, a yagnoloth can exhale a cloud of acid every 1d4 rounds. This cloud affects a single 5 ft. cone for one round. A character in that space must make a reflex save DC 19. Failure means the character takes 2d6 points of acid damage and is stunned for an equal number of rounds.

**Energy Drain (Su):** The truly horrific power of the yagnoloth is its ability to drain life force. The victim must be unconscious or stunned. The yagnoloth places its head against the victim's flesh. For each full round the yagnoloth remains in contact, the victim gains 1d4 negative levels. The Fortitude save to remove the negative levels is 18.

**Shocking Grasp (Sp):** A yagnoloth can use this ability three times per day, causing 1d8+10 points of electricity damage each time. Caster level 10<sup>th</sup>.

**Stunning Blow (Ex):** Any character struck by a yagnoloth's massive arm must make a Fortitude save DC 25 to avoid being stunned for a number of rounds equal to the points of damage dealt by the blow.

**Muscular Arm (Ex):** A yagnoloth's larger arm functions as a primary natural weapon, even when it is used to make second attacks. This ability negates any secondary attack penalty and allows the yagnoloth its full Strength bonus with its claw, whether the attack is primary or secondary.

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**Description** A 12 ft. tall humanoid with red scaly hide and a small, skeletal head with ears that resemble a bat's wings. One of its arms is enormous, nearly dragging the ground and massively muscled. The other arm is small, almost human-sized, but wields a greatsword with ease. He wears a splendid tabard of the Knights Vigilant.

**Sources** Monster Manual II pg 204

#### MEZZOLOTH PIKEMAN

**CR 8**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +18, Spot +18

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

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**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

**hp** 157 (15 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +14, **Ref** +10, **Will** +9

---

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

**Melee** +1 longspear +21/+16/+11 (1d8+7/19-20 x3) or 2 claws + 19 (1d4+4)

**Ranged** longbow +17/+12/+7 (1d8+5/x3)

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

**Base Atk** +15; **Grp** +19

**Atk Options** Combat Reflexes, Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – cause fear (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check)

---

**Abilities** Str 18, Dex 13, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Combat Reflexes, Improved Critical (longspear), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (longspear)

**Skills** Hide +17, Intimidate +20, Knowledge (the planes) +16, Listen +18, Move Silently +17, Spot +18

**Possessions** +1 longspear, +1 composite longbow (+4 STR), heavy steel shield, *gauntlets of ogre power*

---

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

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

---

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a longbow in the other two..

MMII page 201.

#### HULKING CORPSE

**CR 13**

CE Huge undead

**Init** +0; **Senses** darkvision 60 ft. Listen +1, Spot +1

---

**AC** 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +15 natural)

**hp** 232 (32 HD); **DR** 5/bludgeoning and magic

**Immune** mind-affecting spells and abilities

**Fort** +10, **Ref** +9, **Will** +19

---

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

**Melee** bite +26 (3d6+12) and 2 claws +21 (1d8+6)

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

**Base Atk** +16; **Grp** +29

**Atk Options** Power Attack

**Special Actions** Improved grab, rend

---

**Abilities** Str 34, Dex 8, Con --, Int --, Wis 12, Cha 8

**SQ** undead traits

**Feats** Improved Toughness, Power Attack  
**Skills** --

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**Improved Grab (Ex):** To use this ability, a hulking corpse must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Mindless (Ex):** Hulking Corpses are mindless, having no intelligence score, so they do not have any skills. A hulking corpse is immune to all mind-affecting spells and abilities.

**Rend (Ex):** A hulking corpse that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack deals an extra 4d6+18 points of damage.

**Description** A dreadful giant corpse, resembling a zombie, but moving with speed that belies its undead state.

Libris Mortis pg. 110.

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## ENCOUNTER 4

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### ADVANCED NYCALOTH CR 14

NE Large outsider (Evil, Extraplanar, Yugoloth)

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

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

---

**AC** 26, touch 14, flat-footed 24

(-1 size, +2 Dex, +3 deflection, +12 natural)

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

**Immune** acid, poison

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

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

---

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

**Melee** greataxe +31/+26/+21/+16 (3d6+12/x3) and 2 claws +23 (1d6+3 plus bleeding wounds) or 4 claws +28 (1d6+7 plus bleeding wounds)

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

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

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

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

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

---

**Abilities** Str 25, Dex 14, Con 26, Int 13, Wis 10, Cha 16

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

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

**Possessions** +2 greataxe, +4 belt of giant strength, +3 ring of protection

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

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

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

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

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

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

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**Sources** MM III page 202

### MEZZOLOTH PIKEMAN CR 11

NE Large Outsider (Evil, Extraplanar, Yugoloth)

**Init** +5; **Senses** Listen +22, Spot +22

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

---

**AC** 26, touch 10, flat-footed 26

(-1 size, +1 Dex, +7 chain shirt, +10 natural)

**hp** 218 (19 HD); **DR** 10/good

**Immune** acid, poison

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

**Fort** +18, **Ref** +12, **Will** +11

---

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

**Melee** longspear +28/+23/+18/+13 (2d6+13/19-20 x3) or 2 claws + 26 (1d6+8)

**Ranged** longbow +20/+15/+10/+5 (2d6+8/x3)

**Space** 10 ft.; **Reach** 10 ft. (20 ft with longspear)

**Base Atk** +19; **Grp** +31

**Atk Options** Combat Reflexes, Power Attack

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*,  
*produce flame*, *see invisibility*; 2/day – *cloudkill* (DC  
 17), *dispel magic* (+10 dispel check)

**Abilities** Str 26, Dex 12, Con 25, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Armor Proficiency (light), Combat Reflexes,  
 Improved Critical (longspear), Improved Initiative,  
 Improved Toughness, Power Attack, Weapon Focus  
 (longspear)

**Skills** Hide +18, Intimidate +24, Knowledge (the planes)  
 +20, Listen +22, Move Silently +22, Spot +22

**Possessions** +1 *longspear*, +1 *composite longbow* (+8  
 STR), heavy steel shield, *gloves of dexterity* +2, +3  
*chain shirt*

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

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

**Description** This six-limbed insectoid horror stares  
 ahead unblinkingly through glowing red eyes. It wears  
 the uniform of the New Gran March Army. It is wielding a  
 longspear in two of its claws, and a longbow in the other  
 two.

MMII page 201.

**MEZZOLOTH ARCHERS****CR 8**

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

**Init** +6; **Senses** Listen +18, Spot +18

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

**AC** 20, touch 12, flat-footed 18  
 (+2 Dex, +8 natural)

**hp** 142 (15 HD; **DR** 10/good)

**Immune** acid, poison

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

**Fort** +14, **Ref** +11, **Will** +9

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

**Melee** longspear +19/+14/+9 (1d8+5/x3) or 2 claws + 18  
 (1d4+3)

**Ranged** longbow +17/+17/+12/+7 (1d8+4/x3)

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

**Base Atk** +15; **Grp** +18

**Atk Options** Power Attack, Rapid Shot

**Special Actions** Spell-like abilities, summon yugoloth

**Spell-Like Abilities** (CL 10th):

At will – *cause fear* (DC 13), *darkness*, *desecrate*,  
*produce flame*, *see invisibility*; 2/day – *cloudkill* (DC  
 17), *dispel magic* (+10 dispel check)

**Abilities** Str 16, Dex 15, Con 21, Int 7, Wis 10, Cha 14

**SQ** Summon yugoloth

**Feats** Improved Initiative, Point Blank Shot, Power  
 Attack, Precise Shot, Rapid Shot, Weapon Focus  
 (longbow)

**Skills** Hide +17, Intimidate +20, Knowledge (the planes)  
 +16, Listen +18, Move Silently +17, Spot +18

**Possessions** MW longspear, +1 *composite longbow*  
 (+3 STR), *gloves of dexterity* +2, heavy steel shield

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

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

**Description** This six-limbed insectoid horror stares  
 ahead unblinkingly through glowing red eyes. It wears  
 the uniform of the New Gran March Army. It is  
 wielding a longspear in two of its claws, and a  
 longbow in the other two..

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**ENCOUNTER 5****HALF-MEZZOLOTH FIRE GIANT EWM1 CR 14**

LE Large outsider (evil, extraplanar, yugoloth)

**Init** -1; **Senses** darkvision 60 ft. low-light vision, Listen  
 +2, Spot +14

**Languages** Common, Giant

**AC** 28, touch 11, flat-footed 28

(-1 size, +7 half-plate armor, +2 deflection, +10  
 natural)

**hp** 217 (16 HD) **DR** 10/magic

**Immune** fire, poison

**Resist** acid 10, cold 10, electricity 10; **SR** 26

**Fort** +19, **Ref** +7, **Will** +12

**Weakness** vulnerability to cold

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8  
 squares)

**Melee** bastard sword +30/+25/+20 (2d8+34/17-20) or 2  
 slams +27 (1d4+16) or 2 claws +27 (1d6+16)

**Ranged** Rock +10 (2d6+10 plus 2d6 fire)

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

**Base Atk** +12; **Grp** +29

**Atk Options** Cleave, Power Attack, Uncanny Blow  
 (EWM)

**Spell-Like Abilities** (CL 15th): *cause fear* 3/day,  
*darkness* 3/day, *desecrate* 1/day, *see invisibility*  
 3/day, *dispel magic* 1/day, *cloudkill* 1/day

**Abilities** Str 42, Dex 11, Con 29, Int 12, Wis 14, Cha 13

**Feats** Cleave, Exotic Weapon Proficiency (bastard  
 sword), Improved Critical (bastard sword), Iron Will,  
 Power Attack, Weapon Focus (bastard sword)

**Skills** Climb +15, Craft (weaponsmith) +8, Intimidate +7,  
 Jump +15, Spot +14

**Possessions** +2 *bastard sword*, +1 *bastard sword*, half-  
 plate armor, locking gauntlet, bag, lava rocks, *belt of*  
*giant strength* +4, *cloak of Resistance* +3, +2 *ring of*  
*protection*

**Rock Throwing (Ex):** The range increment is 120 feet  
 for a fire giant's thrown rocks.

**HALF-NYCALOTH FIRE GIANT****CR 13**

LE Large outsider (evil, extraplanar, yugoloth)

**Init** +1; **Senses** darkvision 60 ft. low-light vision, Listen +2, Spot +14

**Languages** Common, Giant

---

**AC** 33, touch 11, flat-footed 32

(-1 size, +1 Dex, +11 full plate armor, +12 natural)

**hp** 187 (15 HD); **DR** 10/magic

**Immune** fire, poison

**Resist** acid 10, cold 10, electricity 10; **SR** 25

**Fort** +17, **Ref** +6, **Will** +9

**Weakness** vulnerability to cold

---

**Speed** 30 ft. (in full plate armor), base 40 ft. (8 squares); fly 40 ft. (good) (in half plate), base 60 ft.

**Melee** Greatsword +22/+17/+12 (3d6+17 plus 1d6 fire) and 2 claws +16 (1d6+5 plus bleeding wounds) or 2 slams +21 (1d4+11) or 2 claws +21 (1d6+11 plus bleeding wounds)

**Ranged** Rock +10 (2d6+10)

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

**Base Atk** +11; **Grp** +26

**Atk Options** Cleave, Improved Overrun, Improved Sunder, Power Attack

**Spell-Like Abilities** (CL 15th): *3/day darkness, deeper darkness, see invisibility, mirror image.*

*1/day, smite good (+15), desecrate, dispel magic*

---

**Abilities** Str 33, Dex 13, Con 27, Int 12, Wis 14, Cha 15

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack

**Skills** Climb +11, Craft (weaponsmith) +7, Intimidate +8, Jump +11, Spot +14

**Possessions** +1 flaming greatsword, +3 full plate armor, +3 cloak of protection, lava rocks

---

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks.

## HALF-MEZZOLOTH FIRE GIANT CR 13

LE Large outsider (evil, extraplanar, yugoloth)

**Init** -1; **Senses** darkvision 60 ft. low-light vision, Listen +2, Spot +14

**Languages** Common, Giant

---

**AC** 26, touch 9, flat-footed 26

(-1 size, +7 half-plate armor, +10 natural)

**hp** 202 (15 HD) **DR** 10/magic

**Immune** fire, poison

**Resist** acid 10, cold 10, electricity 10; **SR** 25

**Fort** +14, **Ref** +4, **Will** +9

**Weakness** vulnerability to cold

---

**Speed** 30 ft. (in half-plate armor), base 40 ft. (8 squares)

**Melee** Greatsword +26/+21/+16 (3d6+23/19-20 plus 1d6 flaming) or 2 slams +25 (1d4+15) or 2 claws +25 (1d6+15)

**Ranged** Rock +10 (2d6+15 plus 2d6 fire)

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

**Base Atk** +11; **Grp** +30

**Atk Options** Cleave, Improved Overrun, Improved Sunder, Power Attack

**Spell-Like Abilities** (CL 15th): *cause fear 3/day, darkness 3/day, desecrate 1/day, see invisibility 3/day, dispel magic 1/day, cloudkill 1/day*

---

**Abilities** Str 41, Dex 11, Con 29, Int 12, Wis 14, Cha 13

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack

**Skills** Climb +9, Craft (weaponsmith) +6, Intimidate +6, Jump +9, Spot +14

**Possessions** +1 flaming greatsword, belt of giant strength +4, half-plate armor, bag lava rocks

## ENCOUNTER 6

### MASTER VIGILANT MARAX

CR 16

Male ultroloth

NE medium, outsider (evil, extraplanar, yugoloth)

Init +5; **Senses** Listen +24, Spot +31

**Languages** Abyssal, Draconic, Infernal, Flan, Common, telepathy 100 ft.

**AC** 35, touch 16, flat-footed 32

(+3 Dex, +11 mithral full plate, +3 deflection, +8 natural)

**Miss Chance** 20% *lesser displacement*

**hp** 252 (24 HD); **DR** 15/good

**Immune** acid, poison

**Resist** cold 10, electricity 10, fire 10; **SR** 25

**Fort** +20, **Ref** +19, **Will** +16

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

**Melee** longsword +32/+27/+22/+17 (1d8+9/17-20) and *quicken scorching ray* (3/day)

**Ranged** ray spell-like abilities +30 (damage)

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

**Base Atk** +24; **Grp** +28

**Atk Options** Power Attack, Precise Shot, Quicken Spell-like ability (scorching ray)

**Special Actions** Hypnotic gaze, spell-like abilities, *haste* (boots of speed)

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

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

At will, an ultroloth can *use greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 20th-level sorcerer.

**Abilities** Str 18, Dex 20, Con 22, Int 16, Wis 15, Cha 19

**Feats** Armor Proficiency (light), Armor Proficiency (medium), Improved critical (longsword), Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability (scorching ray), Weapon Focus: Long sword, Weapon Focus: Spell - Ray.

**Skills** Bluff +26, Concentration +31, Diplomacy +23, Hide +27, Intimidate +27, Knowledge (arcana) +28, Knowledge (The Planes) +28, Knowledge (history) -

## APPENDIX 8 – ALL APLS

military) +28, Listen +24, Move Silently +24, Search +25, Sense Motive +25, Spellcraft +30, Spot +31

**Possessions** +3 *Adamantine Longsword*, +3 *mithril full plate*, *belt of giant strength* +4, *gloves of dexterity* +4, *armbands of might*, *Boots of Speed*, *Eyes of the Eagle*, *Cloak of Displacement*, *minor ring of freedom of movement*, +3 *ring of protection*.

**Master Vigilant Marax has the following spell effects active when he encounters the PCs:**

8<sup>th</sup> – *mind blank*, *greater spell immunity* (*dimensional anchor*, *dimensional lock*, *feeblemind*, *holy word*, *baleful polymorph*)

6<sup>th</sup> – *contingency* (*greater teleport* if his *greater spell immunity* is dispelled)

5<sup>th</sup> – *true seeing*

4<sup>th</sup> – *greater magic weapon* +5 (add +2 to his long sword attack and damage rolls)

3<sup>rd</sup> – *magic vestment* +5 (add +2 to his armor class and flat-footed armor class)

**Hypnotic Gaze (Su):** Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 26 negates. The save DC is Charisma-based.

**Summon Yugoloth (Ex):** Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

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

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

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

**Source** Monster manual III pg. 204

### HALF-FIEND IRONCLAD MAULER

CR 13

Marax's Flying Mount

NE large outsider (evil, augmented magical beast)

Init +3; **Senses** Listen +19, Spot +19

**Aura** sickening aura

---

**Languages** Infernal, Abyssal

---

**AC** 24, touch 12, flat-footed 21

(-1 size, +3 Dex, +4 armor, +8 natural)

**hp** 250 (20 HD); **DR** 10/magic**Immune** disease**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 30**Fort** +18, **Ref** +15, **Will** +7

---

**Speed** 40 ft. (8 squares), fly 40 ft. (average)**Melee** 2 claws +33 (2d6+13) and bite +27 (4d6+6)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +20; **Grp** +37**Atk Options** Cleave, Great Cleave, Power Attack**Special Actions** Improved grab, sickening aura, trample 2d6+13, smite good**Spell-Like Abilities** none remaining

---

**Abilities** Str 37, Dex 17, Con 23, Int 8, Wis 12, Cha 12**SQ** grafted armor, light fortification, spell-like abilities**Feats** Cleave, Great Cleave, Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Toughness, Power Attack, Weapon Focus (claw)**Skills** Listen +19, Spot +19

---

**Improved Grab (Ex):** To use this ability, an ironclad mauler must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Sickening Aura (Ex):** An ironclad mauler is surrounded by a field of negative energy. Any creature that comes within 10 ft. of an ironclad mauler must make a DC 22 Fortitude save or become sickened. This condition lasts for one hour. A creature that succeeds on the saving throw is immune to that creature's aura for 24 hours. Undead are immune to this aura. The save is Constitution-based.**Trample (Ex):** Reflex half DC 28. The save DC is Strength-based.**Grafted Armor (Ex):** Ironclad maulers wear armor that has been magically grafted to their forms. This armor provides significant protection in combat but it poses no maximum Dexterity bonus, no movement penalty, and no arcane spell failure chance. Other creatures, even other ironclad maulers, cannot wear an ironclad mauler's armor.**Light Fortification (Ex):** An ironclad mauler's grafted armor protects its vital areas and makes it resistant to damage from critical hits and sneak attacks. Anytime an ironclad mauler is hit by a critical hit or sneak attack, it has a 25% chance to resist the extra damage.**Description** A heavily muscled dire bear with large metal plates grafted to its skin. It has demonic features and huge black bat-like wings. Its eyes shine with a cunning intelligence.**Sources** Monster Manual III pg. 84.

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**LORD RAUM**

Male Nycaloth

NE Huge outsider (evil, extraplanar, yugoloth)

**Init** +6; **Senses** Listen +29, Spot +28

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**CR 17**

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**Languages** Abyssal, Infernal, Common

---

**AC** 39, touch 12, flat-footed 37

(-2 size, +2 Dex, +8 mithral breastplate, +3 heavy shield, +2 deflection, +16 natural)

**hp** 490 (28 HD); **DR** 10/good**Immune** acid, poison**Resist** cold 10, electricity 10, fire 10; **SR** 24**Fort** +28, **Ref** +17, **Will** +17

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**Speed** 40 ft. (8 squares), fly 90 ft. (good)**Melee** +3 *adamantine greataxe* +46/+41/+36/+31 (4d6+27/19-20/x3) and 2 claws +37 (1d8+8 plus bleeding wounds) or 4 claws +42 (1d8+16 plus bleeding wounds)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +28; **Grp** +52**Atk Options** Power Attack, Cleave, Flyby Attack, Improved Bull Rush**Special Actions** Bleeding wounds, rake 1d8+8, improved grab, liftoff, spell-like abilities, summon yugoloth**Spell-Like Abilities** (CL20th):At will – *deeper darkness*, *desecrate*, *fear* (DC 18), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only)**Abilities** Str 43, Dex 14, Con 36, Int 13, Wis 10, Cha 16**Feats** Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Improved Critical (greataxe), Improved Initiative, Iron Will, Mobility(B), Power Attack, Weapon Focus (greataxe)**Skills** Bluff +20, Concentration +28, Diplomacy +19, Hide +9, Intimidate +32, Jump +29, Knowledge (arcana) +20, Knowledge (the planes) +20, Listen +29, Move Silently +20, Search +20, Sense Motive +19, Spellcraft +20, Spot +28**Possessions** +3 *adamantine greataxe*, +1 *animated adamantine heavy shield*, +3 *mithral breastplate*, *amulet of health* +6, *belt of giant strength* +6, *gloves of dexterity* +2, *ring of protection* +2, *ring of freedom of movement***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 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 non-flying opponent of Large or smaller size can ascend with the grappled creature. When carrying



a medium load (a creature weighing between 12,801 and 25,600 pounds), Raum'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 25,601 and 38,400 pounds). Raum can't carry a load of more than 38,400 pounds.

**Rake (Ex):** Attack bonus +40, damage 1d8+8. A nycaloth that gets a hold can make two rake attacks with its hind legs.

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

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

**Description** Though huge 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. Lord Raum is dressed in a blackened breastplate that is engraved with depictions of battlefield slaughter. His face shows a thousand years of scars and torment, and his eyes flicker with a pale red fire.

**Sources** Monster Manual III pg. 202

## EURYALE

CR 16

Female ultroloth

NE Medium outsider (Evil, Extraplanar, Yugoloth)

**Init** +3; **Senses** Listen +20, Spot +27

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

**AC** 34, touch 15, flat-footed 31  
(+3 Dex, +9 mithril breastplate, +2 deflection, +10 natural)

**hp** 252 (24 HD); **DR** 15/good

**Immune** acid and poison

**Resist** cold 10, fire 10, electricity 10; **SR** 25

**Fort** +23, **Ref** +20, **Will** +23

**Speed** 30 ft. in mithril breastplate (6 squares), base movement 30 ft.

**Melee** weapon +29/+24/+19/+14 (1d8+4)

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

**Base Atk** +24; **Grp** +25

**Atk Options** Spell-like abilities, staff of fire

**Special Actions** hypnotic gaze, summon yugoloth

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

1/day - symbol of death (DC24)

2/day - *greater teleport*

3/day - *binding*, *geas/quest* (DC 23), *enervation*, *mass suggestion* (DC 23)

At will - *desecrate*, *disguise self*, *fear* (DC 20), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+26 touch), *ray of exhaustion* (+26 touch), *scorching ray* (+26 touch), *scrying*, *see invisibility*, *suggestion* (DC 20), *wall of fire*

**Abilities** Str 13, Dex 16, Con 22, Int 16, Wis 15, Cha 22

**Feats** Armor Proficiency (light), Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (greater teleport), Quicken Spell-Like Ability (scorching ray), Spell Focus: Enchantment, Weapon Focus: Spell - Ray.

**Skills** Bluff +33, Concentration +27 (+31 casting defensively), Diplomacy +29, Intimidate +29, Knowledge (Arcana) +27, Knowledge (The Planes) +27, Listen +20, Move Silently +21, Search +25, Sense Motive +29, Spellcraft +29, Spot +27, Use Magic Device +33.

**Possessions** +3 *longsword*, +4 *mithril breastplate*, *ring of protection* +2, *vest of resistance* +3, *cloak of charisma* +2, *headband of intellect* +2, *staff of fire* (45 charges), *ring of freedom of movement*.

**Hypnotic Gaze (Su):** Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 25 negates. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*disguise self* (DC17), *deeper darkness*, *desecrate*, *fear* (DC 20), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+26 ranged touch), *ray of exhaustion* (+26 ranged touch), *scorching ray* (+26 ranged touch), *scrying*, *see invisibility*, *suggestion* (DC 20), *wall of fire*; 3/day--*binding* (DC 25), *enervation* (+26 ranged touch), *geas/quest* (DC 23), *mass suggestion* (DC 23); 1/ day--*symbol of death* (DC 24). Caster level 20th.

At will, an ultroloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by a 20th-level sorcerer.

**Summon Yugoloth (Ex):** Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

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

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

**Yugoloth Qualities:** Yugoloths are immune to poison and acid (Ex). Yugoloths have cold, fire, and electricity resistance 10 (Ex). Yugoloths can communicate telepathically with any creature within 100 feet that has a language

**Description** Euryale is small for an ultroloth, with distinctly feminine characteristics. She wears a very ornate breastplate that looks more like a decorative piece than functional armor. She also carries a slender staff with fiery carvings along its length. She comes across as charming and reasonable, but is manipulative and deceitful, as typical for ultroloths. She keeps her distance from melee, and would prefer to leave a fight before drawing her sword. She has perfected the quick escape, and is fond of raining down fire and death on her enemies right before using her quickened spell-like *greater teleport* to leave the scene.

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**ABADDON CR 18****MALE DEATHDRINKER**

CE Huge outsider (chaotic, evil, extraplanar)

**Init** +6; **Senses** true seeing; Listen +30, Spot +30**Aura** unlife (10 ft.)**Languages** Abyssal, Common**AC** 35, touch 10, flat-footed 33

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

**hp** 418 (27 HD); **DR** 15/good and lawful**Immune** negative energy, poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29**Fort** +30, **Ref** +21, **Will** +21**Speed** 35 ft. in breastplate (7 squares), base movement 50 ft.**Melee** +3 adamantite greatsword +41/+36/+31/+26 (4d6+22/17-20)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +27; **Grp** +48**Atk Options** Cleave, Combat Reflexes, Great Cleave, Power Attack, Quick Draw, Quicken Spell-like Ability (*greater teleport*), Quicken Spell-like Ability (*greater dispel magic*), aligned strike (chaotic, evil), glory in slaughter**Combat Gear** *oil of align weapon*, *oil of bless weapon*, *oil of corrupt weapon***Spell-Like Abilities** (CL 20th):At will – *air walk* (self only), *greater dispel magic*, *greater teleport* (self plus 50 lb. of objects only)**Abilities** Str 36, Dex 14, Con 33, Int 10, Wis 11, Cha 11**SQ** deathdrink**Feats** Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Quick Draw, Quicken Spell-like Ability (*greater teleport*), Quicken Spell-like Ability (*greater dispel magic*)**Skills** Concentration +41, Hide +21, Intimidate +30, Jump +40, Knowledge (the planes) +30, Listen +30, Move Silently +29, Spot +30, Survival +0 (+2 on other planes)**Possessions** combat gear plus +2 *breastplate*, +3 *adamantine greatsword*, *belt of giant strength* +6, *amulet of health* +6, +4 *cloak of resistance*.**True Seeing (Su)** As the *true seeing* spell; continuous; caster level 20<sup>th</sup>.**Aura of Unlife (Su)** Creatures takes 2d6 points of damage at the end of each of the deathdrinker's turns if they are within 10' of it. This is a negative energy effect. Undead are instead healed of a like amount of damage.**Glory in Slaughter (Ex)** A deathdrinker gains a +5 morale bonus on attack rolls, damage rolls, and saving throws for 1 minute after it kills a worthy opponent (a creature with at least 10 HD).**Deathdrink (Su)** If a deathdrinker deals enough damage to a creature to kill it, with either its death aura or a melee attack, it instantly heals 1d8 points of damage per HD of the creature it killed.**Description** This massive creature is the size of a giant, and it sports chipped, antler-like horns from which hang desiccated bodies and skulls. The creature wears intricate armor, and dark, pitted plates cover legs that end in hooves. Its six-fingered hand holds a broad greatsword.**Sources** MM IV page 40**SCARLIS CR 17**Male Half-fiend war troll (nycaloth/war troll)  
Ftr1/EWM1

NE Large outsider (evil, extraplanar, yugoloth)

**Init** +9; **Senses** darkvision 90 ft., low-light vision, scent, Listen +14, Spot +15**Languages** Common, Giant**AC** 37, touch 16, flat-footed 32

(-1 size, +5 Dex, +6 +1 mithral breastplate, +1 deflection, +16 natural)

**hp** 233 (14 HD); regenerate 9; **DR** 5/adamantine and magic**Immune** poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 24**Fort** +20, **Ref** +13, **Will** +12**Speed** 40 ft.(8 squares); fly 60 ft**Melee** +2 *adamantine, vicious bane (human) maul* +29/+24/+19 (3d6+28) and bite +24 (1d6+6) or 2 claws +26 (1d8+13 plus *bleeding wounds*) and bite +24 (1d6+6)**Ranged** MW composite longbow (+10 Str bonus) +19/+14/+9 (2d6+10/x3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +14; **Grp** +31**Atk Options** Power Attack, smite good (+14), spell-like abilities**Special Actions** Dazing Blow**Combat Gear** *oil of bless weapon***Spell-Like Abilities** (CL 14th): smite good (+14) 1/day, *darkness* 3/day, *deeper darkness* 3/day, *desecrate* 1/day, *see invisibility* 3/day, *dispel magic* 1/day, *mirror image* 3/day.**Abilities** Str 37, Dex 20, Con 35, Int 12, Wis 15, Cha 12**Feats** Improved Initiative, Iron Will, Multiattack, Exotic Weapon Proficiency (maul), Power Attack, Weapon Focus (maul)**Skills** Craft (weaponsmithing) +4, Listen +14, Spot +15**Possessions** +1 *mithral breastplate armor*, +2 *adamantine, vicious human-bane maul*, *belt of giant strength* +4, *masterwork composite longbow* (+10 Str bonus), *ring of protection* +1.**Dazing Blow (Ex):** The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 29 Fortitude save or be dazed for 1 round. The save is Constitution-based.**Regeneration (Ex):** Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach

the severed member instantly by holding it to the stump.

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

**Description** Though he is only half-fiend, Scarlis radiates all the evil and malignance of a demon from the lowest pits of Gehenna. His visage is twisted and vile, furious and unearthly wicked. Massive bat-wings throb with barely contained power and twitch with every flickering snarl. His trollish form still dominates the canine features of the nycaloth, but those features have somehow become more demonic without taking on the newer features. An extra set of arms flex from his long torso, and grasp at unseen enemies with horned claws. He wields a black maul, passing it slowly, lovingly from hand to hand. He has hundreds of savagely burned scars covering his body and face, bearing witness to an attack that even a war troll could not have survived.

#### **MOST VIGILANT AZMOGRANE**

**CR 15**

Male ultroloth

NE medium, outsider (evil, extraplanar, yugoloth)

**Init** +3; **Senses** Listen +24, Spot +23

**Languages** Abyssal, Draconic, Infernal, Flan, Common, telepathy 100 ft.

**AC** 35, touch 15, flat-footed 32

(+3 Dex, +9 mithral full plate, +3 animated shield, +2 deflection, +8 natural)

**hp** 231 (22 HD) plus 10 temp hp (*heroes' feast*); DR 15/good

**Immune** acid, poison

**Resist** cold 10, electricity 10, fire 10; **SR** 25

**Fort** +24, **Ref** +21, **Will** +21

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

**Melee** longsword +30/+25/+20/+15 (1d8+9/19-20) and *quicken scorching ray* (3/day) or lance +30 (1d8+9/x3).

**Ranged** ray spell-like abilities +26 (damage)

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

**Base Atk** +22; **Grp** +26

**Atk Options** Power Attack, Quicken Spell-like ability (scorching ray), Ride By Attack, Spirited Charge

**Special Actions** Hypnotic gaze, spell-like abilities, *haste* (boots of speed)

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

At will—*disguise self* (DC15), *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+30 ranged touch), *ray of exhaustion* (+30 ranged touch), *scorching ray* (+30 ranged touch),

*scrying*, see *invisibility*, *suggestion* (DC 18), *wall of fire*; 3/day--*binding* (DC 23), *enervation* (+30 ranged touch), *geas/quest* (DC 21), *mass suggestion* (DC 21); 1/ day--*symbol of death* (DC 22). Caster level 20th.

At will, an ultroloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 20th- level sorcerer.

**Abilities** Str 18, Dex 16, Con 22, Int 16, Wis 15, Cha 19

**Feats** Armor Proficiency (light), Armor Proficiency (medium), Improved critical (longsword), Mounted Combat, Power Attack, Quicken Spell-Like Ability (scorching ray), Ride By Attack, Spirited Charge.

**Skills** Bluff +26, Concentration +31, Diplomacy +33, Handle Animal +9, Hide +20, Intimidate +29 Knowledge (The Planes) +28 Knowledge (history - military) +28 Listen +24, Move Silently +20, Ride +17, Sense Motive +25, Spellcraft +23, Spot +23

**Possessions** +1 adamantite bane (human) longsword (+3 with greater magic weapon), +1 lance (+3 with greater magic weapon), +1 mithral full plate, +1 animated heavy mithral shield, belt of giant strength +4, armbands of might, boots of speed, +2 ring of protection, +5 cloak of resistance, figurines of wondrous power – ivory goats.

**Hypnotic Gaze (Su):** Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 25 negates. The save DC is Charisma-based.

**Summon Yugoloth (Ex):** Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

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

**Description** Dark-skinned and alien-looking, this slim figure is fearsome to behold. His long head and bulbous eyes give his face an imposing, evil look. He wears full-plate armor and a shield bearing an argent owl floats at his side.

Azmograne is looking to impress Marax, but is a coward at heart. He will seek out the weakest looking Knight of the Watch or Dispatch to engage in combat. Many of the Knights are known to the yugoloths, especially Azmograne and Marax, and he will use that knowledge of their capabilities.

The greater magic weapon spells on Azmograne are cast at 14<sup>th</sup> level. He runs see *invisibility* constantly and will ride his ivory goats into battle (he prefers the goat of travail. His *heroes' feast* is at CL 11<sup>th</sup>.

**Source** Monster manual III pg. 204

#### **BAUGI**

**CR 15**

Male half-fiend fire giant (ultroloth/fire giant)  
Ftr1/EWM1

LE Large outsider (evil, extraplanar, yugoloth)

**Init** +2; **Senses** low-light vision, Listen +2, Spot +14

**Languages** Common, Giant

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**AC** 31, touch 10, flat-footed 29  
 (-1 size, +2 dex, +10 +2 *full plate armor*, +10 natural)  
**hp** 231 (17 HD): DR10/magic  
**Immune** fire, poison  
**Resist** acid 10, cold 10, electric 10; **SR** 27  
**Fort** +23, **Ref** +8, **Will** +10  
**Weakness** vulnerability to cold

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**Speed** 30 ft. (in half-plate armor), base 40 ft. (8 squares)  
**Melee** Greatsword +28/+23/+18 (2d8+29) or 2 slams +26 (1d4+14) or 2 claws +26 (1d6+14)  
**Ranged** Rock +14 (2d6+14 plus 2d6 fire)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +13; **Grp** +31  
**Atk Options** Cleave, Great Cleave, Improved Sunder, Power Attack, spell-like abilities  
**Spell-Like Abilities** (CL 14th): smite good (+17) 1/day, *disguise self* 3/day, *darkness* 3/day, *desecrate* 1/day, *ray of enfeeblement* 3/day, *scorching ray* 3/day, *enervation* 3/day.

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**Abilities** Str 38, Dex 14, Con 28, Int 14, Wis 14, Cha 15  
**Feats** Cleave, Great Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Iron Will, Power Attack, Weapon Focus (bastard sword)  
**Skills** Climb +11, Craft (weaponsmithing) +6, Intimidate +6, Jump +15 Spot +14.  
**Possessions** +2 *full plate armor*, *boots of speed*, +1 *bastard sword*, *cloak of resistance* +1, *gauntlets of ogre power*, *amulet of health* +2

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**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks.

**Description** Even as a fire giant, Baugi was shrewd and reserved. He planned his moves carefully, and when he attacked an opponent, he did so with no thought of mercy. As a half-fiend, he has been *improved* with the taint of an ultroloth, a creature not typically given to melee combat. Baugi has accepted his lot, and has no delusions about being loyal to Master Vigilant Marax or any of the other yugoloths. At the first opportunity, he will abandon the fiends and his fellow half-fiend giants, and strike out on his own. He is already considering options for getting out of Shiboleth and away from the Sheldomar Valley. His eyes now swirl with disconcerting silver pools, so he knows his future will be difficult, even among giants. He will kill as many Tyv as possible, but he will always be looking for a way to secure his own escape.

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**TARTARUCHI, THE BRUTE** **CR 13**  
 NE Large Outsider (Evil, Extraplanar, Yugoloth)  
**Init** +5; **Senses** Listen +25, Spot +25  
**Languages** Abyssal, Draconic, and Infernal, Telepathy 100ft.

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**AC** 27, touch 12, flat-footed 26  
 (-1 size, +1 Dex, +7 chain shirt, +10 natural)  
**hp** 275 (22) HD; **DR** 10/good  
**Immune** acid, poison  
**Resist** cold 10, fire 10, electricity 10; **SR** 22

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**Fort** +20, **Ref** +13, **Will** +13

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**Speed** 40 ft. (8 squares)  
**Melee** longspear +33/+28/+23/+18 (2d6+13/19-20 x3) or whip +32/+27/+22/+17 (1d4+11 plus 1d6 flaming) or 2 claws + 31 (1d6+10)  
**Ranged** longbow +23/+18/+13/+8 (2d6+10/x3)  
**Space** 10 ft.; **Reach** 10 ft. (20 ft with longspear/25 with whip)  
**Base Atk** +22; **Grp** +36  
**Atk Options** Combat Reflexes, Power Attack  
**Special Actions** Spell-like abilities, summon yugoloth  
**Spell-Like Abilities** (CL 10th):  
*At will – cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*, 2/day –*cloudkill* (DC 17), *dispel magic* (+10 dispel check)

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**Abilities** Str 30, Dex 12, Con 25, Int 8, Wis 10, Cha 14  
**Feats** Armor Proficiency (light), Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Critical (longspear), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (longspear)  
**Skills** Hide +21, Intimidate +27, Knowledge (the planes) +24, Listen +25, Move Silently +25, Spot +25, Use Magic Device +14  
**Possessions** +1 *longspear*, +1 *composite longbow* (+10 STR), heavy steel shield, *gloves of dexterity* +2, +3 *chain shirt*, *belt of giant strength* +4, +1 *flaming whip*

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**Summon Yugoloth (Ex):** Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.  
**Telepathy (Su):** Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

**Description** This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army. It is wielding a longspear in two of its claws, and a flaming whip in another claw. For opponents who have too much armor to be hurt by his whip, he likes to disarm or trip them from far enough away that smaller opponents cannot respond with an attack of opportunity, and then use his longspear for the rest of his attacks.  
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**KAEMA THULDIR** **CR 18**  
 female half-fiend human (ultroloth/human)  
 Wiz10/FSp4/Acm3  
 NE medium outsider (evil, extraplanar, yugoloth)  
**Init** +16 (includes +5 for *nerveskitter*); **Senses** Listen +1, Spot +1  
**Languages** Common, Draconic, Elven, Suel, Flan, Celestial, Baklunish, Ignan, Dwarven, Infernal, Abyssal.

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**AC** 33, touch 20, flat-footed 26  
 (+7 Dex, +6 armor, +5 shield, +3 deflection, +2 natural)

**Miss Chance** 50% (*contingency – displacement*)  
**hp** 154 (17 HD) plus 24 temp (*empowered false life*) plus 11 temp (*heroes' feast*) plus 48 temp (*empowered vampiric touch*) – total effective hp 237; DR 10/magic and 10/adamantine (*stoneskin*)

**Immune** poison, mind-affecting and divination magic (*mind blank*), acid, cold, electric, fire, sonic (*energy immunity spells*)

**Resist** acid/cold/electric/fire 10 (innate); **SR** 27

**Fort** +16, **Ref** +17, **Will** +21

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

**Melee** dagger +6/+1 (1d4-1, 19-20/x2)

**Ranged** touch spell +14 (by spell)

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

**Base Atk** +7; **Grp** +6

**Atk Options** smite good

**Special Actions** spells, spell-like abilities

**Combat Gear** dagger

**Class Spells Prepared** (CL 18<sup>th</sup>, CL 22<sup>nd</sup> for spell penetration checks, DC 21 + spell level, 22 + spell level for evocations and necromancy):

9th— *meteor swarm*, *wish*

8th— *chain dispel* (PHII), *horrid wilting*

7th— *limited wish*, ~~greater arcane sight~~, *quicken*  
*haste*, *finger of death*, *empowered cone of cold*

6th— *disintegrate*, *greater dispel magic*, *quicken*  
*glitterdust*, *empowered blast of flame*, *Otiluke's freezing sphere*

5th— *greater fireburst*, *wall of force*, ~~empowered vampiric touch~~, *quicken* *magic missile*, *wall of force*

4th— ~~stoneskin~~, *dimension door*, *enervation*, *orb of force*, *ice storm*, ~~empowered false life~~

3rd— ~~greater mage armor~~, ~~anticipate teleport~~, *fireball*, *fireball*, *haste*, *slow*, *dispel magic*

2nd— *glitterdust*, *glitterdust*, ~~see invisibility~~, *see invisibility*, *false life*, *scorching ray*

1st— *nerveskitter*, *nerveskitter*, *ray of enfeeblement*, *ray of enfeeblement*, *magic missile*, *magic missile*, *grease*

0— *prestidigitation*, *light*, *detect magic*, *read magic*

**Spell-Like Abilities** (CL 17<sup>th</sup>): smite good (+17)  
1/day, *disguise self* 3/day, *darkness* 3/day, *desecrate* 1/day, *ray of enfeeblement* 3/day, *scorching ray* 3/day, *enervation* 3/day.

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**Abilities** Str 8, Dex 24, Con 22, Int 32, Wis 12, Cha 12

**SQ** High Arcana – Mastery of Elements, High Arcana – Mastery of Shaping, High Arcana – Spell Power, Spin Fate, Fickle Finger of Fate, Spin Destiny, Deny Fate, Resist Fate.

**Feats** Craft Wondrous Item, Empower Spell, Greater Spell Penetration, Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Necromancy), Spell Penetration

**Skills** Concentration +26, Decipher Script +24, Knowledge (arcana) +31, Knowledge (dungeoneering) +22, Knowledge (history) +28, Knowledge (nobility) +23, Knowledge (religion)

+12, Knowledge (the planes) +31, Profession (gambler) +11, Spellcraft +36

**Possessions** combat gear plus *headband of intellect* +6, *amulet of health* +6, *gloves of dexterity* +4, *rod of metamagic - lesser extend*, *rod of metamagic - extend*, *ring of counterspells (greater dispel magic)*, *cloak of resistance* +5, *ring of protection* +3, +4 *death ward mithral buckler*.

**Spellbook** spells prepared plus lots more.

**Mastery of Elements (-)** The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. For example, an archmage could cast a *fireball* that deals sonic damage instead of fire damage.

This ability can only alter a spell with the acid, cold, fire, electricity or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8<sup>th</sup>-level spell slot.

**Mastery of Shaping (-)** The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, an archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6<sup>th</sup>-level spell slot.

**Spell Power (-)** This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5<sup>th</sup> level spell slot.

**Spin Fate (EX)** A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5<sup>th</sup>-level wizard/3<sup>rd</sup>-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day

a fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

**Fickle Finger of Fate (EX)** On reaching 2<sup>nd</sup> level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be

affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

**Spin Destiny (EX)** Beginning at 3<sup>rd</sup> level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

**Deny Fate (EX)** At 4<sup>th</sup> level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

**Resist Fate (EX)** A fatespinner of 4<sup>th</sup> level and above embraces his extraordinary good luck. Once per day, he can reroll on roll that he has just made. He must abide by the result of the roll, even if it's worse than the original roll.

**Active Spells:** Kaema has the following spells precast (all at CL 18 except *heroes' feast* which is at CL 11): *energy immunity* (all), *mind blank*, *contingency* (*displacement* whenever she is attacked), *empowered false life*, *empowered vampiric touch*, *see invisibility*, *greater arcane sight*, *stoneskin* (150 hp), *greater mage armor*, *anticipate teleport*. Her ring of counterspells is charged with *greater dispel magic*.

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

**Sources** Fatespinner (*Complete Arcane* p37).

**MASTER KADRAMAZZ** **CR 13**  
male corruptor of fate Wiz/MoAO 5/7  
NE Medium Outsider (Evil, extraplanar, yugoloth)  
**Init** +14 (+5 *nerveskitter*); **Senses** Listen +12, Spot +12, darkvision 60 ft.  
**Languages** Abyssal, Draconic, Infernal, Common, Flan, Suel, Celestial, telepathy 100 ft.

**AC** 21, touch 15, flat-footed 16 (+1 for dodge feat against designated target)

(+5 Dex, +4 mage armor, +2 shield)

**Miss Chance** 50% (*contingency displacement*)

**hp** 162 (19 HD) plus 15 temp hp (*false life*) plus 10 temp hp (*heroes' feast*); **DR** 10/adamantine (*stoneskin*)

**Immune** acid, energy drain, necromantic effects, negative energy effects, poison.

**Resist** cold 10, fire 10, electricity 10; **SR** 26

**Fort +17, Ref +15, Will +17**

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

**Melee** dagger +19/+14/+9 (1d4+2, 19-20)

**Ranged** ranged touch spell +18 (by spell)

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

**Base Atk** +12; **Grp** +13

**Atk Options** aligned strike (evil), bestow curse, spells

**Special Actions** corrupting gaze, spells

**Class Spells Prepared** (CL 16<sup>th</sup>, CL 18<sup>th</sup> for spell penetration checks, DC 16 + spell level):

6th— *disintegrate*, *empowered sculpted and acid substituted fireball*, *empowered blast of flame*

5th— *acid substituted cone of cold*, *sculpted ice storm*, *teleport*, *sculpted confusion*

4th— *stoneskin*, *dimension door*, *enervation*, *orb of force*

3rd— *sculpted glitterdust*, *sculpted glitterdust*, *fly*, *empowered ray of enfeeblement*, *acid substituted lightning bolt*

2nd— *false life*, *see invisibility*, *touch of idiocy*, *blur*, *scorching ray*, *acid substituted scorching ray*

1st— *nerveskitter*, *magic missile*, *mage armor*, *grease*, *color spray*, *feather fall*

0— *prestidigitation*, *light*, *detect magic*, *read magic*

**Abilities** Str 12, Dex 21, Con 20, Int 22, Wis 10, Cha 12

**SQ** unluck, yugoloth traits

**Feats** Alertness (familiar), Dodge, Improved Initiative, Weapon Finesse, Scribe Scroll, Cooperative Spell, Empower Spell, Energy Substitution (Acid), Practiced Spellcaster, Sculpt Spell, Spell Penetration,

**Skills** Balance +12, Concentration +27, Disguise +11, Escape Artist +15, Hide +15, Jump +8, Knowledge (Arcana) +16, Listen +12, Move Silently +15, Profession (teacher) +10, Sleight of Hand +15, Spellcraft +30, Spot +12, Tumble +17, Use Rope +17,

**Possessions** +4 *headband of intellect*, +2 *cloak of resistance*, +1 *dagger*, +1 *mithral buckler*, *rat familiar*.

**Spellbook** not applicable.

**Bestow Curse (Su)** As the bestow curse spell; at will; Will DC 24; caster level 7th.

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

**Corrupting Gaze (Su)** A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 20 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

**Unluck (Su)** Roll twice for attacks and damage against a corruptor of fate; the attacker must use

the lower result. This is a mind-affecting necromantic effect.

**Description** A corpulent creature with sickly yellow skin wears black robes embroidered with arcane sigils. An amulet around its neck bears a twisted version of the heraldry of Gran March, with a clawed hand clutching a heart on the field of gray. It is armed with a dagger. It stands about 5 feet tall and weighs about 200 pounds. Its face is emaciated, with thin yellow skin stretched tightly across its skull. As it attacks, a smell of brimstone emanates from its body.

**Active Spells:** All at CL 16<sup>th</sup> except as noted, *contingency* (*displacement* if attacked), *stoneskin* (150 hp capacity), *false life*, *see invisibility*, *heroes' feast* (CL 11<sup>th</sup>)

**Note** None of the abilities of the Mage of the Arcane Order prestige class are directly relevant to this scenario beyond bonus feats and languages, which are included in the statistics above. In the interest of brevity, the full description of the spell pool and other abilities has been omitted.

**Source:** Monster manual IV Pg. 190

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**CORRUPTOR OF FATE "MINDERS", ONE PER MAJOR NPC CR 10**

male corruptor of fate Clr9

NE Medium Outsider (Evil, extraplanar, yugoloth)

**Init** +7; **Senses** Listen +15, Spot +15, darkvision 60 ft.

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

**AC** 27, touch 15, flat-footed 22 (+1 for dodge feat against designated target)  
(+5 Dex, +5 armor, +3 shield)

**hp** 152 (16 HD)

**Immune** acid, energy drain, necromantic effects, negative energy effects, poison.

**Resist** cold 10, fire 10, electricity 10; **SR** 23

**Fort** +17, **Ref** +12, **Will** +17

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

**Melee** dagger +16/+11/+6 (1d4+2, 19-20)

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

**Base Atk** +13; **Grp** +15

**Atk Options** aligned strike (evil), bestow curse, spells

**Special Actions** corrupting gaze, spells

**Class Spells Prepared** (CL 13<sup>th</sup>, CL 14<sup>th</sup> for Evil spells, or 15<sup>th</sup>/17<sup>th</sup> for spell penetration checks, DC 15 + spell level):

5th— *dispel good* (D), *summon monster V*, *spell resistance*

4th— *freedom of movement* (D), *death ward*, *delay death*, *restoration*

3rd— *magic circle vs. good* (D), *dispel magic* x4

2nd— *aid* (D), *death knell*, *calm emotions*, *remove paralysis*, *silence* x2

1st— *entropic shield* (D), *cure light wounds* x6

0— *cure minor wounds* x6

(Luck and Evil domains.)

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**Abilities** Str 14, Dex 16, Con 20, Int 12, Wis 20, Cha 11

**SQ** unluck, yugoloth traits

**Feats** Dodge, Improved Initiative, Weapon Finesse, Improved Counterspell, Practiced Spellcaster, Spell Penetration

**Skills** Balance +2, Concentration +24, Disguise +10, Hide +10, Listen +15, Move Silently +15, Sleight of Hand +10, Spellcraft +20, Spot +15, Tumble +12

**Possessions** +2 *periapt of wisdom*, +1 *cloak of resistance*, +1 *heavy steel shield*, +1 *chain shirt*.

**Bestow Curse (Su)** As the bestow curse spell; at will; Will DC 23; caster level 7th.

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

**Corrupting Gaze (Su)** A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 18 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks and saving throws for 1 minute. The save DC is Charisma-based.

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

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**Description** A corpulent creature with sickly yellow skin wears a chain shirt and carries a heavy shield. It stands about 5 feet tall and weighs about 200 pounds. Its face is emaciated, with thin yellow skin stretched tightly across its skull. As it attacks, a smell of brimstone emanates from its body.

**Active Spells:** None.

**Note** Tactics revolve around counterspelling. Use *dispel magic* spells if needed, or improved counterspell (the *summon* spell is for orbs, and the *spell resistance* spell is for dimensional anchor). Remove detrimental conditions from the leader as needed.

**Source:** Monster manual IV Pg. 190

## APPENDIX 9 – NPC ALLIES

### APLs 2 – 8

#### GRAN MARCH INFANTRY/VIGIL KOTW CR 4

Male or Female human F4

LG medium human

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor,)

**hp** 30 (4 HD)

**Fort** +6, **Ref** +3, **Will** +1

**Speed** 20 ft. in chain mail (4 squares), base movement 30 ft.

**Melee** longspear +8 (1d8+5) or longsword +8 (1d8+4)

**Ranged** weapon +6 (1d8)

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

**Base Atk** +4; **Grp** +6

**Atk Options** Power Attack

**Abilities** Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 11

**Feats** Combat Reflexes, Mounted Combat, Power Attack, Weapon Focus (longspear), Weapon Focus (longsword), Weapon Specialization (longspear), Weapon Specialization (longsword)

**Skills** Climb +2Diplomacy +1, Handle Animal +4, Jump -4, Ride +8, Swim -2,

**Possessions** MW chain mail armor, MW longspear, MW longsword, light crossbow, 20 bolts

**Description** A Gran March infantry soldier wearing superior personal equipment. He also displays a small emblem of the Knight of the Watch. These soldiers are all varieties of human, male and female.

#### GRAN MARCH ARCHER CR 4

Male or Female human F4

LG medium human

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 14, touch 12, flat-footed 12; Dodge, Mobility

(+2 Dex, +2 armor,)

**hp** 30 (4 HD)

**Fort** +6, **Ref** +3, **Will** +1

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

**Melee** light mace +6 (1d8+2)

**Ranged** weapon +8 (+6/+6 w/Rapid Shot) (1d8+4)

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

**Base Atk** +4; **Grp** +6

**Atk Options** Point Blank Shot, Rapid Shot

**Abilities** Str 14, Dex 15, Con 14, Int 10, Wis 10, Cha 11

**Feats** Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Climb +7, Handle Animal +4, Jump +7, Ride +5, Swim 6

**Possessions** Leather armor, MW composite longbow (+2 Str), 100 arrows, light mace

**Description** A Gran March infantry soldier wearing superior personal equipment. These soldiers are all varieties of human, male and female.

### APLs 10 – 14

#### GRAN MARCH SOLDIER/KOTW CR 10

Male or Female human F10

LG medium human

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 18, touch 12, flat-footed 16

(+2 Dex, +6 chainmail)

**hp** 75 (10 HD)

**Fort** +9, **Ref** +5, **Will** +3

**Speed** 20 ft. in chain mail (4 squares), base movement 30 ft.

**Melee** longspear (or lance) +16/+11 (1d8+9) or longsword +16/+11 (1d8+7)

**Ranged** weapon +12 (1d8)

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

**Base Atk** +10; **Grp** +14

**Atk Options** Power Attack, Ride by Attack, Spirited Charge

**Abilities** Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 11

**Feats** Combat Reflexes, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Weapon Focus (lance), Weapon Focus (longspear), Weapon Focus (longsword), Weapon Specialization (lance), Weapon Specialization (longspear), Weapon Specialization (longsword)

**Skills** Climb +7Diplomacy +2, Handle Animal +7, Jump +1, Ride +13, Swim +2,

**Possessions** +1 chain mail armor, +1 lance, +1 longspear, +1 longsword, light crossbow, 20 bolts, gauntlets of ogre power

**Description** A Gran March infantry or cavalry soldier wearing superior personal equipment. He also displays a small emblem of the Knight of the Watch. These soldiers are all varieties of human, male and female.

#### GRAN MARCH ARCHER CR 10

Male or Female human F10

LG medium human



**Init** +8; **Senses** Listen +0, Spot +0

**Languages** Common

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**AC** 16, touch 13, flat-footed 12; Dodge, Mobility  
(+4 Dex, +2 armor,)

**hp** 75 (10 HD)

**Fort** +9, **Ref** +7, **Will** +3

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

**Melee** light mace +12/+7 (1d8+2)

**Ranged** weapon +16/+11 (+14/+14/+9 w/Rapid Shot)  
(1d8+5)

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

**Base Atk** +10; **Grp** +12

**Atk Options** Blind Fight, Far Shot, Point Blank Shot,  
Power Attack, Rapid Shot

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**Abilities** Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 11

**Feats** Blind Fight, Dodge, Far Shot, Improved Initiative,  
Mobility, Point Blank Shot, Power Attack, Precise  
Shot, Rapid Shot, Weapon Focus (longbow), Weapon  
Specialization (longbow)

**Skills** Climb +13, Handle Animal +4, Jump +13, Ride +6  
, Swim 12

**Possessions** *Leather armor*, +1 *composite longbow* (+2  
Str), 100 arrows, light mace, *gloves of dexterity* +2

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**Description** A Gran March infantry soldier wearing  
superior personal equipment. These soldiers are all  
varieties of human, male and female.

## DM AID#1: THE NEW GRAN MARCH



## DM AID#2: THE KNIGHTS VIGILANT



# DM AID: NEW RULES

## NEW FEATS

### **Cooperative Spell [Metamagic] (*Complete Arcane*)**

You can cast spells to greater effect in conjunction with the same spell cast by another individual.

**Prerequisite:** Any metamagic feat.

**Benefit:** While the two of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell at the same time in the round. Add +2 to the save DC of cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any), using the higher base DC and level check of either caster.

A cooperative spell uses up a spell slot of the same level as the spell's actual level.

**Special:** For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and the bonus on the caster level check both increase by 1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters involved in the casting. For example, two wizards and two sorcerers standing in a circle all have Cooperative Spell. The first three in the initiative order ready an action to cast *fireball*, casting the spell when the fourth does. The base DC of the spell's save is equal to the highest save DC among the cooperative casters (as determined by relevant ability scores, other feats, special abilities, or items) +4 (+2 for the first cooperative caster and +1 for each of the other two). As well, whoever has the highest caster level determines the base caster level check, which gains a +3 bonus (+1 for each cooperative caster).

### **Energy Substitution [Metamagic] (*Complete Arcane*)**

You can modify an energy-based spell to use another type of energy instead.

**Prerequisite:** Knowledge (arcana) 5 ranks, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell..

**Special:** You can gain this feat multiple times, choosing a different type of energy each time.

### **Improved Toughness (*Complete Warrior*)**

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

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

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

### **Practiced Spellcaster (*Complete Arcane*)**

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisite:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5<sup>th</sup>-level sorcerer/3<sup>rd</sup>-level fighter who selects this feat would increase his sorcerer caster level from 5<sup>th</sup> to 8<sup>th</sup> (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9<sup>th</sup> (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4<sup>th</sup>-level cleric/5<sup>th</sup>-level wizard who had selected this feat twice would cast cleric spells as an 8<sup>th</sup> level caster and wizard spells as a 9<sup>th</sup> level caster..

### **Sculpt Spell (Complete Arcane)**

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

## **NEW SPELLS**

### ***Anticipate Teleportation (Spell Compendium)***

Abjuration

**Level:** Sor/Wiz 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5-ft./level radius emanation from touched creature.

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

*The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.*

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

**Focus:** A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

### ***Blast of Flame (Spell Compendium)***

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 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

*As you cast the spell, your hand becomes sheathed in barely perceptible yellow flames. With a roar, the flames burst from your hand in the shape of a cone, leaving your hand trailing wisps of smoke.*

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

*Material Component:* A bit of wick soaked in oil.

### ***Chain Dispel (Player's Handbook II)***

Abjuration

**Level:** Clr 8, Sor/Wiz 8

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

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

**Target:** One or more creatures, no two of which are more than 30 ft. apart.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*A coruscating bolt rips through the air, humming with power as it strikes each targeted creature.*

Each creature struck by this spell is affected as if by a targeted *dispel magic*, except that you can add your caster level to the dispel check, up to a maximum of 25.

*Material Component:* A pair of bronze nails, each no less than 6 inches in length.

### ***Fireburst, Greater (Spell Compendium)***

Evocation [Fire]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Burst of fire extending 15 ft. from you.

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.*

Greater fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 15 ft. of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d10 points of fire damage per caster level (maximum 15d10).

*Material Component:* A bit of sulfur.

### ***Mage Armor, Greater (Spell Compendium)***

Conjuration (Creation) [Force]

**Level:** Sor/Wiz 3

**Components:** V, S

***An invisible sheen of armor-shaped force surrounds you.***

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.

***Nerveskitter (Spell Compendium)***

Transmutation

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 immediate action

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

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes

***You suffuse your ally with a brief, blue low. He jerks away from you, as if he can anticipate your next action.***

You cast this spell when you and your party roll for initiative. You enhance the subject's reaction in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

***Orb of Force (Spell Compendium)***

Conjuration (Creation) [Force]

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of force.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

***As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.***

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

## PLAYER HANDOUT #1 – KNIGHTS OF THE WATCH

This information is provided to Knights of the Watch and squires to the Order.

Contact with the Watchers in Shibolet reveals the following significant information:

There is an ultroloth calling himself Master Vigilant Marax who is spreading the lie that the Knighthood was founded as a copy of a daemoniac order named the Knights Vigilant. Researchers have found some records of a version of the heraldry he uses dating back about 200 years. Even if some version of the skeletal owl rampant was being used 200 years ago, there is no way the knighthood could be based on anything but the true teaching and heraldry of Trilesimain. There are authentic, documented accounts of the history of the knighthood. However, the uniformed are easily misled and many are only too happy to believe slanderous accounts of the Order. This Marax is to be found and put to death, as well as any other friend wearing the perverted heraldry of the Knights Vigilant. This directive comes down from Watcher Tenelous, who seems especially annoyed with the lies being spread.



## PLAYER HANDOUT #2- SYRLOCH

This information is provided to PC members of Syrloch.

There are rumors that former Archdean Kaema Thuldir has worked with yugoloths seen in Gran March. Someone resembling her aided an ultroloth named Marax to steal some items from The Athenaeum. This woman looked like a half-fiend. These rumors are just speculation at this time, but the Deans are taking the matter under advisement and are investigating. This is a subject to be generally avoided.

There seems to be an arcanaloth named Morgraze that has found a way to transform humankind and giant-kin into half-yugoloth monsters. The researchers at Syrloch have a number of test subjects and are working to understand and reverse the process. If this creature could be found and captured, it would be helpful to the research.