

BIS5-07

Evard

A One-Round D&D[®] LIVING GREYHAWK[™] Bissel Regional Adventure

Version 0.5

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The end of the war is at hand, but Evard is not entirely powerless. A final, daring mission has been conceived to hamstring the Necromancer. Can you complete the mission that will save untold lives? Or will Bissel need to fight the Necromancer on even footing? A Bissel regional adventure for PCs of APLs 2-16, for PCs who have played BIS5-06 *Vanity and Vexation* and are familiar with the Bissel region.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at rshah21@delic.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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

It is nearing the end of 595, and the forces of Evard the Necromancer and the March of Bissel have fought each other to stalemate. After the Battle of Sholem (OGC Interactive, 2005) the Necromancer gained the upper hand, but the March rushed an anti-undead weapon to completion, nearly annihilating Evard's forces.

Now, the forces of Bissel are knocking on the gates of Thornward, and Evard is preparing to deploy what she believes to be her hidden reserves – a vast army of undead, devils, yugoloths, shadar-kai and human mercenaries from the shadow plane into Thornward. Unknown to her, the leaders of the March are aware of her hideout on the shadow plane, and have come to the realization that if they can close the last portal between the Thornward of the shadow plane and the Thornward of the Prime Material plane, they will choke Evard's capability to move her reinforcements easily.

Meanwhile, on the shadow plane, the yugoloth mercenary leader, Sil'C'Baoth, is growing worried about Evard's plans. Why does she need such a huge army if, as she claims, there is only a token resistance force left in Bissel. His men have been reduced to guard duties, while other creatures, including rival devils, have joined Evard's Army.

If the PCs can close the portal from the shadow plane, then the leaders of Bissel are ready to commit their troops to a frontal assault on Thornward. If Evard

maintains a supply line and a way to reinforce her troops in Thornward, parlay must be considered – the March has no strength to prolong this war.

ADVENTURE SUMMARY

The PCs are summoned to the headquarters of the Army and asked to sign onto a mission without direct information on what the mission is. Once they sign on, the Regent arranges for them to travel to the shadow plane with instructions to close the final portal.

When the PCs arrive in the shadow Thornward, they are noticed by yugoloths in the service of Sil'C'Baoth, and they are asked to meet with the yugoloth captain. Sil is interested in any information the PCs have, and the PCs have a chance to sway his allegiance. If they are successful, Sil will make the PCs' task of getting into Thornward Keep much easier.

As the PCs enter Thornward Keep, an unknown person, who requests their help, mentally assails them. The PCs can either investigate the tower they are directed to or head to the portal. PCs that investigate the tower will eventually find the true Evard Markavan, brother of Saralind Markavan, whom his sister has imprisoned.

PCs who head to the portal can easily close it, but as they do so, Evard the Necromancer makes her entrance – PCs can either flee or fight her.

Introduction: Once More into the Breach

The PCs have an audience with the Regent and the Generals of the Army. They are asked to sign onto a mission without being told what it is.

Encounter 1: Darkest Night

Regent Saralind transports the PCs to the Plane of Shadow, where they discover the size of Evard's Army

Encounter 2: Into the City

As the PCs enter Thornward, they are intercepted by yugoloth guards who request they speak with their commander

Encounter 3: You Go Loth!

The PCs have an audience with Sil'C'Baoth where they can sway his allegiance

Encounter 4: The Dark Gate

The PCs attempt to enter Thornward Keep. They are mentally assailed by the imprisoned Evard Markavan

Encounter 5: The Sealed Door

The PCs have to find a way to enter the tower.

Encounter 6: The First Floor

The PCs have to fight the devils guarding the first floor of the tower

Encounter 7: The Presence of Undeath

The PCs have to fight the undead guarding the second floor of the tower

Encounter 8: A Man's Name

The PCs meet the true Evard Markavan, who asks them to send him to his peace.

Encounter 9: The Portal

The PCs have to close the portal and escape. As they do so, Evard the Necromancer makes an appearance

Conclusion A

The PCs fail to fully close the portal, leading to a nightmare situation for the March

Conclusion B

The PCs fully close the portal, but see the effects of what they have done.

Note to the Judge

At the end of Encounter 9, the PCs have a chance to engage a clone of Evard the Necromancer in combat. The battle is an untiered, optional battle, and as such, only higher level parties (APLs 14-16) that are well balanced should attempt it. Lower level parties should be highly encouraged to execute their escape plan.

INTRODUCTION: ONCE MORE INTO THE BREACH

Autumn has turned to early winter in Bissel. The leaves have fallen, and the bare trees look, in many ways, like the bones of the skeletons that lay below them.

Two weeks ago, word reached you that Evard's undead forces had been magically cleansed from the land – and Bissel's Army had surged forward from their final defensive lines in the Swordfields. Now, one can see the walls of Thornward from the front lines, and Bissel is preparing itself for one, final thrust into Evard's stronghold.

As the tired, depleted forces of the Army arrive at the front lines, you have been called back to

Bissel's headquarters. You see boys too young to be called men, and men old enough to be grandfathers, in ill fitting uniforms with improvised weapons. These are, truly, the final reserves of the March. And while the undead forces of the Necromancer may have been destroyed, her shadow troops and extraplanar allies still support her. The playing field has been leveled at best – the outcome of the battle for Thornward has in no way been decided.

Entering the headquarters tent of the Army, you see the familiar faces of Field Marshall Valiserat, commander of the Army of Bissel, flanked by the Baron Cainlan Rashedra, leader of the Bissel Free Companies and Sir Jerius Greenblade, the chief of staff of the Knights of the Watch in Bissel. The three are surveying a set of maps at a large table placed in the center of the main room of the tent.

Field Marshall Valiserat looks up as you enter, and then quietly whispers to an aide-de-camp at his elbow. The aide nods and passes word amongst the general staff in the tent. Quickly, the tent empties of people, leaving you alone with the three ranking officers of the March.

Sir Greenblade walks further back into the tent, parts a curtain and murmurs a few words. Holding the curtain open, he extends a hand and returns to the table with the Lady Saralind Markavan, Regent of the March. Alone with you now, are the four most powerful personages in the March.

"Thank you for coming" says Lady Markavan, breaking the silence. Beautiful still, even with the stresses of the war, and the knowledge of her true identity, the Regent of the March motions for you to sit down. "This is hopefully the last time that I will need to impose upon you for a heroic service to the March. Will you go into the breach once more for the people of Bissel?"

The Regent expects each PC to agree to service without needing to be told what the specific mission is. If she is pushed for details, she will respond that the matter is complex, and that lives of every man and woman in the Army could be endangered should the mission be compromised. Once all of the PCs have agreed to the mission, continue.

"Thank you," the Regent replies. "Please go and gather your things quickly and return here when you are ready. We will use magic to go a fair distance from here when you return"

PCs may request permission to go the Army quartermaster at the headquarters, which Field Marshall

Valiserat will readily grant. The quartermaster can sell to the PCs any item that would normally be available in Pellak, within reason – the PCs will still need to purchase the items. If a PC requires documentation (from a metaorg or AR) to access an item, if the PC can provide the documentation or proof required to the quartermaster, he will "rummage" around in the back of his supply tent and find the item. Judges should use their discretion as to what the quartermaster is willing to sell to the PCs, and the quantities of items the PCs can purchase.

When the PCs return to the headquarters tent, they will find the Regent alone, waiting for them. She will ask the party if they are ready, and if they are, have them form a circle, holding hands.

There is a flash and a pop, and you feel as if you just jumped a foot to your left. When you manage to reorient yourselves, you find that you are standing on a broad plain. A light dusting of snow covers the ground, and the sun shines brightly. Twenty feet away, a man sits on a horse, dressed in the furs of a bear. His features are Baklunish, and he eyes you warily. As his eyes settle on the Regent though, his steely gaze softens. With a twitch of his knee, he commands his horse to genuflect, and he bows deeply in the saddle as well. Homage paid, he points to a felt tent behind him and then moves off without saying a word.

"Welcome to the Horsehills" says Lady Markavan, lifting the hem of her dress and motioning for you to follow her to the tent.

PCs that have played BIS4-07 Legions of Extinction will remember that this is where the then Margrave of Bissel, Larraingin, had summoned them for a mission to the plane of shadow.

The interior of the tent is bare, save for a single brazier, which provides small heat against the winter chill. "I would have provided for some more comfort, but your time here will be short, I'm afraid," confesses the Regent.

"As most of you are no doubt aware, the churches of Bissel recently completed research into a weapon we originally discovered in Evard's own research. Perhaps it was premature, but the Church of Pelor activated the weapon with my blessing and that of the Margrave's Council. The overall effect of the weapon is unclear, but we know that it has destroyed much, if not all, of Evard's undead forces in the March. Evard however was smart enough to not put all of her eggs into that basket. We know

that her camps in the plane of shadow are full of extraplanar creatures, mercenaries, and denizens of the plane of shadow. Her reserve forces on that plane match the strength of the undead forces she has recently lost, and it is only a matter of time before she moves those forces from the plane of shadow into this plane.

“Her ability to do this is limited by two factors – first she has had to coordinate through her mercenary commanders and generals, and second, she has only recently been able to activate a gate between the planes in Thornward.

“If our attack on Thornward in this plane is to succeed, we need to ensure that Evard cannot move any more forces into this plane than she has already. We have contemplated another attack on Thornward Keep in this plane, but after our attack this summer, Evard has been careful to either close or heavily guard any approached to where we think the gate is located.

“However, we believe that she has not put in the same precautions on the plane of shadow. Her plans in the plane of shadow remain unknown to me – she began them only after she had created me. Evard believes the only person to truly know her plans there to be beyond our reach and would not believe that he would co-operate with us. She would believe that Larraingin, Margrave of Bissel, Chosen of Hextor, would never help us.

“And yet, we are here. Prior to his exile, Larraingin did help us. He told us of this place, where the connection between the shadow plane and our plane is more stable, and transport to the shadow plane is more reliable and predictable.

“What we need of you is to go to the plane of shadow, infiltrate Thornward Keep there, and close the portal. We have intelligence that a large number of mercenaries have flocked to Evard’s banner in the shadow plane, so getting into Thornward should not be overly difficult. From there, you will be on your own. I wish I could provide you more guidance, but the reality is that we do not have much intelligence flowing to us from that plane. All we know is that if the portal is not closed, Evard’s reserves are too strong for our attack on Thornward to succeed. We need to close that portal.”

At this point, Lady Saralind will pause for the PCs to ask questions. As stated, the March does not have much information on what the PCs are to expect. Some probable questions and answers are below.

- Isn’t this a suicide mission? How do we get back home if the portal closes?

This may sound like a suicide mission to you, as closing the portal sounds like a sure way to trap yourselves in the plane of shadow. My understanding is that once the portal begins to close, you will still have a few moments to cross the boundary, although where you come out may not be where you expect to emerge. You should, therefore, be able to escape the plane, if your timing is precise.

If the PCs have a divine caster with them, Lady Saralind will also furnish them with a scroll of plane shift. She warns the PCs that they will need to prepare appropriately for the casting of the spell, which may be difficult if the PCs are being attacked, but she will willingly part with the scroll if the PCs want it.

- What information do you have on the mercenaries who are answering Evard’s call?

We know that Evard has issued a call for mercenaries of any background to enlist at Thornward Keep in the plane of shadow. She is using the ability to get to the plane of shadow independently as the first measure of the capabilities of those that would follow her. Mercenaries and adventuring companies from every corner of Oerth have been heeding the call – not all of them are evil, as some are there for the adventure and the money. You should be able to blend in with them well.

- How long do we have?

The sooner the portal is closed, the better. If you do not return within five days, Bissel will launch its attack on Thornward, with the hope that the gods will favor us.

- How do we close the portal?

Our information is based on another portal that was closed by heroes like you. The portal is activated by six emerald ‘keys’ in the stone ring of the portal. If you destroy all of the keys, that will cause the portal to collapse.

Once the PCs indicate they are ready, Lady Saralind will give the PCs one final warning:

“One final word of warning – the Thornward of the shadow plane is probably just as strict towards ‘infractions’ against Evard’s laws as the Thornward

on this plane. Please, use caution in your actions and your words while you are there.

Lady Saralind will then begin the casting process. Proceed to Encounter 1.

ENCOUNTER 1: DARKEST NIGHT

As the spell is cast, the world around you begins to grow dim. Color seems to leak out of everything around you and disappear into the earth itself. The clouds begin to vanish from the sky, and it seems to become as dark as a moonless night almost immediately. The Regent seems somehow distant from you, though she should only be a few feet away. You can faintly make out the tent and plains around you...but before your eyes, they seems to fade in and out of view, seeming to alternate with some sort of ruined walls and trees. You push yourself towards the haze that seems to separate you from your environment and feel resistance. Pushing with all your will, you feel the resistance begin to falter, and you stumble into a new place.

It is as dark as a moonless night here, so without light the party may be completely blind. When they can all see, continue.

Your vision returns and you are able to see your surroundings. The light cast by your light sources seems pale, almost as if it is in danger of being put out by the oppressive darkness around you. You and your companions seem almost devoid of color...everything but the darkness and shadows is a faded mockery of itself here.

You stand inside a ruined circle of stone that may have once been a tower...but long ago and in a different age. The stone is now featureless and smooth, worn by whatever forces of nature exist here. A few sullen trees are scattered around the area near you.

The air shimmers behind you, a rip in reality that you passed through to get here. As the last of you step into the plane, the rip mends itself and is no more. You have arrived on the plane of shadow.

Consult Appendix Three – The Plane of Shadow for more information on the Plane of Shadow. PCs who played BIS4-07 *Legions of Extinction* will recognize this as the same location they entered they last entered the plane of shadow. The party is on top of a small hillock in the Plane of Shadow. Make sure to keep them on edge, with the very shadows themselves seeming to shift and

move around them. As they traverse the land between encounters, emphasize how the very features of the landscape seem to shift at random: one moment they may be walking on the plains and the next may find them entering a forest that was not there a moment earlier. Allow PCs from Bissel to seem like they recognize some features (a particular forest clearing, stretch of river or other geographic feature) from home...

The ruins here are millennia old and worn smooth by time and the strange forces of the Plane. What purpose they once served is lost to antiquity. (If the PCs decide that they HAVE to know, and use the appropriate magic such as commune or legend lore, they will learn that it was once a way station for an ancient civilization of shadar-kai (shadow fey).

The PCs will need to determine how to get to Thornward. They can either perform a Knowledge [geography] check (DC 5+APL) or a Survival check (DC 9+APL) to determine which direction to go. If the PCs decide to head off in random, clue them into various landmarks that will enable them to head “north-east” towards Thornward.

Wandering the colorless plane of shadow in the direction you believe to be “north-east”, the world around you seems to flow past. It takes hours rather than days for you to begin to see the beginnings of the Fals river basin. Less than three hours after arriving, you think you are closing on the boundary of Thornward.

Cresting a steep hill, though, you are stopped in your tracks. Below you, in the bowl below the cliffs and spires of Thornward, is assembled an army encampment that dwarfs any you have ever seen. Evard’s army extends as far as your eye can see, and even at this distance, you can make out some of the companies – nightstalkers, undead, yugoloths, devils, mercenaries, and shadar-kai. While the different troops are segregated from each other, the overall encampment seems orderly. The main road into Thornward below you is full of traffic headed into and out of the encampment and the city.

The PCs can easily merge into the traffic headed to Thornward and make it into the city, so long as they do not draw undue attention. If the PCs wish to “infiltrate” the camp, have them select one of the camps – undead / necromancers, yugoloths, devils, shadar-kai or humans (any attempts to infiltrate the nightstalker encampment will fail or yield no information).

If the PCs choose to infiltrate the mercenary camp, allow them to use the Gather Information skill at the base DC listed below) to discover the information below.

Attempts to infiltrate the other camps will require either a Hide and Move Silently skill (DC = 3+ the base DC listed below, take the lower of the rolls) or a Bluff check (DC = 3 + the base DC listed below)

DC 15

- Evard is planning on deploying a magical artifact that will open multiple portals to the shadow plane.
- Evard is close to making a deal with a demon prince to add a number of elite demons to her Army.

DC 20

- Evard has elevated Sil'C'Baoth to the captain of her personal guard. The yugoloth is now her most influential general, and is in charge of the shadow Thornward.
- Evard's elite mercenary group, the Doomguard, is in charge of the Prime Material Thornward while she prepares her troops here

DC 25

- Evard will be in the camp sometime today to finalize the invasion plans with her generals.
- Tensions are high in the camp, as individual groups are jockeying to be in the vanguard of the first wave. Being in that position guarantees the best looting and pillaging opportunities

DC 30

- The interior of Thornward Keep has been razed except for the portal and a small structure, to make the troops march into the prime easier.
- Evard has not been seen in the shadow city of Thornward for over a month. However, she arrived today and immediately called for a meeting of her generals.

Once the PCs are ready to head into the city, head to Encounter 2.

ENCOUNTER 2: INTO THE CITY

Heading through the camp to the city, you pass many different creatures and races. As you arrive at the gates of the city, on the cliffs high over the encampment, the traffic slows for a security checkpoint tended by a group of yugoloths. Two heavily armored, dog-like yugoloths prowl the

traffic while two dark-skinned, slim alien-looking creatures watch over the traffic entering the city.

PCs can make a Knowledge (the planes) check (DC 10+APL) to recognize that the dog-like yugoloths are canoloths and the tall slim yugoloths are ultroloths. All PCs should make a Spot check (DC 10+APL) to recognize that the ultroloths have become interested in the PCs.

If any of the PCs have played BIS4-07 before, have all of the PCs make a Listen check (DC 10+APL) to overhear one ultroloth say to the other (in Abyssal)

"There in the crowd – those are the ones Sil told us to look for"

If none of the PCs have played BIS4-07, have all of the PCs make a Listen check (DC 10+APL) to overhear one ultroloth say to the other (in Abyssal)

"There in the crowd – Sil will want to speak to those"

Give the PCs a round or two to ready or prepare. While spellcasting will draw attention to the PCs by those in the general vicinity, no one around the PCs will interfere with them. So long as the bystanders are not drawn into a battle, no one will interfere with the PCs, even if they attack the yugoloths.

If the PCs are smart enough to not attack, one of the ultroloths will approach the PCs.

As you approach the city gate, one of the tall yugoloths approaches you. Standing ten feet away, it raises his hands, showing that it has no weapons drawn. It addresses you in Common.

"Mercenaries, my commander would like to speak with you. You may find him in the city at the inn that is called the Talon Rose, near the gates of the castle. When you go there, ask for Sil'C'Baoth. It is up to you."

The yugoloth waves you into city, through the gates and under the banner of the Necromancer.

If the PCs are foolish enough to attack the yugoloths, use the statistics for the canoloths and ultroloths in Appendix One. The PCs get no XP for attacking the gate guards.

ALL APLs (EL 15)

➤ **Ultroloths (2):** hp 171 each; see Appendix One

➤ **Canoloths (2):** hp 51 each; see Appendix One

Once the PCs enter the city, they can either meet with Sil'C'Baoth (Encounter 3) or proceed to the castle directly (Encounter 4). If the PCs attempt to Gather

Information in the city use the information from Encounter 1 (the PCs must use the Gather Information skill within the city).

ENCOUNTER 3: YOU GO, LOTH!

If the PCs have met with Sil'C'Baoth previously, they may have gained his recognition or respect. Check the PCs Adventure Records for BIS4-07 *Legions of Extinction* to determine what Sil's view of the players is – if any player has the “Respect of Sil'C'Baoth” favor, then Sil will extend that respect to all of the other members of the party, despite what other PCs may have. If none of the PCs have the “Respect of Sil'C'Baoth” favor, but one of the PCs has the “Recognition of Sil'C'Baoth” favor Sil will remember the PCs, but will not be as friendly. Finally if none of the PCs have met Sil previously, he will start in a neutral position.

This encounter requires the players to role-play their discussion with Sil. Players should be judged on their interaction with Sil, not on their ability to roll dice. If the PCs are unable to convince Sil to see the “error of his ways”, then they will face additional encounters in Thornward Keep. If the players can convince Sil that it is no longer in his best interest to ally himself with Evard, then Sil will arrange for the PCs to gain much easier access to Thornward Keep and have some of the elite yugoloth guards look the other way.

Sil'C'Baoth

Sil'C'Baoth is the captain of the yugoloth mercenary force that Evard has recruited. They were the first mercenaries that reported to Evard's banner, and have helped Evard to conquer a large part of the shadow plane, which serves as her current base of operations. While the yugoloths have gained much during their service to Evard, Sil has become highly skeptical of Evard's capabilities, and her disregard for the lives of her minions – especially those that are still alive.

Compounded with Sil's growing mistrust of Evard is the fact that Evard has rallied many more mercenaries to her standard than she had originally told Sil. Every new mercenary potentially cuts into the yugoloth share of the looting and pillaging that could be available on the Prime Material plane. Sil is also highly concerned with the fact that Evard might need an Army such as the one amassed here in the shadow plane – this does not look like the walk in the park that Sil was originally promised by Evard.

Sil is truly looking for information on what had been happening on the Prime Material plane, and is especially interested on what is happening in Bissel. He has grown frustrated with being “held in reserve” here in the shadow plane, but the contract Evard has negotiated with him binds him to follow her orders.

You should play Sil to the hilt – he is a cunning and charming fiend, who views the PCs more as his guests than as any type of threat. He wishes to impress them with his largess, as well as his own storied past. Sil will often launch into tangents when speaking with the PCs, telling of his own adventures across the planes, fighting the forces of good and evil in order to further his wealth and power.

If the PCs are foolish enough to attack Sil, his minions will fight to the death defending him. There are three other ultroloths and two nycaloths in the rooms adjacent to the main inn room. Sil is powerful enough that PCs have no chance of truly harming him, and he has little interest in harming the PCs. Treat him as a standard arcanaloth, in combat. If the PCs attack Sil and his allies, they gain no experience or treasure, and, obviously, do not benefit from his aid. Additionally, the PCs may lose the “Sil'C'Baoth” favors from BIS4-07 *Legions of Extinction*.

Sil's lack of accurate information on what is happening on the Prime Material means that the PCs should be able to lie to him and get away with it. If the PCs tell an outlandish lie, Sil will ask some probing questions to determine the truth, or use a *detect thoughts* ability. If he catches the PCs telling too many (three or more) outlandish lies, he will end the audience, telling the PCs he has other business to attend that needs his attention.

Sil will lead the PCs conversations towards what he is interested in – recent news from the war front in Bissel, and the morale of the March. He will not show fear during the conversation, but once as the PCs give him the information that he is looking for, he will become more thoughtful and ask more probing questions.

Sil Respects the PCs

Use this encounter if the PCs head to the Talon Rose and one of the PCs is respected by Sil.

Entering the Talon Rose, your senses are assailed by an overload of information. Two alien looking creatures are devouring a still alive shadow bull, while macabre trophies hang from every exposed surface. Incense burns in the corner, and a weird keening sound that may be some

approximation of music comes from a huge chest in the corner.

Seated in the middle of the scene, on a throne built of what appears to be human faces frozen in molten gold sits the leader of the yugoloth mercenaries – Sil'C'Baoth. As you approach, Sil grins widely and claps his hands. Immediately, the noise stops and the other yugoloths file out of the room.

“So my friends, you have returned to the shadow plane again! I am so pleased – my news from the prime is very limited, and I hunger for information. What news of you battle against my current master? Have you come to parlay and ask for quarter? Or are you up to no good here in Thornward? Please, please sit, have some wine and do amuse me!”

Continue below at the “What Sil Wants” section

Sil Recognizes the PCs

Entering the Talon Rose, your senses are assailed by an overload of information. Two alien looking creatures are devouring a still alive shadow bull, while macabre trophies hang from every exposed surface. Incense burns in the corner, and a weird keening sound that may be some approximation of music comes from a huge chest in the corner.

Seated in the middle of the scene, on a throne built of what appears to be human faces frozen in molten gold sits the leader of the yugoloth mercenaries – Sil'C'Baoth. As you approach, Sil claps his hands. Immediately, the noise stops and the other yugoloths file out of the room.

“So we meet again, fleshies. I find it a little amazing – I let you escape once before and here you are again. Well, bygones then. Please have a seat, have some wine! What news from the prime? My men and I have been stuck here for quite awhile and I hunger for information!”

Continue below at the “What Sil Wants” section

The PCs have not met Sil Before

Entering the Talon Rose, your senses are assailed by an overload of information. Two alien looking creatures are devouring a still alive shadow bull, while macabre trophies hang from every exposed surface. Incense burns in the corner, and a weird keening sound that may be some approximation of music comes from a huge chest in the corner.

Seated in the middle of the scene, on a throne built of what appears to be human faces frozen in molten gold sits the leader of the yugoloth mercenaries – a tall, slim yugoloth with a bestial wolf's head. As you approach, he claps his hands. Immediately, the noise stops and the other yugoloths file out of the room.

“Welcome strangers! My name is Sil'C'Baoth – I am the leader of the yugoloths here in Thornward. I have asked you here so that you may tell me of news from the plane you come from. Amuse me and I will let you live. Fail, and well, it will be messy. Now, please, sit, have some wine and give me news.”

What Sil Wants

There are some key pieces of information that Sil is lacking. Each time the PCs reveal a bit of this information, Sil will become a bit friendlier with the PCs.

- The Regent of Bissel, Saralind Markavan is Evard's clone.

“What did you just say? Evard and Saralind Markavan are the same person?” Sil's eyes narrow to slits. “Do not toy with me here. If Evard is actually not Evard Markavan then I have an important advantage in my negotiations with her.”

Sil will probe the PCs with questions about the cloning process that was discovered in BIS5-04 Uncovered Truths, as well as any information the PCs may have on Saralind Markavan (either as the Regent or as Evard). The fact that Evard signed the contract under a false name gives Sil an open door to nullify the contract.

- The March has successfully deployed a weapon which has destroyed much of Evard's undead forces in the Prime Material plane

“Very interesting. Very interesting, indeed. That would explain why Evard has pushed up the timetable for some of our troops moving from this plane to that one. What details do you have on the effects of the weapon?”

As Sil has not heard any information on the weapon, now is an optimal point for the PCs to embellish any stories or knowledge of the weapon that they have. Sil will buy just about anything the PCs have to say, even if it stretches reason (calling down gods or blocking out the sun will get a skeptical look, but Sil is trying to get any information possible.) If the PCs are smart, they will

make Sil think that the weapon could adversely affect the yugoloths or extraplanar creatures.

- The PCs are not here to surrender or parlay, but are actually here to try to defeat Evard (or close the portal).

It bothers me that in over a year Evard has not been able to finish you off. I am beginning to rethink our original agreement – when I originally signed on to aid the cause, I was assured that my yugoloths would be an ‘elite’ force, and that Evard’s undead and shadow followers would be able to easily handle your Bissel. Now it is becoming clear that Evard underestimated how much labor it would take to finish you.

Questions the PCs may have for Sil

- Why is Sil here?

Sil and his yugoloths are in the employ of Evard. They were initially brought on as elite troops in Evard’s Army, but with the influx of so many other troops, have become the guards of Thornward Keep in the shadow plane

- How many troops / what kind of troops does Evard have?

Here in the shadow plane, the bulk of Evard’s troops are shadar-kai and nightshades. Evard has recently begun to bring in devils and humanoid mercenaries in greater quantities, causing Sil some amount of concern, as this would mean a decreased share of loot for his yugoloth. Sil would estimate Evard’s troop strength here in the shadow plane at well over a hundred thousand troops.

- How is Evard going to pay for all these followers?

Sil believes that Evard has managed to take control of much of the shadow plane, and, as such, has control over a large amount of wealth. Evard has also promised many of the more advanced troops (e.g. the devils) free looting in Bissel, as well as rights to use Bissel as a launching pad for invading other nations in the Oerth.

- What would sway Sil to helping the PCs?

If the PCs have not revealed the information in the previous section to Sil, he will tell them that he is interested in knowing what “the other side” thinks of the current situation. If the PCs have given Sil all of the information, he will tell them that he is still processing the information they have given him.

Concluding the Audience

Once the PCs have asked their questions, and revealed the three key pieces of information to Sil, read the following:

The yugoloth leader drums the arms of his throne with his seven fingered hands, eyes narrowed to slits, looking off into the distance. Finally, his head swings back to consider you.

“Even if you are lying to me, of which I have no doubt, the kernel of truth in our discussion has given me grave doubts in Evard.

“My men and I have had a good run here, and their patience grows short. I think it is time that we return to Gehenna and enjoy our spoils.

The tall yugoloth leader stands up from his throne and looks down at you.

“I can only presume that you are here for some sort of plot to do Evard harm. While my contract prevents me from actively aiding you, it does not prevent me from looking the other way. In return for the information you have given me, I will give you two things.

“First, the two things Evard wants guarded the most are in the remains of Thornward Keep. There is a heavily guarded tower, which Evard magically constructed the first night of her reign here. My men guard the door, but have never been inside the tower. Something of great power and importance to Evard is in that tower. Her last portal to Bissel is also in that courtyard, ready for her troops to march through it into Thornward.

“Second, I will tell my men to look the other way, or make themselves scarce if you are around. Evard has emptied Thornward Keep, in preparation for bringing her Army through the portal. She will be meeting with her generals in the Army camp within the hour to go over the final attack plans. That will give you roughly three hours to do whatever you need to do in the Keep. If you are caught by her minions, then I will, of course, disavow any knowledge of you and prevent you from implicating me in this matter.

“I suggest that you go now, and do what you need to get done.” And with that, the yugoloth steps out of the room, ending the audience.

The PCs are now free to either head to Thornward Keep, or to poke around the city of Thornward. If the PCs attempt to Gather Information in the city use the

information from Encounter 1 (the PCs must use the Gather Information skill within the city).

Once the PCs head to Thornward Keep proceed to Encounter 4.

ENCOUNTER 4: THE DARK GATE

If the PCs did not go to the Talon Rose or have a favorable audience with Sil'C'Baoth

If the PCs headed to Thornward Keep from Encounter 2 and skipped meeting with Sil'C'Baoth in Encounter 3, use the following:

The road to Thornward Keep is surprisingly clear of traffic. As you follow the cobbled street towards the main gate of the castle, you cannot help but think that the Keep itself looks like a massive dark skull in the grey tones of the shadow plane.

As you approach the main gate, you see that Evard's banner, the upside down castle of the March, has been burned into the door. Ten yugoloth sentries guard the door, and as you approach, one of them moves out to intercept you, hand out and palm up, ordering you to stop.

"These grounds are closed. If you do not have permission from Evard or our captain, you should not be here," says the tall, alien looking yugoloth.

The PCs can attempt a risky Bluff or Intimidate check here (against the ultroloth's Sense Motive check, which also has a +3 circumstance bonus as he is very wary of outsiders). If the PCs fail the check, the ultroloth will order them off the Keep grounds. The PCs can then attempt another Bluff or Intimidate check (with the ultroloth gaining a +8 bonus), which, if failed, will cause the ultroloths to attack.

If the PCs attempt to attack the yugoloths at the gate, then can. You should gauge if the PCs cause enough of a commotion to cause the tower and portal guards to reinforce the gate guards, which they will two rounds after realizing there is an attack.

ALL APLs (EL 19)

✦ **Ultruloths** (5): hp 171 each; see Appendix One

✦ **Nycaloths** (5): hp 161 each; see Appendix One

If the PCs parlay with the ultroloth, he will tell them that Evard has ordered the Keep sealed, and then unless the PCs have written orders from her, or Sil'C'Baoth has not sent word ahead, they will not be allowed inside. If

the PCs ask where they can find Sil, they will be directed to the Talon Rose, and if they seek an audience with him, proceed to Encounter 3.

It is possible that the PCs will try alternate methods to enter the grounds. Thornward Keep is not shielded in any way, so PCs can, potentially, teleport into the courtyard, or fly in. Judges should use their judgment as to how the PCs could be detected – if the PCs fly in, the yugoloth guards will send the Nycaloths to deal with the PCs; if PCs teleport into the courtyard, they will be viewed as intruders and attacked.

If the PCs had a favorable audience with Sil'C'Baoth

If the PCs had a favorable audience with Sil'C'Baoth, then he will telepathically send word ahead to his men as Thornward Keep that the PCs should be allowed to enter the Keep, and that the yugoloth guards should look the other way when the PCs are inside. Read the following to the PCs:

The road to Thornward Keep is surprisingly clear of traffic. As you follow the cobbled street towards the main gate of the castle, you cannot help but think that the Keep itself looks like a massive dark skull in the grey tones of the shadow plane.

As you approach the main gate, you see that Evard's banner, the upside down castle of the March, has been burned into the door. Ten yugoloth sentries guard the door, and as you approach, one of them moves out to intercept you, hand out and palm up, ordering you to stop.

"The Keep is.... Ah, it is you." The tall, alien looking yugoloth turns back to his guards and waves his hands. The other yugoloths step aside and the main gate to Thornward Keep creaks open.

"You may enter," says the yugoloth.

Give the PCs a few moments to prepare, if they wish. Once the PCs enter the Keep read the following, modifying as needed based on the circumstances of the PC's entry.

Passing through the massive gates, you enter a dimly lit, grey tunnel that penetrates the outer curtain of the grounds. Emerging on the other side, you are astonished to find a ruin. Every structure in the castle inside the wall has been razed, and the courtyard has been leveled. The courtyard resembles an arena more than a castle, and a cobbled street leads into the space. Through the ever present night of the shadow plane, you can barely see you objective at the end of that road – the massive ring of a portal.

Arcane energies play across its surface, and it pulses with every color of the rainbow – possibly the only color on the entire plane.

The only other structure in the courtyard is far to your left – perhaps a hundred yards away. From where you stand, you can see no details on the black, one-story cylindrical building – only that it measures about a hundred feet in diameter. It would be an otherwise unremarkable building, except for the fact that it is the only structure left standing in Thornward Keep.

If the PCs had a successful audience with Sil, the courtyard is empty – Sil has pulled his yugoloth guards out of the Keep. If the PCs bluffed their way into the castle, or did not cause a commotion entering, the yugoloth guards are still in the Keep. Both the tower and the portal have a contingent of yugoloths standing guard around them. Another contingent of guards wanders the Keep courtyard. If the PCs did make a commotion, or have appeared in the courtyard by any means other than the main gate, the guards will immediately attack.

ALL APLs

Tower Guards (EL 19)

- ✦ Ultraloths (5): hp 171 each; see Appendix One
- ✦ Nycaloths (5): hp 161 each; see Appendix One

Portal Guards (EL 19)

- ✦ Ultraloths (5): hp 171 each; see Appendix One
- ✦ Nycaloths (5): hp 161 each; see Appendix One

Roaming Guards (EL 18)

- ✦ Ultraloths (3): hp 171 each; see Appendix One
- ✦ Nycaloths (5): hp 161 each; see Appendix One
- ✦ Mezzoloths (6): hp 95 each; see Appendix One

As the PCs move out of the tunnel and into the courtyard, read the following to them. If the PCs are being attacked or are facing an attack, read it to them after the attack concludes, if they survive.

As you move out into the courtyard, your feel as if someone has punched you in the face. Your knees buckle and you realize someone, or something, is reaching into your minds with the subtlety of a dull knife in the back.

“Help... me...” It whispers in your mind.

You see an image of a young man in his teens and a pretty young girl, playing in a grassy field,

with the sun shining down. The boy is chasing after the girl, in a game of tag.

“Help... me...” the voice whispers to you.

The scene changes, and you see the man, a little older now, prostrate before the altar of the Invincible, a priest above him, blessing him. The man stands, and he is dressed in the robes of an acolyte. Behind him, you can see his family, including the young girl. The priest places a ring fashioned in the likeness of a thunderbolt onto the man's hand.

“Help... me...” the voice is insistent.

The scene changes, and this time a man in armor is fighting undead in the dark night. Around him lay other followers of Heironeous, and he is the last man standing. A blow shreds open his helmet, and you see the face of the young man – not afraid, but resolute. Finally, out of the darkness, a vampire comes followed by a human priest in the robes of the Whispered One. Calling on the might of his god, the man incinerates the vampire, but the priest hits the man with a wooden sword. Splinters of the weapon begin crawling under the man's skin – a feeling that you feel yourself. Though gravely injured, he drives his sword through the priest before collapsing on the ground.

“Help... me...” the voice says.

Again, your vision shifts, and you see the man, covered in sweat, and thrashing with madness, lying on a bed, as a priest of Heironeous tends to him. As the priest pulls out dark splinters from the man's body, the man screams in agony. Another priest takes the splinters and casts them into a bowl filled with holy fire. Behind the priests, the man's family, including the young girl, now fully grown into a beautiful woman, watch with concern. Without notice, one of the splinters falls out of the bowl, undamaged. Quickly, and unseen, the woman grabs it to cast it back, but then you see a change in her face – and when she opens her hand again, the splinter is nowhere to be seen.

The woman's face is familiar to you – it is Saralind Markavan.

“Help... me...” the voice echoes in your head.

You see yourself standing in the courtyard, and your vision zooms across the courtyard to the stout cylindrical building. A door emerges from the smooth, rounded wall of the building. You know that door will open to your touch. The door opens in

your mind, and you see only darkness. Out of that darkness reaches a skeletal hand, wearing a ring made out of a thunderbolt. The hand reaches for you, imploring you.

“Help... me...” the voice screams.

The PCs can now proceed to the tower door (Encounter 5) or directly to the portal (Encounter 9).

ENCOUNTER 5: THE SEALED DOOR

PCs who move to investigate the tower will find it to be a disk of stone, carved out of a single piece of obsidian. At first glance, there are no doors, windows or even seams in the building, which measures a hundred feet in diameter and twenty feet high. Digging around the edge of the building will reveal that the building continues into the ground some sixty feet.

PCs who have played BIS5-04 *Uncovered Truths* and have the “Marked by Evard” special reward will feel a slight tingle in their hands as they approach the tower. The tingle is not painful, but is noticeable. As they circle to the north of the tower, the tingle will get progressively stronger, and as they move south or away from the tower, it will get weaker. When the PCs are facing the northern edge of the tower, the tingle will be the strongest. If the yugoloth guards are still present in the courtyard, and the PCs do anything other than walking directly up to the door in the tower and touching it, then PCs will need to Bluff/Intimidate or fight off the guards, per the information in Encounter 4.

PCs who have not played BIS5-04 *Uncovered Truths* or who are not “Marked by Evard” will need to perform a Search check on the tower. A successful Search check (DC 12+APL) on the northern edge of the tower will reveal the edges of the door. If the yugoloth guards are still around the tower, this will draw their attention, and the PCs will need to Bluff/Intimidate the guards, per the rules in Encounter 4, or fight off the yugoloths.

PCs who attempt to break open a hole in the tower are in for a long haul. The tower’s walls are a foot thick, and magically treated, with a Break DC of 85, hardness 16, and 1800 hp per ten foot section.

When a PC touches the northern edge of the tower, at ground level, a five foot doorway opens. The door has no handle, but it has a five finger handprint set at arm level for a medium humanoid. If a PC puts her hand in the print, the door will disappear, allowing the PCs to enter the tower. Proceed to Encounter 6.

ENCOUNTER 6: THE FIRST FLOOR

Peering into the room, you can see objects littering the floor, and boxes piled to the ceiling. As you breathe in the air spilling out of the room, your mind registers that it seems to be a bit musty, but your spine tingles – there is magic in the air. The ceiling of the room, some twenty feet above, sheds a dim, uniform light throughout the tower. This tower appears to be a warehouse. There is a path clear of crates or other obstacles leading towards the center of the room.

Evard has entrusted a number of her elite devil mercenaries with guarding this room. The devils are laying in wait, using the many objects piled in the room for cover, as well as their innate magical abilities. PCs who attempt to *detect evil* will notice that strong evil permeates the tower – from the walls of the tower to the objects themselves, some more than others. PCs who *detect magic* will notice the same effect.

Unless the PCs stumble across a guard in the room, they will wait for a majority of PCs to enter the room. Optimally, the devils would like to attack the PCs once the PCs reach the clearing in the middle of the tower floor, but they will use any advantage they have. The PCs should be suspicious and therefore should not be surprised by any attack.

APL 2 (EL 5)

🔱 **Imps (3):** hp 18 each; see *Monster Manual* page 50.

APL 4 (EL 7)

🔱 **Bearded Devils (2):** hp 54 each; see *Monster Manual* page 50.

APL 6 (EL 9)

🔱 **Hellcats (2):** hp 72 each; see *Monster Manual* page 50.

APL 8 (EL 11)

🔱 **Bone Devils (2):** hp 110 each; see *Monster Manual* page 50.

APL 10 (EL 13)

🔱 **Barbed Devils (2):** hp 144 each; see *Monster Manual* page 50.

APL 12 (EL 15)

🔱 **Ice Devils (2):** hp 168 each; see *Monster Manual* page 50.

APL 14 (EL 17)

☞ **Ice Devils (2):** hp 168 each; see *Monster Manual* page 50.

☞ **Horned Devil:** hp 172; see *Monster Manual* page 50.

APL 16 (EL 19)

☞ **Horned Devils (3):** hp 172 each; see *Monster Manual* page 50.

Treasure

APL 2: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Quiver of Elhonna* (167 gp)

APL 4: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 6: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 8: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 10: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 12: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 14: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp), *staff of healing* (2313 gp)

APL 16: L: 0 gp, C: 0 gp, M: *Caster's Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp), *staff of healing* (2313 gp), *strand of prayer beads* (2150 gp)

Once the PCs have dealt with the devils, they can ransack the items in the room, which contains a fair amount of treasure mixed in with a large number of mundane items, including clothing, books, art, memorabilia, and personal effects. PCs can perform a number of checks to glean relevant information:

- Appraise (DC 8 + APL): Many of these items are thirty to forty years old, and have decayed over time

- Search (DC 8 + APL): Many of the written items have words or names crossed out of them, and some of the art has been slashed to remove faces
- Spot (DC 8+APL): The personal items mostly belong to a male, who was probably a follower of Heironeous.

PCs who examine the center of the tower floor will find a five-foot diameter metal disc embedded in the floor. It has no writing on it, but when a PC touches it, a hand print will appear on it. If a PC puts his or her hand in the handprint, the disc will disappear, allowing the PC to look down into the next level of the tower. Proceed to Encounter 7.

ENCOUNTER 7: THE PRESENCE OF UNDEATH

The metal disc disappears, allowing you to peer down into the darkness below. There is no sound, no light, nothing below you.

The floor below is devoid of any features, with a floor twenty feet below the PCs. PCs that *detect magic* or *detect evil* will get a similar result as from the current floor – a uniform, permeating evil.

In order to move past this floor, all of the “life” in the first floor must move to the second floor. Unless a PC has the ability to take on the characteristics of “undeath”, or leaves the tower entirely, nothing will happen. Once all of the PCs fully enter the second floor of the tower, Evard's trap is sprung. The disc separating the first and second floor of the tower reappears, and until the trap plays out, the disc cannot be reactivated.

When the disc reappears, a number of undead are *teleported* into the second floor of the cylinder. The undead creatures will attack the PCs immediately.

APL 2 (EL 2)

☞ **Raiment (2):** hp 13 each; see *Appendix Two*

APL 4 (EL 4)

☞ **Desiccator (2):** hp 26 each; see *Appendix Two*

☞ **Carcass Eater (1):** hp 7; see *Appendix Two*

APL 6 (EL 6)

☞ **Quell:** hp 32; see *Appendix Two*

☞ **Skin Kite (2):** hp 24 each; see *Appendix Two*

☞ **Raiment:** hp 13; see *Appendix Two*

APL 8 (EL 8)

- ✚ Cinderspawn (2): hp 65 each; see Appendix Two
- ✚ Quell: hp 32; see Appendix Two

APL 10 (EL 10)

- ✚ Grave Dirt Golem: hp 90; see Appendix Two
- ✚ Cinderspawn (2): hp 65; see Appendix Two

APL 12 (EL 12)

- ✚ Entropic Reaper: hp 142 each; see Appendix Two
- ✚ Cinderspawn: hp 65; see Appendix Two

APL 14 (EL 14)

- ✚ Boneyard: hp 127; see Appendix Two
- ✚ Grave Dirt Golem: hp 90; see Appendix Two

APL 16 (EL 16)

- ✚ Dream Vestige: hp 110; see Appendix Two
- ✚ Blood Amniote (2): hp 65 each; see Appendix Two

Once the last undead creature has been defeated, the disc in the ceiling will reactive, allowing a PC to open as described in Encounter 5 (with the handprint on this side as well). Also, another similar disk will appear in the center of the second level floor, allowing PCs to pass to the third floor. When a PC touches the disc, proceed to Encounter 8.

ENCOUNTER 8: A MAN'S NAME

As a hand touches the disc in the floor, your head is assailed by an external force so great, you buckle to your knees and curl up in a fetal position.

Your vision blurs and you see a frantic battle – men and women desperately fighting undead in a dark castle. It is nighttime, but the air is infused with a holy light. You see the man of your previous visions, bravely leading the defense of the castle, cutting down undead with sword and holy flame. The defenders of the castle rally towards him as he is briefly overwhelmed by a pack of ghouls. Before his rescuers can reach him though, the pile of ghouls explodes in flame, and the devout paladin of Heironeous emerges unscathed. Having lost his weapon, he takes the sword of a fallen defender and continues to fight the undead forces.

You do not know how long the battle continues, but you feel the confidence of the paladin, and know that the tide of the battle has turned.

Then you hear a woman scream. The paladin turns, trying to locate the source of the scream, fear paralyzing him for a split second. Leaving the field of the battle, he runs, faster than humanly possible, back into the castle. You follow him, up the stairs of the keep to the top of the structure. With each step, your vision becomes clearer... each detail sharper. You begin to hear distinct sounds, the clang of the paladin's plate armor, his breath, the taste of fear on his tongue.

The paladin bursts onto the roof of the keep. A sole figure, clad in black stands on the roof no undead in sight. You feel the paladin's confusion, as he steps out onto the roof.

"Saralind" he says. The figure in black turns to him, and you see the beautiful, pale figure of Lady Markavan. He quickly closes the distance between them, wary for enemies on the roof.

"I have your blade, brother, but I need something from you," says Saralind Markavan, quietly.

"The battle is not finished, Saralind, I must return, but of course, name what you need," replies the man, hand outstretched for his sword.

With a blinding speed, Saralind Markavan buries the paladin's sword in his own chest. The pain you feel in your own chest is excruciating – the imaginary blade has pierced not only the paladin, but you as well. "I need your name, Evard. And your soul."

Like the paladin, you fall back, snapping back into your body, clutching at your chest.

A humanoid handprint has appeared in the disc. If a PC places their hand in the handprint, the disc will disappear. When the disc dissolves, wisps of shadow begin to float into the room from the floor below, similar to steam or a fog. The amount of shadow is small, and does no damage to the PCs. The shadow does have a small amount of substance, and you should feel free to work the description to spook the players.

The PCs cannot see into the chamber, due to the essence of shadow that fills the chamber. Treat the shadow as having a permanent, heightened deeper darkness spell (caster level 18, cast as a sixth level spell) cast over the entire area. Because of the source of darkness, daylight spells cast into or brought into the area that are cast as a

equal or higher level spell have their duration reduced to the difference between the spell level of the light spell and the spell level of the effect (sixth level).

The only light that the PCs can see comes from a dimly lit throne, on the ground, twenty feet below the PCs, slightly to the north of the opening they are looking through. The throne casts enough light to illuminate a five foot radius around it, and nothing else. An odd effect of the throne is that no matter where the PCs are in room, they can see the throne through the darkness, unless something is actively obscuring it. PCs who make a Spot check (DC 5+APL) will notice that there is a figure in the throne. As with the other room, both magic and evil permeate the chamber. The figure in the throne, however, radiates a faint aura of good.

When the first PC descends to the floor of the chamber, read the following:

A croak emanates from the darkness – as if someone who has not spoken in many years is trying to make a sound. Looking at the throne, you see a skeletal, almost lich-like figure, sitting there. Dressed in the formal robes of Heironeous, the figure is staked to the throne by a greatsword – the sword you saw in your visions moments ago.

The skeletal figure raises a hand towards you, imploringly. You see that its mouth is moving, but no sound is emerging.

PCs who scout the chamber will have to move in darkness, but will find nothing in the chamber except for the throne. PCs that approach the throne should be given a Heal check (DC 15) to realize that the man in the throne is near death. Removing the sword from his body will certainly kill him.

A PC examining the throne with active detection spells will be able to glean a large amount of information. *Detect magic* will reveal that the sword is strongly necromantic, *detect evil* will reveal that the sword has a minor aura of evil, and *detect good* will reveal that the figure in the throne has a strong aura of good.

Once a PC approaches the throne, the figure in the throne will open his eyes and look at the PC.

“Who are you?” the figure croaks. “Why have you come here?”

The figure can provide the PCs with the following information:

- The man in the throne is the true Evard Markavan.
- Evard is the one who has been calling the PCs to him. He detected the presence of good in the castle,

and has expended all his energies trying to get the PCs here.

- His sister stripped him of his identity, and is using his life force as the basis of much of her power. The power of his name gave Saralind much of her early power.
- He feels partially responsible for the death and suffering his sister has caused. She frequents the chamber to tell him of her research and her plans. He has been too weak to stop her, and will face Heironeous for his part in her crimes.
- He knows that she is in the final hours of preparation to march her Army into the Prime Material plane. She was here a little while ago (Evard has no sense of time), and has made sure that the magical protections in the chamber are in place. He does not know why the PCs have not tripped those protections.
- The sword binds his soul to her power and prevents him from dying. He will implore the PCs to stop his sister from bringing her evil army to the Prime, and to release him from his pain and his life so that he may face Heironeous and serve in the afterlife.
- He wishes his body to remain here, and pleads with the PCs to leave him in this, his tomb.

All APLs

☛ **Evard Markavan:** Pal 5, hp 0 (current), AL: LG.

PCs who touch the sword or examine it will feel a sense of malevolence emanating from it. The blade and hilt are entirely black, infused with the shadow stuff that fills the room. There is no way to remove Evard from the throne without removing the sword from his body – he cannot be *teleported* or moved. If the PCs spend too much time trying to find a work around, Evard will implore them to move quickly, both to end his suffering and to foil his sister's scheme.

When a PC pulls the sword from Evard's body, a number of things happen simultaneously.

- Evard dies, but as he does so, he invokes Heironeous' blessing on the PCs – all PCs are *blessed* per the spell (caster level 5)
- Evard's sword crumbles to dust, leaving the PCs with just the hilt of the weapon, untarnished and golden. The PCs receive the “Hilt of the Sword of Evard” item on the Adventure Record.

- At APLs 2-4, a *bane* spell is triggered, effectively counteracting Evard's *bless* spell.
- At APLs 6-8, an *unhallow* spell is triggered (centered on the sword, caster level 12), with the added effect of a *bane* spell, counteracting Evard's *bless* spell.
- At APLs 10-16, an *unhallow* spell is triggered (centered on the sword, caster level 18) with the added effect of a *bane* spell, counteracting Evard's *bless* spell. Additionally, an *unholy blight* spell is cast (centered on the sword, caster level 18)
- At all APLs, the shadow stuff pours out of the room via the opening in the ceiling of the level (this is a marker for Saralind), leaving the room under the effects of a normal *darkness* spell.
- Saralind's last set of guards are *teleported* into the room and attack the PCs on sight

APL 2 (EL 5)

- ✦ **Desiccator:** hp 26; see Appendix Two
- ✦ **Carcass Eater (4):** hp 7 each; see Appendix Two

APL 4 (EL 7)

- ✦ **Murk:** hp 32; see Appendix Two
- ✦ **Skin Kite (2):** hp 24 each; see Appendix Two

APL 6 (EL 9)

- ✦ **Cinderspawn (2):** hp 65 each; see Appendix Two
- ✦ **Murk:** hp 19; see Appendix Two

APL 8 (EL 11)

- ✦ **BlaspHEME:** hp 147 each; see Appendix Two
- ✦ **Quell (5):** hp 32; see Appendix Two

APL 10 (EL 13)

- ✦ **BlaspHEME (2):** hp 147 each; see Appendix Two
- ✦ **Cinderspawn (4):** hp 65; see Appendix Two

APL 12 (EL 15)

- ✦ **Boneyard:** hp 127; see Appendix Two
- ✦ **BlaspHEME:** hp 147; see Appendix Two

APL 14 (EL 17)

- ✦ **Dream Vestige:** hp 110; see Appendix Two
- ✦ **BlaspHEME (2):** hp 147 each; see Appendix Two

APL 16 (EL 19)

- ✦ **Dream Vestige (2):** hp 110 each; see Appendix Two

- ✦ **BlaspHEME (4):** hp 147 each; see Appendix Two

Treasure

APL 2: L: 100 gp, C: 0 gp, M: 0 gp.

APL 4: L: 0 gp, C: 0 gp, M: *ring of feather falling* (183 gp).

APL 6: L: 0 gp, C: 0 gp, M: *amulet of health* +2 (333 gp), *ring of feather falling* (183 gp).

APL 8: L: 0 gp, C: 0 gp, M: +1 *longsword of ghost touch* (694 gp), *amulet of health* +2 (333 gp), *ring of feather falling* (183 gp).

APL 10: L: 0 gp, C: 0 gp, M: +1 *longsword of ghost touch* (694 gp), *amulet of health* +2 (333 gp), *ring of feather falling* (183 gp).

APL 12: L: 0 gp, C: 0 gp, M: +1 *longsword of ghost touch* (694 gp), *amulet of health* +2 (333 gp), *phylactery of undead turning* (1000 gp), *ring of feather falling* (183 gp).

APL 14: L: 0 gp, C: 0 gp, M: +1 *longsword of ghost touch* (694 gp), +1 *holy longsword* (1528 gp), *amulet of health* +2 (333 gp), *phylactery of undead turning* (1000 gp), *ring of feather falling* (183 gp).

APL 16: L: 0 gp, C: 0 gp, M: +1 *longsword of ghost touch* (694 gp), +1 *holy longsword* (1528 gp), *amulet of health* +2 (333 gp), *metamagic rod of enlarge* (917 gp), *phylactery of undead turning* (1000 gp), *ring of feather falling* (183 gp).

Once the PCs have dispatched their attackers, there is nothing left to do in the tower. Evard's body remains in the throne, and his face looks to be at peace.

PCs can make a Knowledge [religion] check (DC 5) to know that disturbing Evard's body may require an *atonement* given the previous conversation. If the PCs do move his body, or attempt to return him to life, do not cross off the "Violators of a Tomb" special on the AR.

The PCs are now free to leave the tower – all of the discs separating levels are gone, and the front door remains open. Once the PCs proceed from the tower to the portal, proceed to Encounter 9.

ENCOUNTER 9: THE PORTAL

You follow the road across the castle courtyard for a quarter mile towards the portal. As you

approach, you realize that it is larger than you expected – fully fifty feet in diameter. The portal's face pulses with color, evidence that it is active and bridging the shadow plane and your home plane.

If the yugoloth guards are still present near the portal, they will immediately move to intercept the PCs. The PCs will need to Bluff/Intimidate or fight off the guards, per the information in Encounter 4.

Once the PCs are at the portal, read the following

Finally, you stand before the massive portal. The colored light it sheds gives everything a surreal appearance, and makes for strange color combinations.

Have the PCs make a Spot check (DC 5+APL if Lady Saralind told them about the portal keys, or if PCs played BIS4-06 'Shadows Unearthed', otherwise DC 15+APL) to spot the portal keys. A set of three keys are arranged on both the left and right side of the portal at about shoulder height. The keys are relatively easy to break with a weapon (AC 10, hardness 5, hp 5 each). A PC can break a key in a round as a standard action (pending they do enough damage) and step through the portal in the same round as a move equivalent action. There is enough room for all of the PCs to each reach a key, meaning that PCs could break all of the keys together and dive through the portal in the same round.

When the third key is broken, read the following the players:

When you break the third key, you feel a tremor ripple through the ground. For a moment you think it might have originated from the portal, but that idea is quickly erased when two immense worms covered with black plates of armor burst out of the ground two-hundred feet away from where you stand. The worms are immense, their black gaping maws fifty feet in the air.

In the thirty feet between the two nightcrawlers, six figures materialize. Five stand taller than a house and their smooth bodies are made of pure darkness. The nightwalkers spread out, prepared to charge you.

Standing between them is a slender, beautiful woman. The hood of her black cloak is down, and her blonde hair waves in the wind that has picked up, and she grasps a staff carved with arcane runes.

"Kill them," says the woman with an emotionless tone. Even from this distance, you can feel the raw power surrounding her.

The PCs may suspect that this figure is Evard the Necromancer. If they succeed at a Spot check (DC 20) they can notice similarities between her and the Regent Saralind that confirm this.

Prior to starting any type of initiative, you should seek to understand the intent of the PCs at the table.

APLs 2-12: Point out to tables of APL 2-12 that given the enemies that have been arrayed against them, charging into this battle is suicide. PCs still have time to break the final keys to the portal and escape before Evard can act, thereby successfully fulfilling their mission, as ordered by Saralind.

APLs 14-16: Players at APLs 14-16 have a legitimate chance at defeating Evard and her minions. Point out to players that they can still complete their mission as ordered by Saralind without needing to engage Evard in battle. Have the PCs roll initiative, but have Evard delay until the PCs make a threat against her, at which time she will engage. If the PCs choose to destroy the portal keys and escape, Evard will not attempt to kill any of the PCs.

If the PCs decide to stand their ground and face Evard

REMINDER – THIS IS AN OPTIONAL BATTLE.

As a reminder, Judges should make it clear to all tables that they can escape via the portal without needing to engage Evard, or that they can withdraw during their battle.

ALL APLs (EL 25)

🦇 **Nightcrawlers (2):** hp 212 each; see *Monster Manual* pp 195-196.

🦇 **Nightwalkers (5):** hp 178 each; see *Monster Manual* pp 196-197.

🦇 **Evard the Necromancer (clone):** Wiz20/Acm4; hp 192; see *Appendix Four*.

Tactics: What the PCs actually face is a clone of the true Evard the Necromancer. The clone, however, is fully functional, and ready to do battle. If the PCs do not close with Evard, she will use her minions to either flush the PCs, or provide her cover to close with the PCs. Once in range, she will cast *Mordenkainen's Disjunction*, targeting as many PCs as she can. As soon as she casts that spell, her contingencyed *Time Stop* will activate, and she will then cast (in order of precedence, depending on the time available): *Ghostform*, *Absorption* (quickened and maximized using her rods), *Repulsion*, *Globe of Invulnerability*, and *Evard's Black Tentacles*. Once the PCs resume, Evard will then cast *Blasphemy* followed by a *Plague of Undeath* (quickened, using her rod). She will

then use whatever resources available to her, with the exception of the staff of power to finish off the PCs. Once reduced to 0 hp, Evard's *Shatter* (Note to Steve Conforti: Orb of Force?) spell will be triggered on her staff of power. The ensuing explosion should destroy her items, but anything remaining will then be teleported back to Evard's secret lair.

If the PCs withdraw through the portal (before, during or after their battle with Evard) where they end up depends highly upon if all of the keys are still intact or if the PCs have damaged any of the keys prior to passing through.

If none of the portal keys have been damaged, then any PC passing through the portal will arrive in a broad parade ground outside of Thornward Keep. The ground is ringed by Evard's remaining human, undead and extraplanar troops, but these troops are not expecting anything but allies to arrive through the portal. If the PCs keep their cool, they can easily make their way out of sight and then out of Thornward. Alternatively, a PC can turn around and pass back through the portal back to the shadow plane. However, if all of the PCs withdraw through the portal without any of the keys being broken, that means that the portal will remain functional, and the PCs have failed in their mission. Do not use the conclusion provided, as the PCs have failed in their mission.

If a PC withdraws through the portal after one key is broken, but before all of the keys are broken, they will find themselves on a highway just outside of Pellak. Bystanders will look astonished as the PCs will appear out of nowhere in the middle of the road without any type of warning. A PC who passes through the portal once any of the keys has been broken is on a one-way trip – there is no portal entrance on the Prime Material plane. If the last PC passes through the portal without breaking the final portal key, this means that the portal will remain functional, and the PCs will have failed in their mission – proceed to Conclusion A.

If a PC breaks the last key, they have until the end of the round that the last key was broken to dive through the portal. If they do so, they will end up on the highway outside of Pellak as described above. If a PC waits too long however, the portal will collapse on itself, leaving the PC on her own, with Evard advancing. At this point, Evard will engage the remaining PCs who destroyed her last portal. For those PCs who managed to cross through the portal before its collapse, proceed to Conclusion B

Once the fate of the last PC has been determined, proceed to the Conclusion.

CONCLUSION A – DEFEAT

The disorientation of passing through the portal quickly passes, and you quickly refocus on your surroundings. Dodging horses and wagons, you scramble to the safety of the side of the road. You grab at a passerby, who though astonished, confirms that you have landed on a merchant road, fairly close to Pellak. From there, it was a quick journey to the Army headquarters. A sharp eyed staff sergeant noticed you the minute you walked in, and ushered you into a room to wait while provisions and transportation could be secured.

Two days later, you ride into a camp full of grim faces. Messengers are pouring into camp, with sightings of Evard's army across Bissel. Rather than having the instability of the portal hurt her, Evard has turned it to her advantage – using it to send strike teams across the March, causing confusion throughout Bissel and making the concept of a "front line" a farce.

The leadership of Bissel has no time to meet with you, and you have no desire to look upon their grim faces. Word begins to spread among the men that the Army is gearing up for one final push into Thornward, in the hopes that finding and killing Evard here will put an end to the random attacks on the March. While they say the best way to kill a snake is to cut off its head, you know that is easier said than done.

The End

CONCLUSION B – SUCCESS

The disorientation of passing through the portal quickly passes, and you quickly refocus on your surroundings. Dodging horses and wagons, you scramble to the safety of the side of the road. You grab at a passerby, who, though astonished, confirms that you have landed on a merchant road, fairly close to Pellak. From there, it was a quick journey to the Army headquarters. A sharp-eyed staff sergeant noticed you the minute you walked in, and ushered you into a room to wait while provisions and transportation could be secured.

Two days later, you ride into the Army's headquarters camp with a hero's welcome. Troops cheer your return, and words of your deeds have already spread. The morale of the Army has soared, and talk in the camp centers around the final push

into Thornward to end the threat to the March once and for all.

If the PCs sent Evard Markavan to his rest continue, otherwise end.

For all the cheer in the general camp, your hearts stop when you arrive at headquarters. The tent is heavily guarded, and when you are escorted in, the mood is somber. Field Marshall Valiserat and Generals Rashedra and Greenblade are stoic. Baroness Besselar looks like she has been crying. Without a word, you are escorted deeper into the tent.

Pale and sick, the Regent of Bissel greets you from her bed. She dismisses her attendants with a weak wave.

"You have been successful. But something else happened. Tell me," she whispers.

Saralind will allow the PCs to tell their story, and she will probe them on details of Evard. When they finish read the following:

"Evard. I had hoped to find out what happened to him and why my creator took his name... I thank you for sending him to his peace. No matter the effect that has had on me, it has weakened the Necromancer, and given us more than a fighting chance for victory.

"Go now and rest. Our final push into Thornward starts tomorrow."

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Convince Sil'C'Baath to help the PCs

APL 2: 45 xp
APL 4: 67 xp
APL 6: 90 xp
APL 8: 112 xp
APL 10: 135 xp
APL 12: 157 xp
APL 14: 180 xp

APL 16: 202 xp

Encounter 6

Overcome the devil guards on the first level of the tower

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

Encounter 7

Defeat the undead guards on the second level of the tower

APL 2: 60 xp
APL 4: 120 xp
APL 6: 180 xp
APL 8: 240 xp
APL 10: 300 xp
APL 12: 360 xp
APL 14: 420 xp
APL 16: 480 xp

Encounter 8

Defeat Evard's guards on the final level of the tower

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

Story Award

Close the portal

APL 2: 45 xp
APL 4: 68 xp
APL 6: 90 xp
APL 8: 113 xp
APL 10: 135 xp
APL 12: 158 xp
APL 14: 180 xp
APL 16: 203 xp

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.

APL 6: 900 xp.
 APL 8: 1,125 xp.
 APL 10: 1,350 xp.
 APL 12: 1,575 xp.
 APL 14: 1800 xp.
 APL 16: 2025 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 Six:

APL 2: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Quiver of Elhonna* (167 gp)

APL 4: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 6: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 8: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 10: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 12: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp)

APL 14: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp), *staff of healing* (2313 gp)

APL 16: L: 0 gp, C: 0 gp, M: *Caster’s Shield* (263 gp), *Hand of Glory* (667 gp), *Potion of Shield of Faith +4* (75 gp), *Quiver of Elhonna* (167 gp), *staff of healing* (2313 gp), *strand of prayer beads* (2150 gp)

Encounter Eight:

APL 2: L: 100 gp, C: 0 gp, M: 0 gp.

APL 4: L: 0 gp, C: 0 gp, M: *ring of feather falling* (183 gp).

APL 6: L: 0 gp, C: 0 gp, M: *amulet of health +2* (333 gp), *ring of feather falling* (183 gp).

APL 8: L: 0 gp, C: 0 gp, M: *+1 longsword of ghost touch* (694 gp), *amulet of health +2* (333 gp), *ring of feather falling* (183 gp).

APL 10: L: 0 gp, C: 0 gp, M: *+1 longsword of ghost touch* (694 gp), *amulet of health +2* (333 gp), *ring of feather falling* (183 gp).

APL 12: L: 0 gp, C: 0 gp, M: *+1 longsword of ghost touch* (694 gp), *amulet of health +2* (333 gp), *phylactery of*

undead turning (1000 gp), *ring of feather falling* (183 gp).

APL 14: L: 0 gp, C: 0 gp, M: +1 *longsword of ghost touch* (694 gp), +1 *holy longsword* (1528 gp), *amulet of health* +2 (333 gp), *phylactery of undead turning* (1000 gp), *ring of feather falling* (183 gp).

APL 16: L: 0 gp, C: 0 gp, M: +1 *longsword of ghost touch* (694 gp), +1 *holy longsword* (1528 gp), *amulet of health* +2 (333 gp), *metamagic rod of enlarge* (917 gp), *phylactery of undead turning* (1000 gp), *ring of feather falling* (183 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 100 gp, C: 0 gp, M: 430 gp – Total: 530 gp (450 gp).

APL 4: L: 0 gp, C: 0 gp, M: 688 gp – Total: 688 gp (650 gp).

APL 6: L: 0 gp, C: 0 gp, M: 1021 gp – Total: 1021 gp (900 gp).

APL 8: L: 0 gp, C: 0 gp, M: 1715 gp – Total: 1715 gp (1,300 gp).

APL 10: L: 0 gp, C: 0 gp, M: 2382 gp – Total: 2382 gp (2,300 gp).

APL 12: L: 0 gp, C: 0 gp, M: 3382 gp – Total: 3382 gp (3,300 gp).

APL 14: L: 0 gp, C: 0 gp, M: 7223 gp – Total: 7223 gp (6,600 gp).

APL 16: L: 0 gp, C: 0 gp, M: 10290 gp – Total: 10290 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Bissel Military Commendation:** You have been granted a commendation in the Great Army of Bissel. Please contact the Bissel Triad for further details.

☛ **Influence with the Bissel Free Companies:** For completing this mission, if the PC is, or in the future becomes a member of the Bissel Free Companies, he or she may spend this Influence Point (mark it as used) during any adventure to gain access (Freq: Adventure) to purchase any single magic item in the DMG (other than a

Bag of Tricks) valued at 2500 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence Points with the Bissel Free Companies simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points. Influence Points with no explicit gp value associated with them cannot be combined with this Influence Point. These Influence Points are non-transferable and can only be spent by the individual who received them.

☛ **Hilt of the Sword of Evard:** This golden sword hilt radiates a substantial aura of good. By itself, it acts as stone of good luck. It is also the foundation of a powerful sword, and perhaps something more still. The hilt can be used as the basis of constructing a sword (Frequency: Regional; circle the one selected and pay the listed price to complete the repair): bastard sword (335 gp), greatsword (350 gp), falchion (375 gp).

The owner of the repaired sword is entitled to purchase the following upgrades to the sword (Frequency: Regional) in the following order: +1 enhancement bonus (2,000 gp), holy weapon special ability (16,000 gp), +2 enhancement bonus (14,000 gp).

If the owner is a paladin, he may purchase one of the following additional upgrades (Frequency: Regional and Metaregional) after the one's listed above have all been purchased (circle the one selected): holy avenger (88,000 gp; non-cold iron version that is of the sword type selected above) or sword of zeal (40,000 gp; version that is of the sword type selected above; Arms & Equipment Guide).

The restored sword retains its luckstone abilities, even when the upgrade process has been completed. Once restored to a full sword of zeal or holy avenger, a detect thoughts spell picks up faint activity within the hilt, and a sense of longing, but no further information. Contact the Bissel Triad for further details if the sword is restored to its full power.

Strong Abjuration/Conjuration (Good); CL 18th; *Prerequisites:* can't be crafted; *Market Price:* 20,000 gp (base), 140,000 gp + masterwork cost from above (completed *holy avenger*) or 92,000 gp + masterwork cost from above (completed *sword of zeal*); *Weight:* 2 lbs. (base), varies based on sword type selected above (completed).

☛ **Violators of a Tomb** – Despite his wishes, this PC has moved the body of Evard Markavan or attempted to return him to life. If the PC has access to divine spell casting, their god will not fulfill their prayers until the

PC has *atoned* for their sins. Contact the Bissel Triad for more details.

Item Access

APL 2:

- *Caster's Shield* (Adventure; DMG)
- *Quiver of Elhonna* (Adventure; DMG)
- *Hilt of the Sword of Evard* (Regional; See Above)

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

- *Potion of Shield of Faith +4* (Adventure; DMG)
- *Wand of Inflict Moderate Wounds* (Adventure; DMG)

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

- *Amulet of Health +2* (Adventure; DMG)

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

- *+1 Longsword of Ghost Touch* (Adventure; DMG)

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

- *Hand of Glory* (Adventure, DMG)

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

- *Phylactery of Undead Turning* (Adventure; DMG)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- *+1 holy longsword* (Adventure, DMG)
- *Staff of Healing* (Adventure; DMG)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):

- *Metamagic Rod of Enlarge* (Adventure, DMG)
- *Strand of Prayer Beads* (Adventure; DMG)

APPENDIX ONE – YUGOLOTHS

YUGOLOTH, ARCANOLOTH

Source: *Monster Manual II*, page 202.

Medium Outsider (Evil, Extraplanar, Yugoloth)

Hit Dice: 12d8 (54 hp)

Initiative: +7

Speed: 30 ft., fly 50 ft. (poor)

Armor Class: 28 (+3 Dex, +15 natural), touch 13, flat-footed 25

Base Attack/Grapple: +12/+12

Attack: Claw +12 melee (1d4+poison)

Full Attack: 2 Claws +12 melee (1d4+poison each) and Bite +7 (1d6)

Space/Reach: 5 ft./5ft

Special Attacks: Poison, spell-like abilities, summon yugoloth

Special Qualities: Damage reduction 15/good, immunities, immunity to acid and poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.

Saves: Fort +8, Ref +11, Will +14

Abilities: Str 11, Dex 16, Con 11, Int 20, Wis 18, Cha 17

Skills: Bluff 18, Concentration +15, Diplomacy +22, Gather Information +18, Intimidate 20, Knowledge (arcane) +20, Knowledge (the planes) +20, Listen +19, Profession (scribe) +19, Search +20, Sense Motive +19, Spellcraft +22, Spot +19

Feats: Combat Casting, Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or pack (3-8)

Challenge Rating: 14

Treasure: None

Alignment: Always neutral evil

Arcanaloths are the scribes, record-keepers, negotiators, and deal-makers for the yugoloths of Gehenna. As such they are grasping, wheedling manipulators, but at least they're generally true to their word.

An arcanaloth has humanoid form, but the head of a jackal or dog. It dresses finely but is businesslike and abrupt, if not downright surly. Arcanaloths can speak and write any language.

Partial Immunity to Spells: Mind affecting spells have no effect on arcanaloths.

Poison (Ex): An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC 16) with each successful claw attack. The initial and secondary damage is the same (1 point of Strength damage).

Spell-Like Abilities: At will – *darkness*, *fly*, *heat metal*, *invisibility* (self only), *magic missile*, *shapechange*, *telekinesis*, *warp wood*; 1/day - *fear*, *major image*. Caster level 12th; save DC 13 + spell level.

Spells: An arcanaloth can cast arcane spells as a 12th level sorcerer (spells known 9/5/5/4/3/2/1; spells/day 6/7/7/7/6/5/3; Save DC 13 + spell level or 15 + spell level for Abjuration spells)

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

YUGOLOTH, CANOLOTH

Source: *Monster Manual III*, page 200.

Medium Outsider (Evil, Extraplanar, Yugoloth)

Hit Dice: 6d8+24 (51 hp)

Initiative: +4

Speed: 50 ft.

Armor Class: 18 (+8 natural), touch 10, flat-footed 18

Base Attack/Grapple: +6/+10

Attack: Tongue +11 melee (1d4+4)

Full Attack: Tongue +11 melee (1d4+4) and Bite +8 (2d6+2)

Space/Reach: 5 ft./5ft. (tongue 20 ft.)

Special Attacks: Improved grab, paralysis, spell-like abilities, summon yugoloth

Special Qualities: Blindsight 40 ft., damage reduction 5/good, immunities, immunity to acid and poison, resistance to cold 10, fire 10, and electricity 10, scent, spell resistance 18, telepathy 100 ft.

Saves: Fort +9, Ref +5, Will +8

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

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

Feats: Improved Initiative, Multiattack, Weapon Focus (tongue), TrackB

Environment: Bleak Eternity of Gehenna

Organization: Solitary or pack (3-8)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

This creature looks like an armored bulldog the size of a man, with two sets of jaws: a vertical set inside a horizontal set. It has no eyes, relying totally on hearing and smell to find its prey. Its most prominent feature is a barbed tongue several inches thick that it can flick out at a target up to 20 feet away. Canoloths speak Abyssal, Draconic and Infernal. It's natural weapons and any weapons it wields are treated as evil-aligned for damage reduction purposes.

Blindsight (Ex): Canoloths can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Negating a canoloth's sense of hearing or smell (with overpowering odors such as stinking cloud or incense-heavy air) reduces this ability to normal Blind-Fight (as the feat). If both are negated, the canoloth is effectively blinded.

Immunities (Ex): Canoloths are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Improved Grab (Ex): To use this ability, a canoloth must hit a medium or smaller creature with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it can pull an opponent of its size or smaller into its mouth and make a bite attack immediately.

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

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

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

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

YUGOLOTH, MEZZOLOTH

Source: *Monster Manual III*, page 201.

Medium Outsider (Evil, Extraplanar)

Hit Dice: 10d8+50 (95 hp)

Initiative: +5

Speed: 40 ft.

Armor Class: 21 (+1 Dex, +8 natural, +2 large metal shield), touch 11, flat-footed 20

Base Attack/Grapple: +10/+13

Attack: Claw +13 melee (d4+3) or +1 Trident +15 melee (1d8+4/19-20) or +1 trident +13 ranged (1d8+4/19-20)

Full Attack: 2 Claws +13 melee (d4+3) or +1 Trident +15/+10 melee (1d8+4/19-20) or +1 trident +13 ranged (1d8+4/19-20)

Space/Reach: 5 ft./5ft.

Special Attacks: Spell-like abilities, summon yugoloth

Special Qualities: Damage reduction 10/good, immunities, immunity to acid and poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.

Saves: Fort +12, Ref +8, Will +7

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

Skills: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13

Feats: Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or pack (3-8)

Challenge Rating: 6

Treasure: standard plus Trident +1

Alignment: Always neutral evil

A mezzoloth looks like a human-size insect with heavy, black chitin and four limbs tipped with sharp claws. Its wide-set eyes glow red when it's angry (which is almost always). When arrayed for battle, mezzoloths carry tridents and heavy steel shields. Mezzoloths speak Abyssal, Draconic and Infernal.

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic*. Caster Level 10th. Twice per day, *greater teleport* (self and 50 pounds of objects only) as a 14th level caster.

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

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

YUGOLOTH, NYCALOTH

Source: *Monster Manual III*, page 202.

Large Outsider (Evil, Extraplanar)

Hit Dice: 14d8+98 (161 hp)

Initiative: +2

Speed: 40 ft., fly 90 ft. (good)

Armor Class: 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21

Base Attack/Grapple: +14/+23

Attack: Claw +15 melee (d6+8 plus bleeding wounds) or +2 greataxe +18 melee (3d6+15/x3)

Full Attack: 2 Claws +15 melee (d6+8 plus bleeding wounds) AND +2 greataxe +18/+13/+8 melee (3d6+15/x3) OR 4 claws +15 melee (d6+8 plus bleeding wounds)

Space/Reach: 10 ft./10ft.

Special Attacks: Bleeding wounds, Improved grab, rake 1d6+5, spell-like abilities, summon yugoloth.

Special Qualities: Damage reduction 10/good, immunities, immunity to acid and poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.

Saves: Fort +16, Ref +11, Will +11

Abilities: Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16

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

Feats: Alertness, Flyby Attack, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or squad (4-8)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral evil

A nycaloth looks like a big gargoyle with powerful bat-wings and thick, green skin. All four limbs have razor-sharp claws. The head is vaguely canine, with small webbed ears and horns.

Bleeding Wounds (Ex): A nycaloth's claw attacks continue to bleed long after the wound was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss. The bleeding can be stopped by a successful Heal check (DC 15), or the application of any cure spell or other healing spell.

Improved Grab (Ex): To use this ability, the nycaloth must hit with both claw attacks. It can then start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can attempt to deal damage with its claws, rake, or use its liftoff ability.

Liftoff (Ex): A nycaloth may only use this ability when airborne. A nycaloth that gets a hold on a non-flying opponent of medium size or smaller can ascend with the grappled creature.

Rake (Ex): A nycaloth that gets a hold can make two rake attacks (+15 melee) with its hind legs for 1d6+5 points of damage each. This includes using its power attack feat for a -3 to hit and a +3 on damage.

Spell-Like Abilities: At will – *deeper darkness*, *desecrate*, *fear* (DC 17), *greater teleport* (self and 50 pounds of objects only), *invisibility*, *mirror image*, *see invisibility*. Caster level 14th.

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

YUGOLOTH, PISCOLOTH

Source: *Fiend Folio*, page 196.

Medium Outsider (Evil, Extraplanar)

Hit Dice: 9d8 (58 hp)

Initiative: +4

Speed: 30 ft., swim 20 ft.

Armor Class: 24 (+14 natural), touch 10, flat-footed 24

Base Attack/Grapple: +9/+13

Attack: Pincer +13 melee (2d6+4/19-20/x3)

Full Attack: 2 pincers +13 melee (2d6+4/19-20/x3) and 8 tentacles +11 melee (paralysis)

Space/Reach: 5 ft./5ft.

Special Attacks: Augmented critical, paralysis, spell-like abilities, summon yugoloth

Special Qualities: All-around vision, damage reduction 10/good, immunities, immunity to acid and poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 20, telepathy 100 ft.

Saves: Fort +8, Ref +6, Will +6

Abilities: Str 19, Dex 11, Con 15, Int 6, Wis 10, Cha 14

Skills: Intimidate +15, Hide +12, Listen +12, Move Silently +12, Search +10, Sense Motive +4, Spot +12, Swim +12

Feats: Improved Initiative, Multiattack, Power Attack, Skill Focus (Intimidate)

Environment: Bleak Eternity of Gehenna

Organization: Solitary or squad (4-8)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral evil

Advancement: 10-18 HD (Medium); 19-27 HD (Large)

The fish-tailed, walleyed piscoloth has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscoloth's arms, though humanoid, end in a set of cruel crab-like pincers.

All-around Vision (Ex): Because of its stalked eyes, a piscoloth can look in two directions at once. As a result, a piscoloth cannot be flanked.

Paralysis (Ex): Those hit by a piscoloth's tentacle attack must succeed at a Fortitude save (DC 16) or be paralyzed for 2d6 minutes. The save DC is Constitution-based.

Spell-Like Abilities: At will – *blink*, *fear* (DC 16), *detect good*, *detect magic*, *protection from good*, *scare* (DC 14), *see invisibility*; 3/day – *meld into stone*, *phantasmal killer* (DC 16), *stinking cloud* (DC 15); 2/day – *greater teleport* (self plus maximum load of objects only). Caster level 9th. The save DCs are Charisma-based.

Summon Yugoloth (Sp): Three times per day, a piscoloth can attempt to summon 4 skeroloths with a 60% chance of success.

Skills: Pисcoloths have a +8 racial bonus to Swim checks and can always choose to take 10 on Swim checks, even when rushed or threatened.

YUGOLOTH, SKEROLOTH

Source: *Fiend Folio*, page 196.

Small Outsider (Evil, Extraplanar)

Hit Dice: 4d8+4 (27 hp)

Initiative: +7

Speed: 40 ft., burrow 20 ft., climb 20 ft.

Armor Class: 20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17

Base Attack/Grapple: +4/+0

Attack: Claw +8 melee (1d3)

Full Attack: 4 claws +8 melee (1d3)

Space/Reach: 5 ft./5ft.

Special Attacks: sneak attack +1d6, spell-like abilities, summon yugoloth

Special Qualities: Cringe, immunities, immunity to acid and poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 18, telepathy 100 ft.

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11

Skills: Climb +15, Hide +18, Listen +6, Move Silently +14, Spot +6

Feats: Improved Initiative, Weapon Finesse

Environment: Bleak Eternity of Gehenna

Organization: Solitary or squad (4-8)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: 5-10 HD (Medium); 11-15 HD (Large)

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

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

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

Spell-Like Abilities: At will – daze (DC 10), *detect good*, *jump*; 3/day – *burning hands*, *expeditious retreat*. Caster level 4th. The save DCs are Charisma-based.

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

Skills: Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even when rushed or threatened.

YUGOLOTH, ULTROLOTH

Source: *Monster Manual III*, page 204.

Medium Outsider (Evil, Extraplanar)

Hit Dice: 18d8+90 (171 hp)

Initiative: +3

Speed: 30 ft.

Armor Class: 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

Base Attack/Grapple: +18/+19

Attack: +3 Longsword +22 melee (d8+4)

Full Attack: +3 Longsword +22/+17/+12/+7 melee (d8+4) or ray +22 ranged touch (spell)

Space/Reach: 5 ft./5ft.

Special Attacks: Hypnotic gaze, spell-like abilities, summon yugoloth

Special Qualities: Damage reduction 15/good, immunity to acid and poison, resistance to cold 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.

Saves: Fort +16, Ref +14, Will +15

Abilities: Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19

Skills: Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcane) +24, Knowledge (planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22.

Feats: Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-like Ability (scorching ray), Spell Focus (enchantment), Weapon Focus (ray).

Environment: Bleak Eternity of Gehenna

Organization: Solitary or pair

Challenge Rating: 13

Treasure: Double standard and +3 longsword

Alignment: Always neutral evil

Dark skinned and alien looking, the slim Ultroloth are fearsome to behold. Their long head and bulbous eyes give its face and imposing, evil look.

Hypnotic Gaze (Su): Hypnotic pattern as cast by an 18th level sorcerer, no HD limit, 30 feet, Will DC 23 negates.

Spell-Like Abilities: At will – *alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement*, *ray of exhaustion*, *scorching ray*, *screaming*, *see invisibility*, *suggestion* (DC 18), *wall of fire*; 3/day – *binding* (DC 23), *enervation*, *gas/quest* (DC 21), *mass suggestion* (DC 21); 1/day – *symbol of death* (DC 22). Caster level 18th.

Summon Yugoloth (Sp): Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

APPENDIX TWO – NEW MONSTERS

BLOOD AMNIOTE

Source: *Libris Mortis*, page 87;

Huge Undead

Hit Dice: 10d12 (65 hp)

Initiative: +5

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

Armor Class: 26 (-2 size, +5 Dex, +13 natural), touch 13, flat-footed 21

Base Attack/Grapple: +7/+18

Attack: Slam +9 melee (2d6+6 plus blood call)

Full Attack: Slam +9 melee (2d6+6 plus blood call)

Space/Reach: 15 ft./10 ft.

Special Attacks: Blood call

Special Qualities: Blindsight 60 ft., damage reduction 10/–, darkvision 60 ft., fast healing 5, inescapable craving, ooze traits, self spawn, undead traits

Saves: Fort +3, Ref +8, Will -2

Abilities: Str 19, Dex 20, Con –, Int –, Wis 1, Cha 1

Skills: –

Feats: –

Environment: Underground

Organization: Solitary, pair, or amnion (4-8)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 11-15 HD (Huge); 16-30 HD (Gargantuan)

Level Adjustment: –

A clot of animate blood the size of a small house, this amoeba of failed life is hungry to add new blood to its oozing body.

Blood Call (Su): Whenever a blood amniote strikes a living creature in melee combat, its touch causes the targets's body to expel a portion of its own blood through the pores. The expelled blood gathers and flows across the intervening distance between the prey and the blood amniote. This attack deals 1d4 points of Constitution damage to the foe.

If a blood amniote deals as many points of Constitution damage during its existence as its full normal hit point total, it self spawns (see below).

Inescapable Craving: A blood amniote has an inescapable craving (see the Undead Metabolism section in Chapter 1) for blood, which it satisfies by using its blood call ability.

Ooze Traits: Despite being undead, a blood amniote has all the benefits and disadvantages of being an ooze. Like oozes, blood amniotes do not receive any feats. Blood amniotes are mindless and are immune to all mind-affecting spells

and abilities, and they are blind, giving them immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Blood amniotes also have immunity to poison, magic sleep effects, paralysis, polymorph, and stunning, and they are not subject to extra damage from critical hits or flanking.

Self Spawn (Ex): If a blood amniote deals as many points of Constitution damage during its existence as its full normal hit point total, it self spawns, splitting into two identical blood amniotes, each with a number of hit points equal to the original blood amniote's full normal total.

BONEYARD

Source: *Libris Mortis*, page 89;

Huge Undead

Hit Dice: 17d12+17 (127 hp)

Initiative: +6

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 30 (-2 size, +2 Dex, +20 natural), touch 10, flat-footed 28

Base Attack/Grapple: +8/+26

Attack: Bite +16 melee (2d8+15/19-20 plus bone subsumption)

Full Attack: Bite +16 melee (2d8+15/19-20 plus bone subsumption)

Space/Reach: 15 ft./10 ft.

Special Attacks: Bone subsumption, improved grab, summon skeletons, utter subsumption

Special Qualities: Damage reduction 10/-, darkvision 60 ft., fast healing 10, immunity to cold, inescapable craving, spell resistance 24, undead traits

Saves: Fort +7, Ref +9, Will +15

Abilities: Str 31, Dex 14, Con —, Int 18, Wis 20, Cha 18

Skills: Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25

Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness*, Lightning Reflexes

Environment: Any

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 18-25 HD (Huge); 26-51 HD (Gargantuan)

Level Adjustment: —

*New feat described on page 27.

The pile of bones before you stirs. The bones rise and reform, and as each bone finds its proper place, the shape of a huge serpentine creature emerges, one whose form is composed of interlocking bones, its head the skull of some unnamed and long-dead beast.

Bone Subsumption (Su): Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to

Constitution, Dexterity, and Strength. This ability works only on creatures that possess a skeletal structure (so it works on many undead, but is useless against constructs, elementals, oozes, and plants).

Improved Grab (Ex): To use this ability, a boneyard must hit a Large or smaller opponent with its bite attack. 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 try to utterly subsume all the bones in the victim's body.

Inescapable Craving: A boneyard has an inescapable craving (see the Undead Metabolism section in Chapter 1) for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

CARCASS EATER

Source: *Libris Mortis*, page 91;

Small Animal

Hit Dice: 1d8+3 (7 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-5

Attack: Bite +4 melee (1d4-1)

Full Attack: 2 claws +4 melee (1d2-1) and bite -1 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood frenzy

Special Qualities: Low-light vision, scent

Saves: Fort+5, Ref +5, Will +1

Abilities: Str 8, Dex 17, Con 17, Int 2, Wis 12, Cha 6

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

Feats: Track, Weapon Finesse

Environment: Temperate forests

Organization: Solitary, pair, or throng (6-9)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small)

Level Adjustment: -

This gore-streaked, four-footed animal seems like a cross between an overlarge rat and a wolf, though even that can't explain the extraordinary size of its toothy jaws.

Blood Frenzy (Ex): A carcass eater that deals damage in combat against a living creature scents blood, which causes it to fly into a frenzy the following round. While in a blood frenzy, a carcass eater gains +4 to Strength, and +4 to Constitution, and -2 to Armor Class. Sensing its victim's death, the carcass eater claws and bites until its opponent is brought to negative hit points, at which time the creature immediately gains an additional bite attack against its fallen foe. This attack automatically hits, dealing 1d4+1 points of damage (which takes into account the +4 Strength bonus). A carcass eater cannot end its rage voluntarily.

Skills: A carcass eater has a +4 racial bonus on Hide checks.

CINDERSPAWN

Source: *Libris Mortis*, page 91;

Large Undead (Fire)

Hit Dice: 10d12 (65 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 17 (-1 size, +5 Dex, +3 natural), touch 14, flat-footed 12

Base Attack/Grapple: +5/+10

Attack: Touch +9 melee (2d6 cold plus 1d6 Cha drain)

Full Attack: Touch +9 melee (2d6 cold plus 1d6 Cha drain)

Space/Reach: 10 ft./10 ft.

Special Attacks: Charisma drain

Special Qualities: Darkvision 60 ft., elemental turning vulnerability, frostfire shield, immunity to fire, inescapable craving, undead traits, vulnerability to cold

Saves: Fort +3, Ref +8, Will +7

Abilities: Str 12, Dex 21, Con -, Int 11, Wis 11, Cha 17

Skills: Jump +26, Listen +13, Move Silently +18, Spot +13

Feats: Dodge, Mobility, Spring Attack, Weapon Finesse

Environment: Any

Organization: Solitary, pair, or gang (3-5)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 11-20 HD (Large); 16-30 (Huge)

Level Adjustment: +4

This tall, gaunt, coal-black humanoid flickers with a blue-white flame, its bright yellow eyes gleam with menace.

Charisma Drain (Su): Living creatures hit by a cinderspawn's touch attack must make a DC 18 Fortitude save or take 1d6 points of Charisma drain. (Creatures with the fire subtype take a -4 penalty on this save.) When a cinderspawn drains a victim's Charisma, it gains 5 temporary hit points, no matter how many points it drains. These temporary hit points last for up to 1 hour. The save DC is Charisma-based.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn fire creatures gains a +2 bonus on turning checks to turn a cinderspawn. A character who can rebuke undead and also rebuke fire creatures gains a +2 bonus on turning checks to rebuke a cinderspawn.

Frostfire Shield (Su): Any creature striking a cinderspawn with a natural attack or a melee weapon (except for reach weapons) takes 1d6 points of cold damage as the cinderspawn drains its body heat.

Inescapable Craving: A cinderspawn has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Charisma, which it satisfies by using its Charisma drain ability.

DESICCATOR

Source: *Libris Mortis*, page 94;

Small Undead (Water)

Hit Dice: 4d12 (26 hp)

Initiative: +5

Speed: 20 ft. (4 squares), swim 60 ft.

Armor Class: 15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+1

Attack: Slam +6 melee (1d6 plus fatigue)

Full Attack: Slam +6 melee (1d6 plus fatigue)

Space/Reach: 5 ft./5 ft.

Special Attacks: Desiccating breath, fatiguing touch

Special Qualities: Darkvision 60 ft., elemental turning vulnerability, inescapable craving, undead traits

Saves: Fort +1, Ref +2, Will +4

Abilities: Str 16, Dex 12, Con -, Int 8, Wis 11, Cha 13

Skills: Listen +7, Search +7, Spot +7

Feats: Ability Focus (desiccating breath), Improved Initiative

Environment: Any

Organization: Solitary or gang (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral Evil

Advancement: 5-7 HD (Medium), 8-12 HD (Large)

Level Adjustment: +3

This small, salt-encrusted humanoid figure looks parched and gasping. Around it, a dry, hot breeze seems to blow from nowhere.

Desiccating Breath (Su): 15-foot cone of desiccating air every 1d4 rounds, damage 1 Con, Fortitude DC 15 negates. (Creatures with the water subtype take a -4 penalty on this save.) The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Fatiguing Touch (Su): The slam of a dessicator, in addition to dealing 1d6 points of damage, makes living creatures fatigued. A DC 13 Fortitude save negates the fatigue but not the damage. (Creatures with the water subtype take a -4

penalty on this save.) If the victim fails the save, the desiccator also gains 5 temporary hit points, which last for up to 1 hour. A creature already fatigued cannot become exhausted as a result of this touch. The save DC is Charisma-based.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn water creatures gains a +2 bonus on turning checks to turn a desiccator. A character who can rebuke undead and also rebuke water creatures gains a +2 bonus on turning checks to rebuke a desiccator.

Inescapable Craving: A desiccator has an inescapable craving (see the Undead Metabolism section in Chapter 1) for water, which it absorbs by using its fatiguing touch ability.

DREAM VESTIGE

Source: *Libris Mortis*, page 96;

Huge Undead (Incorporeal)

Hit Dice: 17d12+34 (144 hp)

Initiative: +9

Speed: Fly 40 ft. (perfect)

Armor Class: 31 (-2 size, +5 Dex, +18 deflection), touch 31, flat-footed 26

Base Attack/Grapple: +8/-

Attack: Tendril +13 melee (3d6+2 plus form consumption)

Full Attack: 4 tendrils +13 melee (3d6+2 plus form consumption)

Space/Reach: 15 ft./20 ft.

Special Attacks: Desecrating aura, form consumption, frightful presence

Special Qualities: Blindsight 120 ft., damage reduction 10/-, darkvision 60 ft., deflective aura, dream travel, incorporeal traits, inescapable craving, self spawn, spell resistance 28, undead traits

Saves: Fort +9, Ref +14, Will +19

Abilities: Str -, Dex 20, Con -, Int 18, Wis 20, Cha 20

Skills: Concentration +24, Diplomacy +6, Hide +16, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +25, Survival +5 (+7 following tracks)

Feats: Combat Reflexes, Great Fortitude, Iron Will, Improved Initiative, Lightning Reflexes, Weapon Finesse

Environment: Any

Organization: Solitary

Challenge Rating: 16

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 18-25 HD (Huge); 26-51 HD (Gargantuan)

Level Adjustment: -

A mighty river of fog streams forward like an evil waterfall, swollen with storm and spray. Accompanying the shape is a susurrus of dreamlike voices the murmur, cry, and rail against some terrible fate. Slender tendrils of mist extend from the mass, patting and feeling for sustenance.

Desecrating Aura (Su): A dream vestige gives off a 20-foot radius emanation of utter desecration, imbuing its surrounding with negative energy. This ability works much like a desecrate spell, except the vestige itself is treated as the shrine of an evil power. All undead within 20 feet of the dream vestige (including the creature itself) gain a +2

profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The dream vestige's Hit Dice, attack, and save entries given here already include these profane bonuses.) Charisma checks made to turn undead within this area take a -6 penalty.

A dream vestige's desecrating aura cannot be dispelled except by a dispel evil spell or similar effect. If the effect is dispelled, the dream vestige can resume it as a free action on its next turn. Its desecrating aura is suppressed if a dream vestige enters a consecrated or hallowed area, but the dream vestige's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Form Consumption (Su): Each touch by a dream vestige's tendril drains a portion of the victim's mind (though non-intelligent or mindless creatures are immune to a dream vestige's lascivious caresses). Each touch deals 1d4 points of Intelligence drain to the victim. When a dream vestige drains a victim's Intelligence, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this way last for up to 1 hour. Should a dream vestige ever acquire a number of temporary hit points equal to its full normal hit points, it self spawns (see below).

At the beginning of a dream vestige's subsequent action after a creature has been drained to 0 Intelligence, the victim's body is automatically engulfed and dissolved by the dream vestige, leaving nothing behind, not even dust.

Frightful Presence (Su): A dream vestige can inspire terror by charging or attacking. Affected creatures must succeed on a DC 23 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the dream vestige. A creature that successfully saves cannot be affected by that dream vestige's frightful presence for 24 hours. The save DC is Charisma-based.

Deflective Aura (Su): A dream vestige is protected by a powerful aura of dream energy. This special aura increases its AC deflection bonus by 13 (in addition to its incorporeal deflection bonus of +5), which is already factored into the statistics above.

Dream Travel (Su): A dream vestige can pull itself fully into the world of dreams, leaving behind the waking world, as a standard action. For every minute the vestige through the dream region, it travels 5 miles in the waking world. A dream vestige can also use this ability to travel across planar borders, should it desire. A dream vestige always knows where it will come out in the waking world.

Inescapable Craving: A dream vestige has an inescapable craving (see the Undead Metabolism section in Chapter 1) for bodies, which it satisfies by using its form consumption ability.

Self Spawn (Ex): When a dream vestige gains a number of temporary hit points equal to its full normal hit point total, it self spawns, splitting into two identical dream vestiges, each with a number of hit points equal to the original dream vestige's full normal total.

ENTROPIC REAPER

Source: *Libris Mortis*, page 98;

Medium Undead (Extraplanar, Chaotic)

Hit Dice: 19d12+19 (142 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +9/+18

Attack: Large Scythe +13 melee (2d6+18 plus entropic blade/19-20/X4)*

Full Attack: Large scythe +13/+8 melee (2d6+18 plus entropic blade/19-20/X4)*

Space/Reach: 5 ft./5 ft.

Special Attacks: Entropic blade, spell-like abilities

Special Qualities: Damage reduction 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, spell resistance 22, undead traits

Saves: Fort +17, Ref +8, Will +13

Abilities: Str 29, Dex 14, Con -, Int 11, Wis 20, Cha 15

Skills: Concentration +23, Knowledge (planes) +23, Listen +26, Spot +26

Feats: Combat Reflexes, Improved Critical (scythe), Improved Toughness**, Power Attack, Cleave, Improved Initiative, Whirlwind Attack

Environment: Ever-Changing Chaos of Limbo

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 20-35 HD (Medium)

Level Adjustment: -

* Includes adjustments for Power Attack feat.

** New feat described on page 27.

A skeletal being cloaked in a great black robe and head-concealing hood holds a large scythe in both hands. The head of the scythe is an absence in space, a blade-shaped hole in reality that draws in the light around it.

Entropic Blade (Su): An entropic reaper confers the entropic blade property upon any weapon it wields—usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A shapechange or stoneskin spell does not cure an afflicted creature but fixes its state for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (though a separate restoration is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su): The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

Spell-Like Abilities: 1/day—plane shift. Caster level equals the entropic reaper's HD. The save DCs are Charisma-based.

GRAVE DIRT GOLEM

Source: *Libris Mortis*, page 105;

Large Construct

Hit Dice: 11d10+30 (90 hp)

Initiative: -1

Speed: 20 ft. (4 squares), can't run

Armor Class: 20 (-1 size, -1 Dex, +12 natural), touch 8, flat-footed 20

Base Attack/Grapple: +8/+18

Attack: Slam +13 melee (2d8+6 plus soiled wound)

Full Attack: 2 slams +13 melee (2d8+6 plus soiled wound)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk, soiled wound

Special Qualities: Construct traits, damage reduction 5/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 23, Dex 9, Con -, Int -, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any

Organization: Solitary, pair, or gang (3-4)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 12-18 HD (Large); 19-33 HD (Huge)

Level Adjustment: -

Preceded by the smell of carrion, this humanoid creature is formed of moist (almost muddy) earth, mixed in with small bone bits, teeth, and rotting cloth scraps, topped with a dirt-encrusted humanoid skull. Its legs are short and thick, and its chest and arms somewhat tapering.

Berserk (Ex): When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

Construct Traits: A grave dirt golem has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. It also has darkvision out to 60 feet and low-light vision. As a construct, a grave dirt golem has no Constitution score, but it gains 30 bonus hit points due to its size (which are included in the statistics above).

Immunity to Magic (Ex): A grave dirt golem is immune to spells, spell-like abilities, and supernatural effects, just as if the attacker had failed to overcome spell resistance. The only exceptions are as follows: A move earth spell drives the grave dirt golem back 120 feet and deals 3d12 points of damage. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 points of damage. The golem receives no saving throw against any of these effects. Any magical attack against a grave dirt golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives no saving throw against magical attacks that deal electricity damage.

Soiled Wound (Ex): The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound deals an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

MURK

Source: *Libris Mortis*, page 112;

Medium Undead (Incorporeal)

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: Fly 30 ft. (6 squares) (good)

Armor Class: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11

Base Attack/Grapple: +1/-

Attack: Incorporeal touch +3 melee (1d6 Wis)

Full Attack: Incorporeal touch +3 melee (1d6 Wis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Confer negative level, Wisdom damage

Special Qualities: Darkvision 60 ft., incorporeal traits, inescapable craving, undead traits

Saves: Fort +1, Ref +3, Will +4

Abilities: Str -, Dex 15, Con -, Int 7, Wis 13, Cha 12

Skills: Hide +8, Listen +7, Search +4, Spot +7

Feats: Alertness, Combat Reflexes

Environment: Any

Organization: Solitary, pair, gang (3-5), or cluster (6-11)

Challenge Rating: 3

Treasure: None

Alignment: Always Chaotic evil

Advancement: 4-9 HD (Medium)

Level Adjustment: -

The wavering silhouette of a humanoid materializes. Its reaching, half-seen hand threatens to snag your soul.

A murk is an incorporeal, free-roaming blot of undead essence with a nugget of sentience. It exists to spread gloom and, when possible, drain life energy.

Most murks are no more than 6 feet tall. They cannot speak intelligibly.

Murks haunt tombs, crypts, cemeteries, and other places where undead roam.

Confer Negative Level (Su): Any humanoid reduced to Wisdom 0 by a murk (see Wisdom damage, below) gains one negative damage. The DC is 12 for the Fortitude save to remove a negative level. the save DC is Charisma-based. When a murk bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

A murk that bestows a negative level on a 1 HD creature kills the creature, which becomes a murk under the control of its killer within 1d4 rounds.

Inescapable Craving: A murk has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Wisdom and life force, which it satisfies by using its Wisdom damage and confer negative level abilities.

Wisdom Damage (Su): The touch of a murk deals 1d6 points of Wisdom damage to a living foe.

QUELL

Source: *Libris Mortis*, page 116;

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: Fly 60 ft. (12 squares) (good)

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +2/-

Attack: Incorporeal touch +5 melee (1d4)

Full Attack: Incorporeal touch +5 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Coupled intercession, intercession

Special Qualities: Darkvision 60 ft., daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance

Saves: Fort +1, Ref +4, Will +6

Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Any

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always lawful evil

Advancement: 6-10 HD

Level Adjustment: -

Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

Coupled Intercession (Su): Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex): Quells are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Intercession (Su): A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (5th level). The result indicates the highest-

level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an atonement spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times equal to 3 + its Charisma modifier (five times for a typical creature)

RAIMENT

Source: *Libris Mortis*, page 117;

Small Undead

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13 flat-footed 12

Base Attack/Grapple: +1/+3

Attack: Coat sleeve +4 melee (1d2+3)

Full Attack: 2 coat sleeves +4 melee (1d2+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict, improved grab

Special Qualities: Blindsight 60 ft., damage reduction 5/magic, darkvision 60 ft., mindless, undead traits

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 16, Dex 14, Con -, Int -, Wis 13, Cha 7

Skills: -

Feats: -

Environment: Any

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually chaotic evil

Advancement: 4-6 HD (Small)

Level Adjustment: -

An empty set of clothing, dingy and stained, flings itself forward, seemingly eager to reach you.

Constrict (Ex): A raiment deals 1d2+3 points of damage with a successful grapple check against a Large or smaller creature, in addition to the normal 1d2+3 points of damage for its regular attack. Because it wraps itself around its victim's neck, a creature in the raiment's grasp cannot speak or cast spells that have verbal components.

Improved Grab (Ex): To use this ability, a raiment must hit a Large or smaller opponent with a coat sleeve attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A raiment is hard to

grapple because of its body configuration, so it gains a +4 bonus on its grapple checks (already figured into the statistics above). If it wins the grapple check, it establishes a hold and can constrict.

Mindless (Ex): A raiment is mindless, so it has no Intelligence score and no feats or skills. A raiment is immune to mind-affecting spells and abilities.

SKIN KITE

Source: *Libris Mortis*, page 119;

Small Undead

Hit Dice: 4d12 (26 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 15 (+1 size, +4 Dex), touch 15, flat-footed 11

Base Attack/Grapple: +2/-2 (+10 when attached)

Attack: Touch +7 melee (1d4)

Full Attack: Touch +8 melee (1d4)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Meld, steal skin

Special Qualities: Darkvision 60 ft., diet dependent, launch kite, undead traits

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 10, Dex 19, Con -, Int 4, Wis 12, Cha 6

Skills: Hide +7, Listen +5, Spot +5

Feats: Alertness, Weapon Finesse

Environment: Cold Hills

Organization: Solitary, pair, or flock (5-8)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: -

Level Adjustment: -

A knot of flaccidly flapping membranes kites through the air, now drifting with the currents, now stooping swiftly through the air toward you.

Diet Dependent: A skin kite is diet dependent (see the Undead Metabolism section in Chapter 1) upon skin, which it acquires by using its steal skin ability.

Launch Kite (Ex): When a skin kite has absorbed 4 points of Charisma (through its steal skin ability; see below), it attempts to retreat to a safe place where it can take a full-round action to spawn a new skin kite with the stolen skin. A freshly launched skin kite has a number of hit points equal to the original's current total (its full normal hit points are equal to the original's full normal total, even if its current hit points are lower than that).

Meld (Ex): If a skin kite hits a Small or larger creature with a melee touch attack, it melds with the opponent's body. An attached skin kite is effectively grappling its prey. The skin kite loses its Dexterity bonus to AC, but while melded, it

is hard to remove. Skin kites have a +12 racial bonus on grapple checks (figured into the statistics above). A melded skin kite can be struck with a weapon or grappled itself. To remove a melded skin kite by grappling, the opponent must achieve a pin against the skin kite, which forcefully peels the creature off and also deals 1d6 points of damage.

Steal Skin (Ex): A skin kite steals portions of its foe's skin, absorbing them directly into itself, dealing 1d4 points of Charisma damage in each round when it remains melded. Once it has dealt 4 points of Charisma damage, it detaches and flies off to launch a kite. If its victim reaches Charisma 0 before a skin kite has dealt 4 points of Charisma damage, the skin kite unmelds and seeks a new target.

APPENDIX THREE - THE PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits:

- Magically morphic. Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.
- Furthermore, specific spells become more powerful on the Plane of Shadow. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%).
- Impeded magic. Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.
- Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

APPENDIX FOUR – NPCs AND MONSTERS

ALL APLS

Evard the Necromancer: Female human Wiz20/Archmage4; CR 24; HD 24d4+120; hp 192; Init +17; Spd 30 ft; AC 40, touch 22, flat-footed 34 (+6 Dex, +9 armor, +4 shield, +5 natural, +5 deflection, +1 insight); Base Atk/Grp +13/+15; Atk +19 melee (1d4+6/x2, +4 defending dagger); Full Atk +19/+14/+9 melee (1d4+6/x2, +4 defending dagger); SA high arcana, spells; SQ SR 37; SV Fort +18 Ref +19 Will +23; AL NE; Str 14 Dex 22 Con 20 Int 30 Wis 18 Cha 14.

Skills and Feats: Concentration +37, Knowledge (arcana) +37, Knowledge (dungeoneering) +25, Knowledge (history) +25, Knowledge (local:Sheldomar) +25, Knowledge (nobility) +25, Knowledge (religion) +37, Knowledge (the planes) +37, Spellcraft +37, Spot +8; Arcane Disciple (Evil domain, deity Syrul), Black Lore of Moil², Corpsecrier, Craft Contingent Spell, Destruction Retribution, Empower Spell, Fell Drain¹, Greater Spell Focus (necromancy), Heighten Spell, Improved Initiative, Quick Draw, Spell Focus (Conjuration), Spell Focus (Necromancy), Sudden Maximize.

Active Effects: displacement, fly 60' (good), ioun stones (absorbs 50 spell levels when readied, 8th-level or lower, +1 caster level, +1 insight bonus to AC, doesn't need to breathe, eat, or sleep), protection from energy (acid, cold, electricity, fire) 120 hp of each, spell resistance 37, spell turning, stoneskin, heroes' feast (from last night), shield, superior invisibility (from last night), true seeing

Contingent Effects: shatter on staff of power causing 50-charge retributive strike (if reduced to 0 hp or lower), maximized time stop (if she casts mordenkainen's disjunction), heal (if reduced below half hp), teleport (if killed)

Spells Known: 4/7/7/6/6/5/5/4/5/5 (DC 20 + level, nec+2, conj+1, caster level 25th): 1st – critical strike³ (x2), expeditious retreat, magic missile (x2), ray of enfeeblement*, shield; 2nd – blindness/deafness, empowered ray of enfeeblement, false life, knock, scorching ray, see invisibility, spider climb; 3rd – fell drain magic missile, haste, ~~protection from energy (fire)~~, ~~protection from energy (cold)~~, ~~protection from energy (acid)~~, ~~protection from energy (electricity)~~; 4th – assay resistance², dimension door, Evard's Black Tentacles (x2), fear*, fire shield, ~~stoneskin~~; 5th – arc of lightning, empowered fireball ray's telepathic bond, reciprocal gyre², wall of force; 6th – disintegrate, globe of invulnerability, greater dispel magic, illusory pit², ~~true seeing~~; 7th – avasculate*, blasphemy, prismatic spray, ~~spell turning~~; 8th – fell drain chain lightning, fell drain waves of

exhaustion*, horrid wilting*, ghostform², maze; 9th – absorption², mordenkainen's disjunction plague of undead*, repulsion, shapechange

*=necromancy spell, all deal + spell level d6 negative energy damage, spell's save applies

High Arcana: Mastery of Shaping, Spell Power, Mastery of Counterspelling

Equipment: Belt of magnificence +6, cloak of displacement, clear spindle ioun stone, cube of force, dusty rose, dyrr's impervious vestment, gal-ralan +5, gloves of arrow snaring, goggles of night, headband of conscious effort¹, heward's handy haversack, iridescent spindle ioun stone, lavender/green ellipsoid ioun stone, orange prism ioun stone, ring of evasion, ring of freedom of movement, ring of spell battle², rod of greater maximize, rod of greater quicken, scarab of protection, staff of power, steadfast boots, tunic of steady spellcasting³, potion of barkskin +5, potion of shield of faith +5, potion of cure critical wounds.

Source Information:

¹ Libris Mortis

² Complete Arcane

³ Complete Adventurer

APPENDIX FIVE – YUGOLOTH VISUAL AIDS



Canoloth and Ultroloth



Nycaloth and Mezzoloth



Piscaloth and Skeraloth

BIS5-07 EVARD - CRITICAL EVENTS SUMMARY

- 1) Did the PCs convince Sil'C'Baath to reconsider his contract with Evard?
- 2) Did the PCs free Evard the Paladin from his imprisonment?
- 3) Did they close the portal in shadow Thornward?
- 4) Did the PCs engage Evard the Necromancer in combat in Encounter 9? What were the results?

If you run this event in December of 2005 or January of 2006, please e-mail the results from this sheet to a member of the Bissel Triad by February 1st, 2006, or have the Senior DM of your event do so.