



ECHO

A One-Round D&D Core LIVING GREYHAWK™ Adventure

Version 1

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Playtesters: Mike Tedin, Lisa Gordon, Chris Lindsay, Matt Lovell; with special thanks to Sky, Jeff Simpson, Chris Lindsay, Anthony Pryor, and Dave Noonan. Each offered his or her own special dose of inspiration whether they know it or not.

Concerned by stories of the resurfacing of the Isles of Woe, Warnes Starcoat is sponsoring an expedition into the Brass Hills to explore a site called the Zochal. According to the Nesser Opuscul, only surviving fragment of a greater work attributed to Tzunk, the Zochal is an echo point for the planar confluence that infuses the once lost sunken isles. What does that mean? That is exactly what the Circle of Eight wants you to find out. An adventure for characters level 1-12. This adventure uses information presented in the Manual of the Planes. It is helpful, but not necessary, to have access to that book during play.

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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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core rulebooks during certain times of play. For example, usually the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Bright Lands. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

Long ago there was an empire of might and magic that is now all but forgotten. Now known simply as the Isles of Woe, the empire produced the famed *Codex of Infinite Planes*, supposedly penned by the famous wizard Tzunk.

Over two centuries ago, around the time that the Nyronid monarchy was established, adventurers lead by a minor scion of Woodwych plundered what appeared to be at first glance a small stone cairn in the Gnatmarsh. That cairn belonged to the powerful pet sorcerer of some now long-forgotten local Flan king. Soon after entering the cairn, the adventurers discovered the place was twisted mess of corridors that bled into the Astral and Ethereal Planes and on to even stranger places. So muddled was their path, it took them a full two weeks to find their way back to Oerth and out of the cairn. And when they did leave, all they had to show for their hazard-filled travels were a bag of scrolls and the bodies of two dead companions. After exiting the weird cairn, the adventurers fled to Beetu for aid. They returned to attempt a second foray into the cairn the following spring, but were never able to rediscover its location.

Those adventurers never realized that they carried a magical and scholarly treasure out of the cairn. The legendary Tzunk penned one group of scrolls they retrieved in their extra-planar travels, a fact that wasn't discovered until the decade after the scions death when his decedents sold off the remainder of his estates. Those scrolls, dubbed by scholars the *Nesser Opusculum*, are actually a fragment of one of Tzunk's spellbooks. While initial interest was given to the first 14 pages that contained the spell *Tzunk's sequester* (now commonly refereed to without the ancient wizard's name reference), the other five pages of the fragment contained journal entries and research notes concerning the multi-island city of Heraan (now commonly known as the Isles of Woe) and an echo point to the planar convergence of the isles. In his writings Tzunk names that echo point "The Zochal."

With adventurers journeying to the newly resurfaced Isles of Woe, the attention of many powerful wizards has been drawn back to the *Nesser Opusculum*, and Tzunk's journal references to the Zochal. One of those wizards is Warnes Starcoat, a member of the Circle of Eight. Warnes is sure that he has discovered the location of the Zochal and has quested two of lieutenants, the halfling wizard Thrics and his lizardfolk cohort Ssan'diyl to find a suitable group of adventurers to explore the site. For weal or woe, they choose the characters.

Introduction

At the start of the adventure it is assumed that the characters have already taken the mission presented to them by Thrics and Ssan'diyl on behalf of Starcoat. Feel free to allow anyone

who wishes to switch characters to do so after you have read the introduction.

During the introduction, the players find that their characters are searching for the Zochal in the Brass Hills, some miles north of Kalki's Leap, Rary's main garrison in the region. Their proximity to that place has alerted unwanted attention, and the characters have been doing their best to distance themselves from Rary's minions for the past two days. They have finally received a bit of respite, as they have been able to spend the past day in an isolated cave a mile shy from the object of their search. The characters should suspect that Rary's forces comb the hillsides for them, but they also know that there are a few choices open to them.

The Dry Lands of Rary

Whether they tarry in the hills, or decide to turn back and catch *The Sea Star* at a predetermined rendezvous point on the coast of the Woolly Bay, characters have a chance of encounter some of Rary's minions during this adventure. Use these encounters either to flesh out character exploration of the area, or as the details of the trip back, if for some reason the characters decide that exploring the Zochal is not for them.

The Zochal

Players will more than likely want to explore the Zochal. Standing atop a strange plateau formation between deep crevasses flanked by jagged hills, the Zochal is huge rectangular sandstone plinthlike structure carved from the local rock. Sun and shadow play on the rock in wholly unnatural ways, swirling around the structure with dizzying effect. This place frightens the usually steadfast soldiers of Rary, and a trio of unfortunate (and fairly incompetent) troops guards its entrance. Once the characters deal with these three, the Zochal is open to them.

Beyond the doorway to the Zochal, they find something more disorienting than the strange lighting effects on its walls outside. Beyond the doorway a whole new world opens up to the characters—actually two worlds do.

The Zochal is a gateway to Yexx's Demiplace, a place created long ago by a wizard of Heraan. Yexx, the formal master of the Zochal, linked its eldritch forces to this place and used it as a hideaway, and portal conduit for his studies and experiments, in doing so he created a temporary stability of the spots usually turbulent link to the planar convergence.

Intrinsically linked to its parent site, it recently has been affected by changes occurring on those islands. Those changes have caused two main effects: First, the once seemingly impenetrable doorway leading to the Zochal's interior has lost its magical wards and bars, giving the characters access to the Zochal's interior. The second change is far more drastic: Yexx's demiplace is now fully conjoined to a portion of the Astral Plane. This conjunction threatens to destroy both the demiplace and send a devastating blast through a section of the Astral Plane unless one of Yexx's magical devices can be re-attuned to nullify the planar mix. But, of course,

the characters will not know that at the start. Only through exploration can the characters find dangers of the strange convergence.

Burrth-Vemzul

The Burrth Vemzul is an astral brig manned by a group of githyanki. Unlike the characters, the githyanki have a very good idea of what is going on, as their leader has seen and dealt with a similar demiplane convergence before, but he may not share that information with the characters at first.

The githyanki are working to re-attune the device at the center of the demiplane. But the leader of the githyanki expedition into the demiplane faces a hard choice when he finds what needs to be done to save his home section of the Astral Plane. And that's when the character's show up.

The brig is not detailed in this adventure, because storming it, no matter the Level of Play, this is virtually an impossible task, and will more than likely get the characters killed either by the githyanki, three adult red dragons who wait in the wings in the Astral beyond, or by the blast when the convergence explodes.

Conclusion

Echo is an open-ended adventure. The character's goals is that of reconnaissance, and while there is a lot to see and report back, there's really no real one thing that the characters have been quested to bring back. Any information they bring back to the Circle of Eight is welcomed with wrinkled brows, sympathetic nods, and ample payment. What the characters decide to do in the situations they find themselves is the main drive for the adventure. Whenever possible try to fit the action of the adventure to the decisions that the player's make about their characters action, and give them an exciting time. If they survive the mission, reward them for the information they have gathered, and allow them to bask in the feeling of a mission accomplished. If they don't survive, death is ample punishment.

INTRODUCTION

Read or paraphrase the following:

You hear the halfling's voice whisper in your ear. "According to the Starcoat's estimates, the Zochal should be around the next hill. You are doing excellently, quiet good."

You have become use to these strange spell-propelled interruptions from the halfling. Thrics—that's the halfling's name—is a crony of Warnes Starcoat; the Warnes Starcoat of the Circle of Eight; your current employer. And, as per your agreement, he has been scrying you for the past week as you journeyed from the coast of the Woolly Bay to this spot in the Brass Hills, deep in the territory of Rary the Traitor.

"If you were any closer, I don't think I would have been able to contact you. The Starcoat believes that the magic of

the Zochal may foil my attempts to scry you, so we are lucky indeed. Still I will try to keep in touch, but whatever happens, if I don't hear back from you in 5 days, Ssan'diyl and I will come after you. But please don't make us do that, Ssan'diyl hates teleportation. It makes him angry."

Something tells you don't want to see Thrics's lizardfolk companion angry. He seemed fierce enough when calm.

At this point, let the characters ask any questions they want about the adventure, as they have much of the duration of the *message* spell that Thrics is casting through the scrying sensor (130 minutes in total) left to communicate. Also let them shop for any equipment they may want to take on such a journey. They did there shopping a week ago in town fully prepared for a desert expedition, and then a journey into the unknown.

Thrics hired the characters almost two weeks ago in whatever city the group comes from, or, as a default, in the City of Greyhawk. When the halfling and his lizardfolk cohort contacted the characters, they were up front in telling them that they worked for Starcoat and that the mission was for the Circle of Eight. They chose the characters based on the stories of their valor (or at APL 2, they have mixed the characters up with a similar-constituted band of higher-level heroes). They also sweetened the deal with the promise of a weighty sum of treasure upon completion (see the treasure summary at the end of the adventure for the reward amount), and the gratitude of the Circle of Eight, which may be worth more than any golden treasure.

The characters know that some of Rary's forces in the area are aware of an insurgence. But through care and a great deal of luck the characters have managed to sidestep major patrols and monstrous minions alike. During their journey they have found that Rary's minions take the forms of fierce desert riders, mageling minions, tough norkers, and the weird and evil yugoloth.

Now the characters are just minutes away from their destination, the Zochal, an edifice that Warnes Starcoat believes is an echo point to the strange planar confluence that holds sway over the recently resurfaced Isles of Woe. What is in the Zochal, maybe only Boccob knows.

After Thrics is done answering the characters questions and wishing them a fair adventure, he ends his *message* spell. At APL 2, he carelessly says the following to his friend Ssan'diyl before dismissing the spell.

"Oh, my scaly friend, I fear we have put those poor fools in harm's way. I have a bad feeling they are not as strong a band we thought they were..."

All of the characters, of course, overhear Thrics's last statement.

THE DRY LANDS OF RARY

1. STRANGE DENIZEN

The following encounter is played best if the characters are traveling back to the coast the rendezvous with the *The Sea Star*. You could also modify the encounter to take place in the Brass Hills if the characters decide to explore around the Zochal.

Your trek back across the dunes of the Bright Desert is only a few days old, when you see a strange site in your chosen path. What started as a strange dark speck in the distant sands has focused into a strange centaurlike creature. It's a mix between a red-skinned human and a scorpion and it sits motionlessly in the sand. You cannot make out the details of the creature from this distance. Do you move closer?

This creature is a stinger, or a manscorpion as the folk of the Bright Desert call them. Known for both their hostility and their strange ways, these creatures are usually avoided by most sane folk of the desert (bardic knowledge DC 20). This particular stinger is Memmonzan, and is a prophet of his kind. Stingers believe that there is a mystical grid that binds all life in the desert—even the lives of interlopers who traverse its sands. They believe if they read the grid correctly, they can foresee the future and affect the actions of the universe in their race's benefit (bardic knowledge DC 30). Memmonzan is extremely good at reading this mystical grid.

He waits here in expectation of the characters. He does not attack unless attacked. He lets the characters pass without a word if they stay at least 300 feet away from him. But if they approach closer than this distance, he calls out in the Flan language.

Yenss-iy. Mu'hanak, Vettri badta bad. [Stand. Stay there and wait for instruction]

If the characters don't respond, he tries the Ignan language, and then Infernal. If there is still no response, he attacks the characters.

If the characters can understand him and follow his instruction, he stays motionless for an hour. Anytime the characters attempt to get closer before that hour is up, he repeats his instruction. If the characters ever ignore the instruction, he attacks.

Characters who wait an hour are then given a second set of instructions: he tells each character that they must find a live scorpion, and bring it back to him. If they do this (Taking 20 and two hours of searching does the trick) he then instructs them to eat the scorpions. If the characters snap off the tails, Memmonzan doesn't mind, but if they eat the tails as well, they must make an immediate Fortitude save (DC 11) or be poisoned (1d2 Strength damage, initial and secondary), but Memmonzan smiles in approval at the

deed, but such a show of pleasure from his usually stoic face is the only reward for their bravery. When they are done with their strange meal, he asks them to circle around him 60 times. Finally when they have accomplished his last task, he recites the following:

There is a great bundle of rods with cloth crown—you seek it. Before it there is the fiendish built cage for an arrogant king built by an arrogant pretender. On its head is what is in your belly, but more so and crafted by evil gods. You have everything you can hope to know. Live longer. Stray north.

With those words he is done, and walks away. He responds to nothing but an attack (which he responds to in kind) in his casual stroll away from the characters. If the characters follow him he retreats into the sandstone cave in a rock formation some five miles from where the characters encountered him. He then uses his *bolthole magic* to evade further pursuit.

Creature: He is loath to do it, but Memmonzan does attack if he is attacked. He knows that there is an equation on the grid that calls for the possibilities of his death, and that is the second best option for his people. He doesn't retreat; he does not surrender after initially engaging in battle. If the characters retreat from him during a fight, he follows. He tracks the characters relentlessly until he either destroys them or is destroyed himself (for added dramatic effect, have him join the combat at Encounter 3).

APL 2 and 4 (EL 4)

➤ **Memmonzan the Stinger (APL 2 and 4 version):** hp 26; see Appendix I.

APL 6 and 8 (EL 8)

➤ **Memmonzan the Stinger (APL 4 and 6 version):** Male stinger Clr4; hp 26; see Appendix I.

APL 10 and 12 (EL 12)

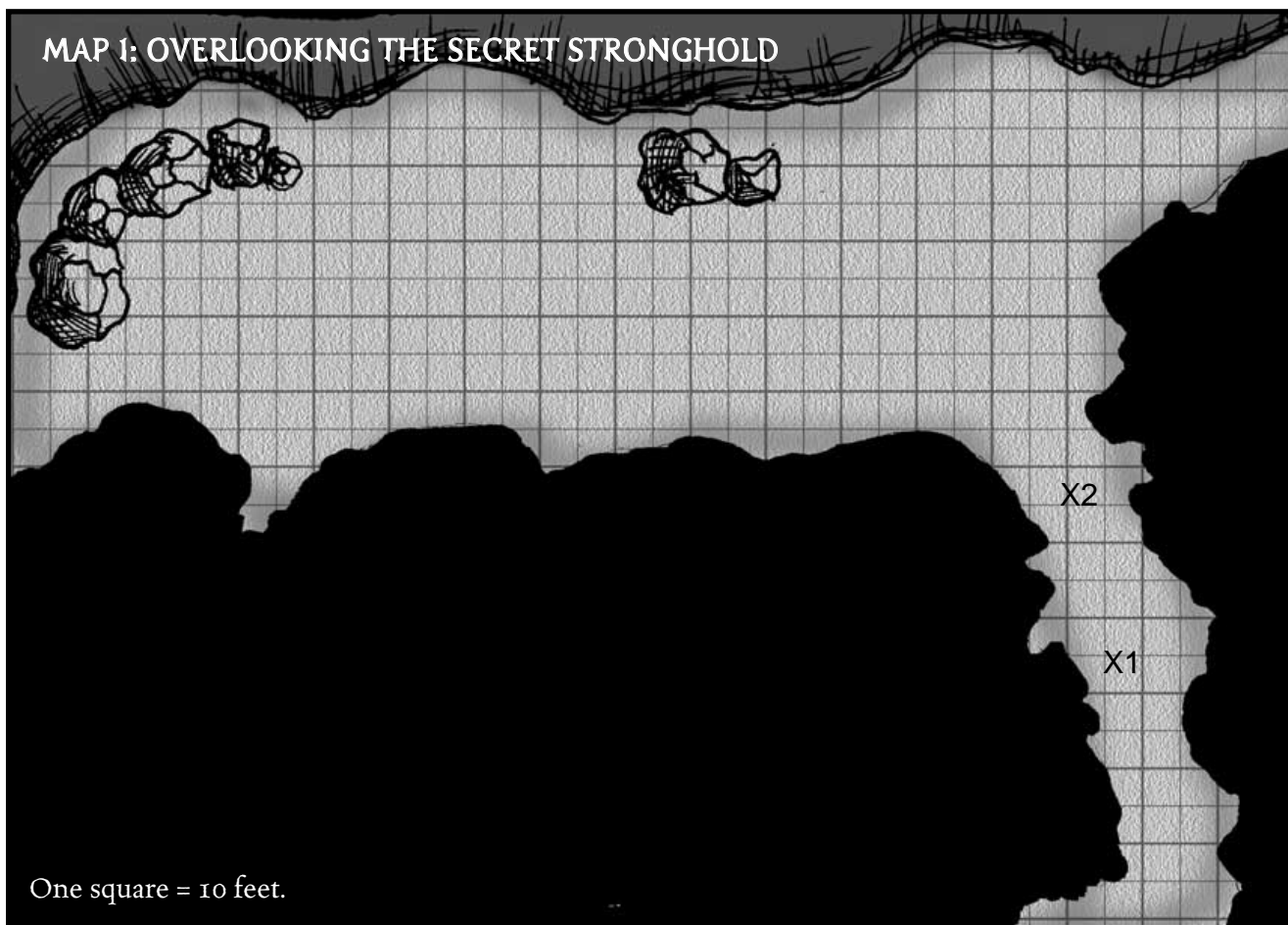
➤ **Memmonzan the Stinger (APL 8 and 10 version):** Male stinger Clr8; hp 26; see Appendix I.

2. THE SECRET STRONGHOLD

The travel though the flats of the Bright Desert were a scorching affair. Now you travel through a rocky part of the desert. The stone formations afford you some shade, and a small bit of comfort during the day. Late in the day your scouting spied a fortress in the distance. You don't remember seeing it when you traveled this way before. Maybe you took a slightly different route to get to the Zochal...but you don't think so.

The characters didn't miss this stronghold; it was recently and rapidly built by Rary's minions and summoned yugoloth labor. The characters have stumbled upon Rary's newest secret that he is trying to hide from the Circle of Eight and other groups who watch his known fortresses. He

MAP 1: OVERLOOKING THE SECRET STRONGHOLD



One square = 10 feet.

is hiding the fact that he has captured the Monarch Scorpion, and knows the location of the *Scorpion Crown*. The characters have two choices; they can either bypass the stronghold, or attempt to take a closer look. The next bit of read-aloud text assumes that the characters shimmy up a ridge to get a closer look. If the characters choose to bypass the secret stronghold, and you believe they are being careless in their travels, adjust the read-aloud text and the encounter for such cases. If they sneak around the stronghold, it affects Encounter 3, below, and they don't get any information about the Monarch Scorpion and the *Scorpion Crown*.

From the ridge you can see the courtyard at the center of the stronghold. The single stone slab is etched with eldritch markings that pulsate in an eerie green aura. Crowning the slate is a hemisphere of force, rippling in emerald energy. You can't be sure from this distance, but you also think you see some other movement beyond the waves of translucent energy—you have a sneaking suspicion that the energy traps a being within.

The energy does trap a being within, but the characters won't get anywhere near it, but allow the attempt (see the sidebar). They still have a chance to find out about the

fortress and the being trapped inside the green arcane prison due to the fact that an elite patrol from the fortress has spotted them, and is sneaking upon their position.

Creatures: The characters have been spotted, and the patrol is sneaking up on their vantage point. At the lower levels of play (APL 2-10) allow the characters two Listen checks against the patrol members' worst Move Silently check. If they succeed the first, the characters hear the patrol approach as it reaches X1 on the combat map. If they succeed the second, they hear the patrol as it reaches X2. If they fail both, the characters don't get to act at all during the surprise round—Rary's patrol gets the jump on them!

At higher levels of play, give the characters a single Spot check opposing the patrol members' worst Hide check. In this level of play Rary's troops are flying in on the character's position, using the hills as cover for their approach. Characters that fail their Spot check don't act during the surprise round.

APL 2 (EL 5)

➤ **Grunfi (APL 2 version):** Male human Wiz3 (Enchanter): hp 15; see Appendix I.

➤ **Henzru (APL 2 version):** Male human Rgr1/Ftr2; hp 24; see Appendix I.

➤ **Norkers (5):** hp 8, 7, 6, 6, 4; see Appendix I.

APL 4 (EL 7)

➤ **Grunfi (APL 4 version):** Male human Wiz5 (Enchanter): hp 23; see Appendix I.

➤ **Henzru (APL 4 version):** Male human Rgr1/Ftr4; hp 38; see Appendix I.

➤ **Norkers (8):** hp 8, 7, 6, 6, 6, 5, 4; see Appendix I.

APL 6 (EL 9)

➤ **Grunfi (APL 4 version):** Male human Wiz7 (Enchanter): hp 23; see Appendix I.

➤ **Henzru (APL 4 version):** Male human Rgr1/Ftr6; hp 38; see Appendix I.

➤ **Fiendish Norker Shock Troops (3):** Male Fiendish Norkers Bbn3; hp 38, 36, 36 (Rage hp: 46, 44, 44); see Appendix I.

APL 8 (EL 11)

➤ **Grunfi (APL 4 version):** Male human Wiz9 (Enchanter): hp 23; see Appendix I.

➤ **Henzru (APL 4 version):** Male human Rgr1/Ftr8; hp 38; see Appendix I.

➤ **Fiendish Norker Shock Troops (6):** Male Fiendish Norkers Bbn3; hp 40, 38, 37,

36, 36, 34 (Rage hp: 48, 46, 45, 44, 44, 43); see Appendix I.

APL 10 (EL 13)

➤ **Grunfi (APL 4 version):** Male human Wiz11 (Enchanter): hp 23; see Appendix I.

➤ **Henzru (APL 4 version):** Male human Rgr1/Ftr10; hp 38; see Appendix I.

➤ **Mezzoloth (5):** hp 50, 48, 44, 44, 40; see Appendix I.

APL 12 (EL 15)

➤ **Grunfi (APL 4 version):** Male human Wiz13 (Enchanter): hp 23; see Appendix I.

➤ **Henzru (APL 4 version):** Male human Rgr1/Ftr12; hp 38; see Appendix I.

➤ **Nycaloth (2):** hp 90, 84; see Appendix I.

Tactics: At all levels of play, the characters have spied something they ought not have, and Rary's forces work hard to keep their master's secrets. Give it to the characters with both barrels—they are going to have to work to get out of this one alive. Whatever the level of challenge, Grunfi is the leader of the band and orchestrates the attack using the best his spell power has to offer (allow him to cast as many prep spells as he has levels before the attack begins) and excellent tactics. Usually, he sends in the grunts (either the norkers or the yugoloth) while he and Henzru batter opponents with spells and arrows from a distance. Still, Grunfi is an intelli-

gent fellow, and a good and gutsy tactician (he also likes to taunt his enemies, and he can be quite crude) so play him to your best ability.

At lower levels of play Grunfi gives orders to his norker troops in either Goblin (APL 2 and 4) or Infernal (APL 6 and 8), which gives the characters a chance to know what the trooper will do before they do it. At higher levels of play, the wizard communicates with the yugoloth by way of their natural telepathy. Grunfi and Henzru are regular partners in carnage—they need not communicate what they are doing in battle, they are well honed through practice.

Treasure: APL 2—loot 42 gp; APL 4—loot 82 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp); APL 6—loot 112 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection +1* (300); APL 8—loot 112 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection +2* (1,200) +1 chain shirt (255 gp), 20 +1 arrows (347 gp); APL 10—loot 112 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection +2* (1,200) +1 chain shirt (255 gp), *amulet of natural armor +1* (300 gp), 20 +1 arrows (347 gp); APL 12 loot 42 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection +2* (1,200) +2 chain shirt (433 gp), *amulet of natural armor +2* (1,200 gp), 20 +1 arrows (347 gp), +1 mighty composite longbow (+1); (450gp).

Development: If the battle goes against the patrol, one or more members attempt to escape. Whether they do or not, affects encounter 3, below. If the characters are able to capture and interrogate a one of their foes, keep track how long it takes; it could also affect the escape. Except for the norkers, Rary's forces are a pretty tight-lipped bunch. It should be difficult for the characters to get any useful information out of them without the use of mind-probing spells. The norkers once captured can be very talkative, but they are too stupidly aggressive to do much more than threaten their captors and tell them that the "the master will gnaw your bones when he finds out what you did. You not suppose to see" when asked about the green arcane hemisphere in the fortress. All they know that's in it is a giant scorpion of great power.

Good roleplaying, smart spells, or the right mix of threats and diplomacy may get Grunfi, Henzru or the yugoloths to tell the characters about the monarch scorpion and the scorpion crown, but give such information (found in the sidebar) as a reward for smart playing, rather than as just another bit of read-aloud text.

3. CREATE YOUR OWN ENCOUNTER

If you are playing this adventure as a casual home game, feel free to create your own encounter using the monster types above.

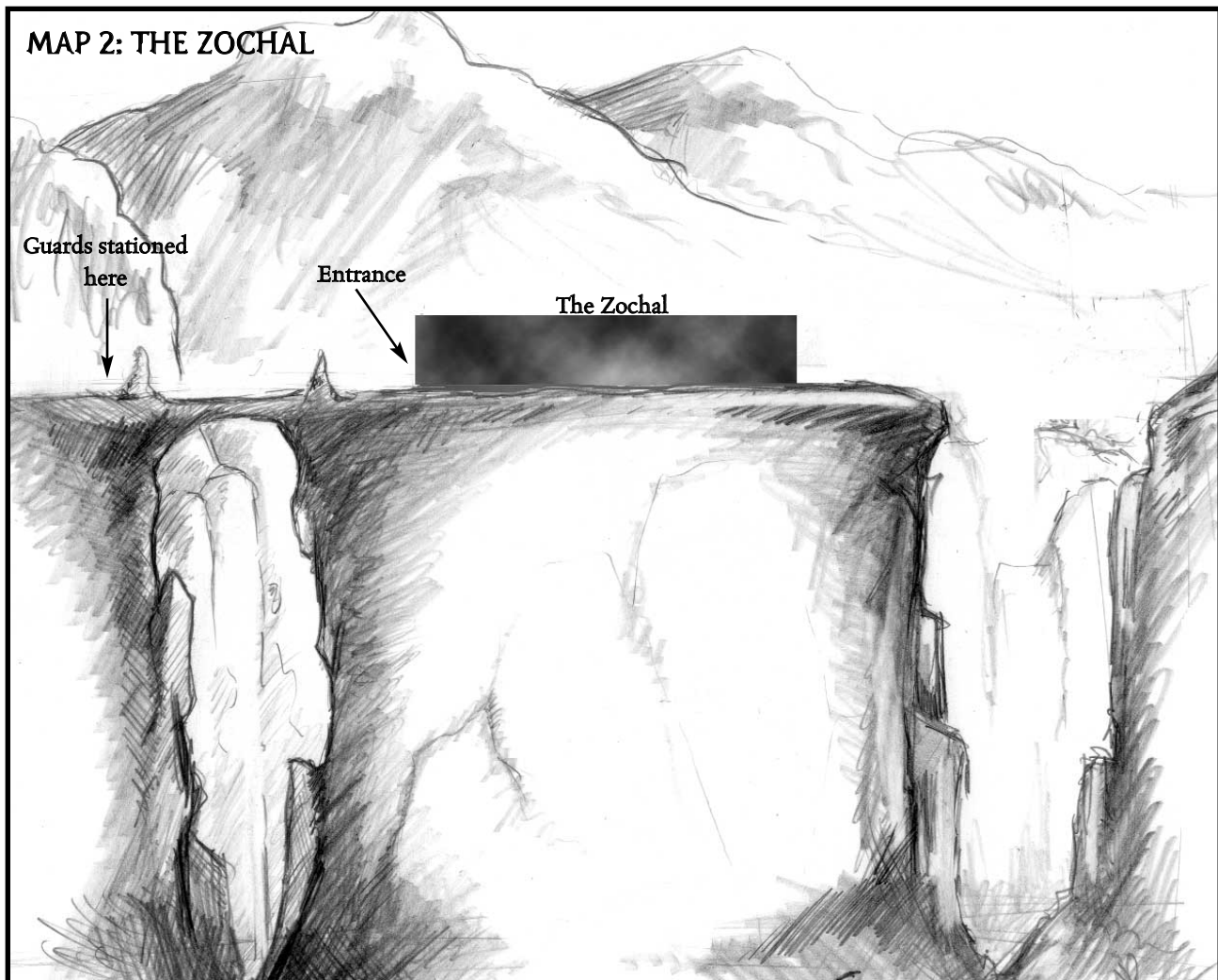
Just remember you can't give out any more experience or treasure than any of the above encounters, so you will want to structure around similar ELs and treasure totals.

Closer to the Fortress

This instant fortress is teeming with Rary's minions. Housing over 200 norker troops, at least as many nomads, two dozen wizards of various levels, it would be truly foolish to attempt to storm or infiltrate the stronghold.

Still, adventures attempt foolish things. If they do, have no mercy. While rewarding stealth or cunning in an attempt to find out more about the contents of the force cage (the Monarch Scorpion—although that will mean almost nothing to either the characters or the players), throw minions at them if they are caught. Use the stats for the encounters below, and have no mercy. Unbridled curiosity kills more than just cats.

MAP 2: THE ZOCHAL



THE ZOCHAL

1. GUARD DUTY (EL 3)

As Thric's predicted, down the rough trail about a half-a-mile from the cave you find what must be the Zochal. Standing atop a large and dramatic plateaulike-formation, the Zochal is a large perfectly carved rectangular structure some 30 feet tall, 300 feet long, and 80 feet wide. Light and shadow play oddly on the structure, swirling around the sandstone texture of the formation. The only access to the Zochal, and its single shadow black door, is a natural bridge that reaches over to the plateau it sits on. Three men are camped on the other side of land bridge. They seem to be focused on a game of dice.

Rary's minions have a good idea something is amiss in their territory. The characters have been hidden from detection by some clever spells cast by Thric and his master, but the Traitor's thralls are still on the move, watching key areas.

It is said that the even The Traitor fears the Zochal. Past attempts to enter it have triggered a cunning trap—a door

that random disintegrates creatures that touch it, and sometimes those who come within 10 feet of it. It is even rumored that Rary himself was once disengaged in an attempt to open the door. Much to the chagrin of his former allies, powerful wizards always have a backup plan when death is near.

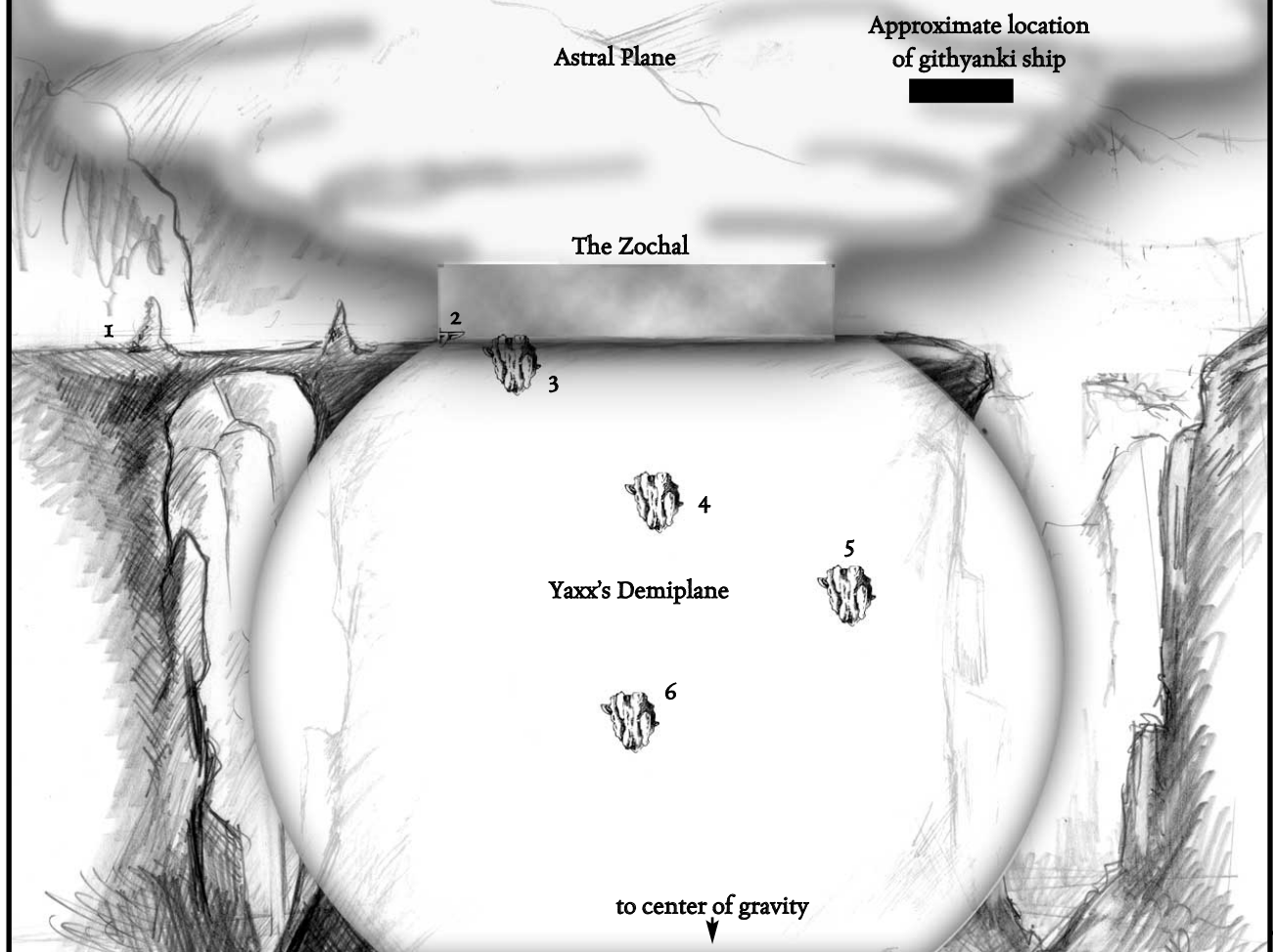
That said, when Lord Robilar, commander of Rary's forces in the Bright lands, ordered guards posted at the Zochal, even the bravest soldiers refused. But were the brave cower, the stupid throw in their lot; enter Nosog, Mutt and Fegrit, the three volunteers who are guarding the Zochal.

The group, led by Nosog, a loudmouth know-it-all who believes abuse and ridicule are the best motivators, camps at the foot of the natural stone bridge. While scared of the (unknown to them) defunct door trap, they are intensely curious to find out what happens when someone touches the front door—but even they are not stupid enough to try it.

When strangers approaching the Zochal they figure it's a perfect opportunity to see what the strange door can do.

Rather than attack the characters, the trio welcomes them, and offers their assistance. If asked questions about

MAP 3: INSIDE THE ZOCHAL



the Zochal, the pair doesn't know much, just the stories about the door trap, and those stories they conceal (it would spoil their fun to tell). Nosoq, though, never likes to admit that he doesn't know something, and will make up many a tall tale about the Zochal. Insisting that he has been inside it once, and tells the characters that the inside is a maze filled with treasure, and some danger. Use your imagination when you play Nosoq, and when you do, don't be entirely consistent. The more they chat with Nosoq, the more they will find that his stories don't even sound true.

Only if characters confront (or worse, mock) him about his tall tales, he attacks in retribution for their insolence. Mutt and Fegrit follow his lead and his orders.

➤ **Nosoq, Mutt, Fegrit:** Male human War3; hp 15 each; see Appendix I.

Tactics: The trio knows how to work together in a fight. And while all are fairly dull, Nosoq and "his boys" are pretty good at killing people weaker than they. If pushed into a fight, the three offer no quarter, and don't surrender. They just aren't bright enough for those kinds of tactics.

Development: When the character reaches the door to

the Zochal, read or paraphrase the following

The door to the Zochal is truly massive, made of strange deep-black sandstone. It is smooth with no visible markings or rings to pull it open

The strange events that have uncovered the Isles of Woe from their ethereal flooding have also caused the wards and bars of this door to dispel. All the characters must do is push open the huge stone portal and enter.

🗲️ **Portal to the Zochal:** 2 ft. thick; hardness 8; hp 550; AC 5; Open Push (Strength DC 25).

If still alive, Nosoq, Mutt, and Fegrit continue to laugh and snicker until all of the characters enter the Zochal. When the characters enter the place unscathed, it takes them a long while to build up the courage to enter the Zochal, but they eventually do. Feel free to use the trio as added comic relief later on in the adventure (or an extra challenge at lower levels of play), if you desire.

2. BEYOND THE PORTAL

Beyond the door is a space larger than could never fit inside the confines of even the huge Zochal. At least one strange world opens up in front of you, thousands of feet, at least, in each direction. As viewed by the balcony that stands beyond the Zochal's entrance portal—the balcony you stand on—this seemingly self-contained-sphere's edges ripple with electricity, casting an electric-blue sheen on the objects that float about the strange local: four floating island of stone—be they propelled by magic or the weird physics of this strange place, you cannot tell. The three drift lazily in the air, slowly following unpredictable paths, while one sits motionlessly about two-dozen-feet away from the end of the balcony on which you stand. On that island there is another smaller balcony directly across from you. Beyond that balcony you see a corridor stretch into the darkness that floating island's stonework.

Succeeding at a Knowledge (the planes) or bardic knowledge check (DC 15) clues characters in to the fact that they are viewing the Astral Plane collided with another extraplane space, probably a demiplane. A more successful check (DC 20) indicates the character also knows that the strange vessel caught in the Astral vortex is a ship of githyanki make—and that the githyanki are a race of evil astral refugees who, as a race, escaped the captivity of the mind flayers. Those with the ability to see long distances (due to the eyes of the eagle or other magical effects) are able to add empirical evidence to the scholar's assumptions, as they spot githyanki on the deck of the strange vessel. The githyanki are struggling to free their ship from the strange vortex. Right now they are too busy to care overly much about the characters, but that will change later in the adventure.

Characters wishing to explore the demiplane and unlock its secrets have to find a way to navigate its space. Spells and items that allow characters to fly make this easy, but at lower levels of play characters still have options.

The entrance platform of the Zochal, and each of the four floating rocks of the demiplane feature at least one balcony. Each balcony has a *jump circle*. Each jump circle is connected another *jump circle* at a different balcony. When characters make a running leap from the circle over the edge of a balcony, they are magically whisked to the corresponding *jump circle*, as a full-move action that does not provoke an attack of opportunity. Each circle detects as magic, with a moderate aura, of the transmutation school.

Characters at higher APLs who don't use enough magic to glean the uses of the jump circles, may have to figure out their use by trial and (hopefully not too much) error. This can be deadly, as a character that jumps off the balcony with, but not from the circle, can fall over 1000 feet to the bottom of the demiplane, and then he or she takes the damage from the electric energy walls.

Once the characters either use flight magic to go forward, or learn the secret of the jump pads, they can move the

first island and beyond.

3. FIRST ISLAND

The first island is best called a welcome area. It contains the remains of a magical custodian, some still-vigilant guards, and an awful trap. Without the ability to fly, traversing the first Island is the only way to get to the second island.

Like the first room in the island, all the places (be they hallway, or room) magically come alight as the characters approach. Nothing short of a darkness creating spell or a *dispel magic* (targeted dispel DC 18) dismisses the light in a particular area.

Unless otherwise noted the rooms and corridors on this island are 20 feet high.

3A STONE BUSTS

This T-shaped sanctum is decorated with a cream-colored marble, streaked with a dull gray. As you enter its first archway, the entire place lights up from unknown sources.

This place is almost entirely empty. Its only occupants are three stone busts atop marble pedestals. Each bust is rather roughly (but not unskillfully) carved. The one to the right of the main entrance is of a bald angular-featured man of middle age. He looks sternly across to the other one, a simianlike skull that almost looks nervous. The last bust is of a woman. Stout, but not unattractive, she looks toward the entrance with the hint of a crooked smile.

While all three of the busts once held powerful magics, now only the simianlike skull has any magic left. The semi-sentient construct that is Cherp was once the wise custodian of the demiplane. Now faced with centuries upon centuries of isolation and powered by fading magic, Cherp is only a shadow of its former self. While once it would greet any who entered this sanctum, now it has to wait until someone touches his pedestal. When they do, the skull leaps up, hosted in the air a tiny air elemental force, and greets creatures within the sanctum.

Dem-muzal! Zagffrat, bedzurde! [Intruders! How dare you Trespass!]

Yexx's Demiplane Traits

Yexx's Demiplane has the following Traits:

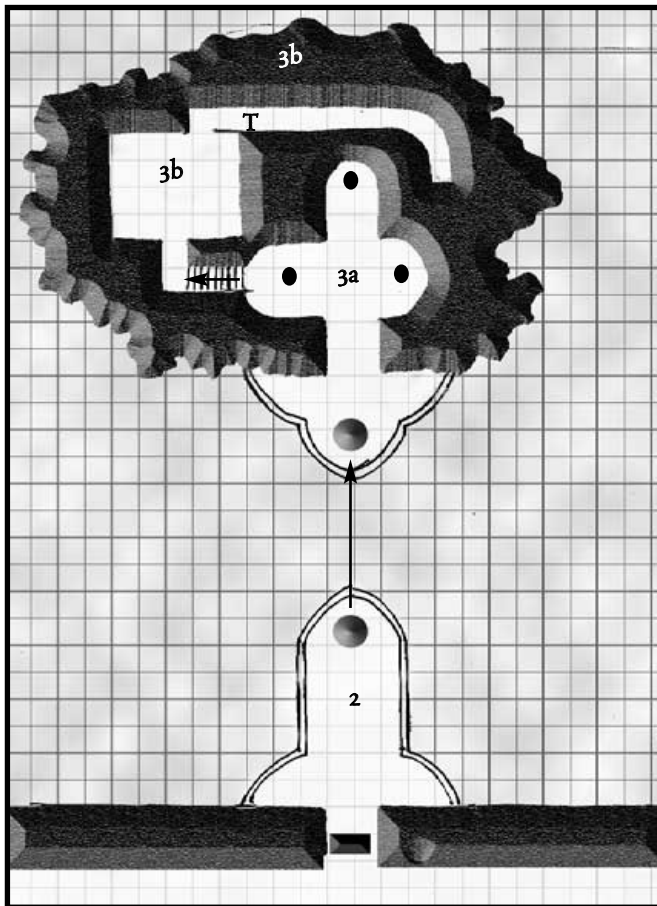
Normal Gravity: Yexx's Demiplane gravity is similar to the gravity on Oerth. The plane's down orientation is the bottom of the plane's sphere. That pace is marked on Map 2: Inside the Zochal.

Normal Time: Yexx's Demiplane flows with the same rate of time that Oerth does.

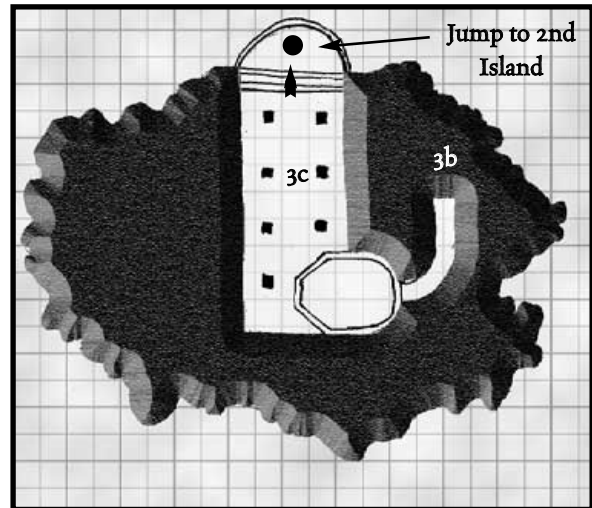
Finite Size: On all sides except for the "top" that currently borders directly (if somewhat violently) with the Astral Plane, Yexx's Demiplane is finite, with hard borders of electrical energy. Anyone coming in physical contact with the hard borders suffers 2d8 points of electrical damage a round. Strongly Natural-Aligned: Yexx's plane is opposed to good, evil, law and chaos. Creatures who are not neutral suffer a -2 circumstance penalty to all Charisma-based checks on this plane. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral and chaotic natural creatures suffer a -2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures suffer a -4 penalty.

Impeded Magic: Conjunction school spells are impeded on Yexx's Demiplane. This means that every time a spellcaster wishes to cast a conjunction spell he or she must succeed at a Spellcraft check (DC 15 + the level of the spell). If the check fails, the spell doesn't function but is still lost as a prepared spell. If the check succeeds, the spell functions normally.

MAP 4: FIRST ISLAND



Lower Level



One Square = 10 feet.

While once Cherp was fluent in many languages, now it only speaks Draconic. It talks to the characters, and continues to be accusatory, and rude. He also the characters many questions (their names, who they are working for, what infernal or celestial powers put them up to this intrusion and so on), but it is also somewhat spacey, asking them non sequitur questions and making nonsense statements intermixed with curiosity about intruders (see Cherp and his Gibberish Sidebar).

From time to time, he answers questions, but due to its diminished mental capacities, it gives random answer to even the simplest questions. The following questions, though, it always answers coherently and correctly.

Who built this place?

My master Yaxx, the greatest wizard in the multiverse. Have you seen him lately? He has been gone an awful long time.

What is your purpose?

To serve my master, and make sure that scum like you doesn't

get a seat for dinner.

What is the purpose of this place?

It would explain it to you, but I don't think you have the mental capacity to comprehend the master's plans. My subtle mind barely gets it.

Why is the Astral Plane conjoined with this place?

Don't be foolish. If that were the case, we would have scant hours to live—unless of course, the master can recalibrate the dimensional attunement device.

The strange construct that is Cherp also resides in other parts of the demiplane, and can be further help later in the adventure, but for now this is the only real information and help it can provide to the characters.

3B. EARTHEN FISTS

Those not given the green light by Cherp (and it never gives it to one of the characters) are attacked by this room's earthen guards. No matter the type of creature, or the level of play, each guard has lighted gold-colored gems on its fore-

head. When the creature is destroyed or dies, the gem stops glowing.

APL 2 (EL 2)

➤ **Medium-size animated object (granite statue):** hp 15; see *Monster Manual*.
Hardness: 8

APL 4 (EL 4)

➤ **Large animated object (granite statue) (2):** hp 25, 22; see *Monster Manual*.
Hardness: 8

APL 6 (EL 6)

➤ **Gargoyles (2):** hp 42, 38; AL N; see *Monster Manual*.
Held in *status*, these neutral-aligned gargoyles are awoken when the lights in the hall between this room and the sanctum are lit.

APL 8 (EL 8)

➤ **Gargoyles, Large advanced (2):** hp 80, 75; see Appendix I.
Held in *status*, these neutral-aligned gargoyles are awoken when the lights in the hall between this room and the sanctum are lit.

APL 10 (EL 10)

➤ **Golem, Clay:** hp 70; see *Monster Manual*.

APL 12 (EL 12)

➤ **Golem, Stone (2):** hp 80, 77; see *Monster Manual*.

Tactics: The earthen guards attempt to bar all passage down the polished slide. They fight until destroyed, and follow characters down the slide if necessary, but do not leave this island.

Development: The trap on the polished slide is activated when all lights are extinguished on the earthen guardians.

3C. POLISHED SLIDE

This highly polished marble passage slopes steeply downward. The slide is so slick, any creature moving faster than a partial move down the slide must succeed at a Balance check (DC x) or fall, and slide the rest of the way down with a Speed of 60 ft.. This only causes a few bumps and bruises (1d4 subdual damage).

If the gem lights of the earthen guardians of area 3b have been extinguished, another hazard of the slide is activated. At the spot marked "T" on Map 4 caustic liquid jets out at the characters as they walk or slide down the passage. The liquid comes down through small openings on the sides of the wall just at the ceiling, making it possible to bypass the trap via *spider climb*, *fly*, or similar methods. The liquids have the following effects.

APL 2 and 4

➤ **Powerful acid:** For each round a character is on the slide (or the basin in area 3b) that character takes 3d4 points of acid damage.

APL 6 and 8

➤ **Death's Ichor:** For each round a character is on the slide (or the basin in area 3b) that character takes 1d6 points of Constitution damage.

APL 10 and 12

➤ **Green Slime:** For each round that a character is on the slide (or the basin in area 3b) that character takes 1d6 Constitution damage. They also take the damage as long as they are in contact with the green slime (See *DUNGEON MASTER'S Guide* Chapter 4).

3D. ROOM WITH BASIN AND BALCONY

This long room contains only the 5-foot deep basin at the foot of the slide, the pillars holding up is vaulted ceilings and a *jump circle* that leads to the second island.

4. SECOND ISLAND

While the interior of the first island was worked, the insides of this island appears "natural" (as unworked stone, Climb DC 20). Once a strange laboratory of sorts, this Island contains the only part of Yaxx's Demiplane that does not have the typical impediment on conjuration magic (area 4b). Before abandoning his demiplane, Yaxx was working on a strange experiment involving air elementals and cold element octopi. The remains of his experiment are here still, and though accident serve as the trials the characters may have to pass to reach the demiplane's core.

Unless otherwise noted, the corridors and rooms on this island are 30 feet high.

4A. NATURAL CAVERNS

The cavern entrance is a strange mix of contradicting sight and sound and sensation. Gently wafting along the floor is a soft gliding smoky mist that rises up as much as three feet in some places and totally obscures the floor. At the cavern sounds like a wind tunnel, though you do not feel wind emanate from inside the caves, nor does the mist seem effect- ed from any wind softer than a slight breeze.

The only way that the mist is harmful to the characters is how it obscures the floor, which becomes an issue in area 5c.

Cherp and his Gibberish

Cherp's responses to many questions are truly strange. Use the following or make up your own bizarre responses.

➤ The whistle is your key to the orange door leading to the city of Halabers-up-lac-mat-fibber-foo.

➤ My master's undergarments require magical cleaning. You souls may require a mass exodus from his sight.

➤ Left is the best path of the unwary. Search up and the uncaring one will be your best and greatest fish.

➤ Shut down your intellect. Only solving the problem in the most logical boat will glean a good figure for release.

➤ Shut each portal and clean the knives before you exit the ride.

➤ Jip..loop...miser's path. My goodness, you are my favorite mushroom shoes.

Make sure to emphasize this to the players when their characters traverse the natural stairs that twist down the island. Unless they are using a walking stick or another item

in a similar way while traversing the natural stairs, characters must succeed a Balance check (DC 12) or stumble. Stumbling doesn't cause any damage, but if a character stumbles as combat starts they receive a -10 circumstance penalty to their Initiative if combat starts on the round that the character fails the check.

Elemental Errata

The following information supersedes or supplements the information found in the *Monster Manual*. This is official errata that can also be found on the Wizards of the Coast web site (www.wizards.com):

➤Medium-size Air Elementals:

Skills: Listen +6, Spot +6

➤Large Air Elementals: *Skills*:

Listen +10, Spot +10

➤Greater Air Elementals:

Face/Reach 10 ft. by 10 ft. by 15 ft.;

Skills and Feats: Listen +19, Spot +19;

Add Spring Attack to feats.

➤Elder Elementals: Face/Reach 10

ft. by 10 ft./15 ft.; *Skills and Feats*:

Listen +22, Spot +22; Add Combat

Reflexes and Spring Attack to feats.

4B. ELEMENTAL HIDEAWAY

This chamber's secret door can be detected normally, but can only be opened from inside the room, and its magical trigger only opens the door if there is an air elemental within 15 feet of it.

When the magic sensor in area 4c detects a creature of Small size or larger, air elementals are

summoned into this room. Those elementals leave through the secret door, and move to attack any creature (except for the octopi in area 4d).

APL 2 and 4 (EL 0)

At these APLs, no elementals are summoned.

APL 6 (EL 5)

➤Medium-size Air Elementals (3): hp 30, 26, 24; see *Monster Manual*.

APL 8 (EL 7)

➤Large Air Elementals (2): hp 60, 55; see *Monster Manual*.

APL 10 (EL 9)

➤Greater Air Elemental: hp 178; see *Monster Manual*.

APL 12 (EL 11)

➤Elder Air Elemental: hp 204; see *Monster Manual*.

Tactics: The elementals attempt to pick up whatever characters they can in their whirlwind and throw them down the mist-hidden pit in area 4c. After they successfully drop all characters in the cold lake below, they aid the cold element octopi that dwell in that area.

4C. MIST-HIDDEN PIT

A strange blue light fills this room from a source on the other side of the room. The mist clings heavy in this room, swirling around the center. The mist feels colder here.

The light comes from a magical sensor enspelled with a blue *continual flame*. When a Small or larger creature comes within 50 feet of it, summons air elementals into area 4b.

The only other danger in the room is the large mist-covered pit that falls 30 feet into the frigid water of the cold lake (area 5d). Characters approaching the pit must succeed at a Reflex save (DC 15) or fall in. If characters are wary of the pit dangers, and are using a walking stick to test their path, or some other method that would reasonably give them forewarning of the dunk, grant them anywhere between +4 circumstance bonus (for walking stick) to full awareness of the drop (use of a *gust of wind* or similar spell—but the mist is so thick and persistent such spells push mist away only for as many rounds as the level of the spell). Characters that fall in take 1d6 points of subdual damage, 1d4 points of cold damage and are dunked in the lake.

Air elementals that attack in this room swirl the mist around, giving the characters a chance (Spot DC 12) to notice that there is a large pit in this room if they haven't done so already. The elementals attempt to push characters into the pit whenever possible.

4D. COLD LAKE

Cold...chilly cold. The air and the water in this place are as cold as a winter day. A large lake dominates this room. Small patches of strange ice float on the water, causing the strange mist to rise up to the ceiling and the upper level of the island. The floors of the chamber are coated with a layer of ice.

Characters most likely enter this room by falling from area 5c. In that case they take 1d6 points of subdual damage for the fall, and 1d4 points of cold damage for the emersion into the icy water. After that, for every minute a character stays in the water, he or she takes 1d6 points of subdual damage. The water is 30 feet deep in places (see map x). See sidebar for some combat rules while in the water.

Walking on the icy shore has its own hazard. During combat, characters must succeed at a Balance check (DC 15) or fall prone.

And then they have to deal with the cold element octopi that are awoken from stasis when a Tiny or smaller creature hits the water.

APL 2 (EL 4)

➤Cold Element Octopus, Medium-size Advanced: hp 25; see Appendix I.

APL 4 (EL 6)

➤Cold Element Octopus, Medium-size Advanced (2): hp 30, 25; see Appendix I.

Combat in the Water

Combat in the water can be tricky. Here is a list of basics to keep in mind when adjudicating the combat with the cold elemental octopi.

☛ Characters must succeed at a Swim Check (calm water, DC 10) to move in the pool.

☛ Unless the characters are unconscious when they hit the water, they can take a breath, and hold their breath for as many rounds as their Constitution score if they are involved in strenuous activity (like combat), or twice that number of round if not.

☛ Non-magical fires don't burn underwater, and spells or spell-like abilities with the fire descriptor are ineffective underwater unless the caster succeed at a Spellcraft check (DC 15 + spell level). If successful the spell creates a bubble of steam instead of its usual fiery effect.

Combat Adjustments For Water¹

CONDITION	SLASH OR BLUDGEON ATTK./DMG.	CLAW OR TAIL ATTK./DMG.	MOVE	OFF BALANCE?
<i>Freedom of movement</i> effect	Normal	Normal	Normal	No
Swim speed	-2/Half	Normal	Normal	No
Successful Swim check	-2/Half ²	-2/Half	Quarter or half ³	No
Firm Footing ⁴	-2/Half	-2/Half	Half	No
None of the above	-2/Half	-2/Half	Quarter or half ⁵	Yes ⁶

¹Water modifiers apply when wading in water at least waist deep, swimming, or walking along the bottom of a body of water.

²The speeds listed are standard for the Swim skill. You can move one quarter your speed as a move action or one-half your speed as a full-round action. To avoid the off-balance penalty (see note 5), you must make a Swim check (DC 5 + the DC for the water). The effects of a successful check last until your next turn. Making the Swim check is a move-equivalent action.

³Creatures without *Freedom of movement* effects or swim speeds make grapple checks underwater at a -2 penalty, but they inflict damage normally when grappling.

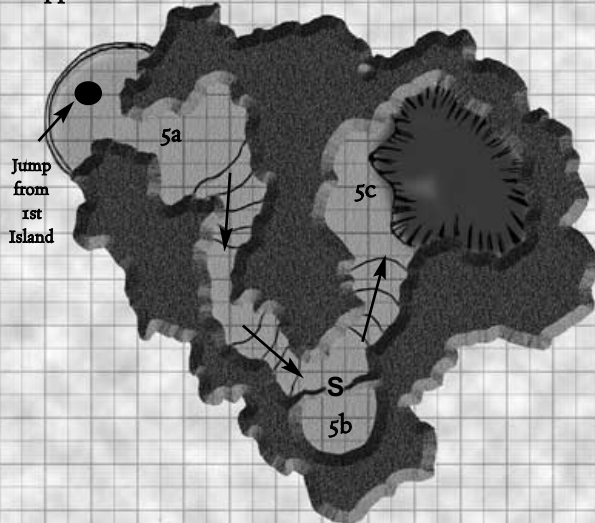
⁴Creatures have firm footing when walking along the bottom, braced against a wall, or the like. You can walk along the bottom only if you carry enough weight to weigh you down. The amount of weight required depends on your size, as follows: Fine 1 lb.; Diminutive 2 lb.; Tiny 4 lb.; Small 8 lb.; Medium-size 16 lb.; Large 32 lb.; Huge 64 lb.; Gargantuan 128 lb.; Colossal 256 lb. The items you carry to weigh yourself down must be non-bulky and non-buoyant.

⁵Off-balance creatures lose Dexterity bonuses to Armor Class, and opponents gain a +2 attack bonus against them.

☛ Thrown weapons are ineffective underwater even when launched from land or air. Other ranged weapons suffer a -2 attack penalty for each 5 feet of water they pass through in addition to the normal penalties for range.

☛ Attacks from land on submerged creatures (whether land, or non-thrown ranged) suffer a -2 penalty for every 5 feet of water that attack passes through.

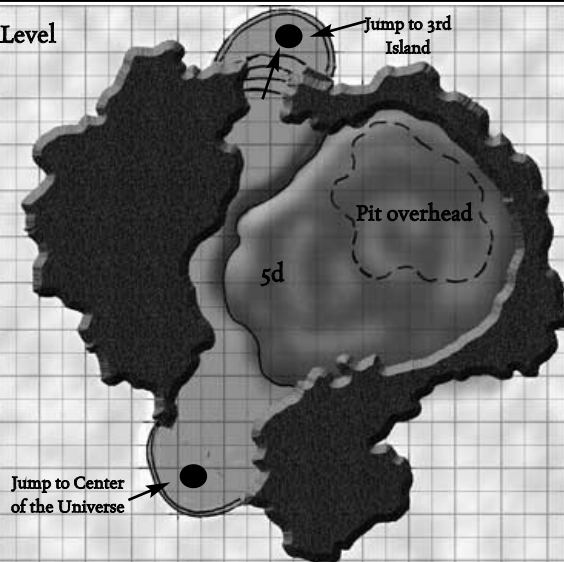
Upper Level



Each square = 10 feet.

MAP 5: SECOND ISLAND

Lower Level



APL 6 (EL 8)

❖ **Cold Element Octopus, Large Advanced (1):** hp 63; see Appendix I.

APL 8 (EL 10)

❖ **Cold Element Octopus, Large Advanced (3):** hp 70, 63, 59; see Appendix I.

APL 10 (EL 12)

❖ **Cold Element Giant Octopus, Large Advanced:** hp 80; see Appendix I.

APL 12 (EL 14)

❖ **Cold Element Giant Octopus, Large Advanced (3):** hp 80, 75, 69; see Appendix I.

Tactics: Both cold, and angered at the heat that disrupts their abode (the character's body heat), these creatures attack with abandon, even leaving their lake to pursue characters on the icy shore. They need not succeed at Balance checks when moving across the ice, due to their icewalk special ability. In fact, they can even climb up the walls (up to 20 feet) of this chamber. These creatures are not intelligent enough to use the *jump circles*, so it is possible that the characters could escape combat by that method.

Development: Searching the water's edge in this chamber (DC 20), the characters may find the remains of another Cherp pedestal and skull that were knocked into the drink centuries ago. If the characters prop the pedestal up on the water's edge, and place the skull atop it, the strange servant hoists up on the mini earth elemental, but bobs more erratically than it did on the first island.

You! The master will disintegrate you if he finds you here. And I must say you deserve it. In fact you deserve a frog in the bucket with your slime meal...

As before, Cherp's speech tends to disintegrate into gibberish. There are a few questions he answers truthfully and coherently.

Why are you talking nonsense?

I believe I have been damaged. I don't feel whole. Worry not; it will not stop me from alerting your presence to the master.

Where is the master?

He can usually be found at the center of the universe, but I don't sense him there now.

What do you know about the githyanki (or strange people on the ship? Whichever, Cherp understands who the characters are refereeing to.)

They are in the center of the universe. They are trying to destroy the essence of this universe. I don't know why the master is not stopping them. If you stop them, I promise to

plead to the master for mercy in your behalf.

There are two exits out of this chamber. Each lead to balconies with *jump circles*.

4E. FIRST BALCONY

The first balcony looks down at the smaller of the two islands. There is a jump circle, and that circle leads to the third island—the island that contains the master Cherp, and a now useless *jump circle*.

4F. SECOND BALCONY

The second balcony looks down at the larger of two islands. The jump circle on this balcony leads to the Center of the Universe.

5. THE THIRD ISLE

This small island contains only a long hall flanked by pillars. This is the main dining room of the demiplane and the location of the master Cherp, which is damage but more helpful than past versions of that construct.

The passages and rooms on this island are 20 feet tall.

5A. THE DINNING ROOM

This long chamber is reminiscent of the architecture of the first planar island. It is clean, dust free, and constructed of marble. Six unadorned marble pillars on each side, flank a 30-foot long dinning table made of dark polished wood. 20 matching chairs sit around the table, and the head of the table is another simian-skull bust upon a pedestal. This skull sports a deep crack down its center.

This is the true Cherp. The other three Cherps in the demiplane are shadows of this, the main construct. It is damaged, but in ways more coherent than the other version of itself. This Cherp is also accusatory and gibberish spouting, but can answer any of the questions that the other three can if asked.

Other than the tables, and the true Cherp, this place is empty.

6. THE CENTER OF THE UNIVERSE

This is the final island of the demiplane, which contains the attunement device that keeps the plane stable within the cosmic echo of the Zochal. It must be manually attuned from time to time, but ever since Yaxx left his demiplane for death or demi-lichdom, the cosmic confluence has been fairly stable and thus no need for attunement. Now, well, drastic things can happen if the demiplane is not attuned quickly.

No matter when the characters reach this place, the events described in the room unfold. A group from the githyanki ship have magically transported down to attempt to re-attune the stability device—a large black obelisks pillar

atop of which sits another Cherp. They have yet to figure out the strange markings of the device, when the characters show up.

The ceilings of the rooms on this island are 40 feet tall.

6A. ENTRANCE BALCONY

Landing on the jump circle, you are detected by a group of tall gaunt humanoids standing in a large circular room inside the rock of the island, directly viewable from your landing point. Most wear ornate breastplates and carry greatswords, while one, obviously their leader, is less encumbered and begins to mumble and moving his hands in strange patterns.

The githyanki (see area 6) assume that the characters are working in defense of Yaxx's Demiplane, and will act in a hostile manner (see area 6c).

6B. CHAMBER OF THREE PORTALS

This small circular room is connected to the large circular room with the planar calibration device. This room also features three doorways, one to the right, and two to the left. Each doorway has thick swirling pink mist wafting from it. The mist smells of burnt fish.

Each doorway is a magical portal leading to other locations.

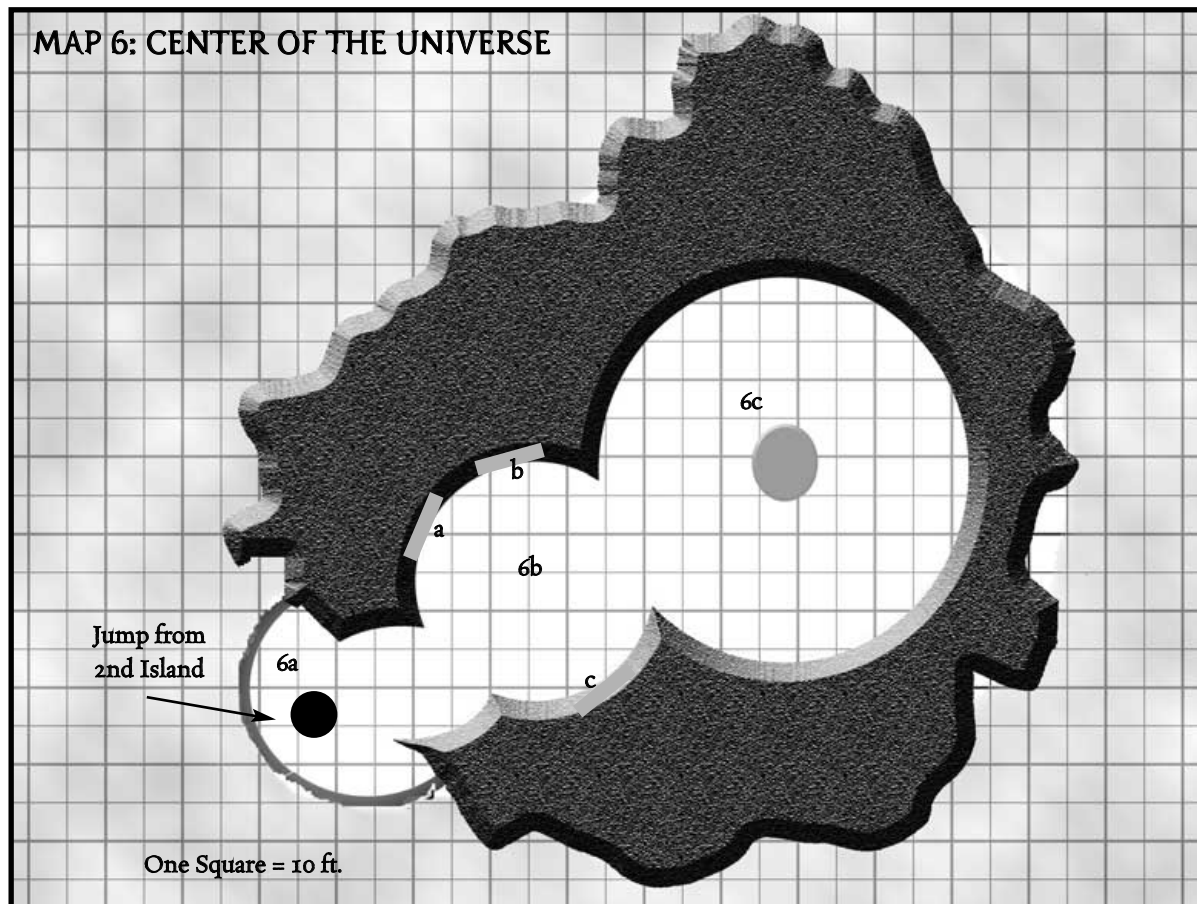
One leads to a spot in Gnatmarshes (a) on the shore of the Nesser River (b), one leads to a spot on the Isles of Woe, and the last goes to a place so horrible, it will not be mentioned (c)...if the characters enter that one, they are lost and may never be recovered (give them the special adventure certificate signifying this event). These portals make it impossible for creatures to magically enter this room (via *dimension door*, *teleport* or similar spell or spell-like abilities).

6C. TRUE CENTER

As stated before, the githyanki are here to disable the calibration device that is now causing this demiplane to come in conjunction with the Astral Plane. If they succeed, this is bad for the characters, as doing so will make the entire plane a magic dead zone, and since the entire reality of the place is contingent of the powerful magics that generated it...everything will be destroyed.

This isn't as bad for the githyanki, because at least their section of the Astral Plane will survive, as will their companions, holdings, and family. So when they figure out how to disable the magic, they go for it.

Lucky for the characters, they have not figured out how to do this yet. While they have questioned Cherp, they have only received nonsense from the construct.



APL 2 (EL 3)

- ✦ **Venvral**: male githyanki Sor1; hp 7; see Appendix I.
 ✦ **Githyanki (3)**: hp 6, 5, 5; see Appendix I.

APL 4 (EL 5)

- ✦ **Venvral**: male githyanki Sor3; hp 13; see Appendix I.
 ✦ **Githyanki (5)**: hp 7, 6, 5, 5, 4; see Appendix I.

APL 6 (EL 7)

- ✦ **Venvral**: male githyanki Sor5; hp 20; see Appendix I.
 ✦ **Githyanki warriors (3)**: mixed male and female githyanki Ftr3; hp 20, 16, 15; see Appendix I.

APL 8 (EL 9)

- ✦ **Venvral**: male githyanki Sor7; hp 28; see Appendix I.
 ✦ **Githyanki warriors (6)**: mixed male and female githyanki Ftr3; hp 25, 20, 18, 16, 15; see Appendix I.

APL 10 (EL 11)

- ✦ **Venvral**: male githyanki Sor9; hp 48; see Appendix I.
 ✦ **Githyanki elite warriors (4)**: mixed male and female githyanki Ftr5; hp 40, 37, 36, 34; see Appendix I.

APL 12 (EL 13)

- ✦ **Venvral**: male githyanki Sor11; hp 55; see Appendix I.
 ✦ **Githyanki elite warriors (7)**: mix male and female githyanki Ftr5; hp 45, 40, 37, 36, 34, 30; see Appendix I.

Tactics: The githyanki attack the characters in earnest at the beginning of the encounter. Venvral speaks Common (and they all speak Draconic), and can be reasoned with. If the characters attempt to parley with him, and make a reasonable argument as to why they should work together, have the character attempt a Diplomacy check. Succeeding the check with a DC of 25 or more causes Venvral to cease the attack, and he entertains a swap of information. If the character succeeds the check with a DC of 35 or more, he eagerly asks for the character's help if they offer.

Development: Once the characters have dealt with the githyanki, or procured their help, they have a number of options open to them, but they have to act quickly. At that point, they have a scant 15 minutes before the entire place explodes. They will have an idea of this when they hear Cherp say dispassionately:

In fifteen minutes Astral conjunction will be complete. Prepare for destruction.

Except for higher levels of play, it is too late to simply flee the demiplane. The character's only hope is to figure out how to disable the device.

The device itself is a 6-foot tall obsidian pedestal on which this room's version of Cherp sits upon. On the side of

the pedestal that faces away from the jump circle is a line of four glowing gold-colored gems. None of the gems are marked. The top three seem to do nothing, no matter how many times they are touched (or, rather, the effects of touching them are so subtle that the characters don't notice them). While the bottommost gem if touched four times in rapid succession, will disable the magic in this plane in three rounds, thus destroying it.

The best clues for figuring some of this out come from talking to Cherp. This construct is typically incoherent on all questions except for the following:

How do I stop the Astral Plane from conjoining with this one? (or other similar question)

The only way to do that is disable the device. But then we will all die.

How do I disable the device?

I am not telling you. I don't want to die.

Won't you die if the Astral fully conjoins with this plane?

That's none of your business! When the master finds you he will denigrate you head and feed your bodies to his minions...

Where do the doors lead?

The first one leads to the shores of the Nesser River. The second leads to the homeland. Don't enter the lone one. You will surely die.

What do the gems do?

The first two help adjust the calibration of this universe. The third fine tunes the pitch of this universes barriers, the last...uh...never mind what that does...I mean, touch that one three times and you will surely die.

There are many ways the characters can survive this encounter. They can get the relevant information from Cherp, and just leave, with or without shutting down the magic of the plane. If they make a pact with the githyanki, the characters can flee though the portals and the githyanki will stay to shut down the magic of the demiplane (that's what they were there to do anyway, and they all knew it may cost them their lives). Or the characters could just take their chances with the portals. Event then, they have at least 2/3 chance of surviving the adventure, even if they didn't find out where each portal goes.

After this encounter is finished, see the adventure's conclusion.

Treasure: If the character's defeat the Githyanki and think to loot them, they gain the following treasure: APL 2—loot 115 gp; APL 4—loot—185 gp; APL 6—loot 115 gp, magic bracers of armor +2 (1,200 gp); APL 8—185 gp, magic bracers of armor +2 (1,200 gp); APL 10—loot 115 gp, magic bracers of armor +2 (1,200 gp); APL 12—loot 201 gp, bracers of armor +4 (3,750).

CONCLUSION

At the conclusion of the adventure, the characters report their finding to Thrics. If the characters didn't explore the Zochal, he will be disappointed (but understanding at lower APLs). He also expresses disappointment if the characters report that Yaxx's Demiplane was destroyed, but is thankful for any information that the characters provide about the place.

No matter the results, he rewards surviving characters with the following rewards. Instead, if any characters died in the Zochal, he offers to forgo the listed reward to have those characters raised from the dead by whatever means are needed. In these cases, the characters don't gain any of the following reward, but can keep treasure that they gained on their journey, in exchange for any number of resurrections. If no characters were able to report back to him, characters cannot be raised. They are permanently dead.

APL 2: 300 gp and Favor of the Circle of Eight

APL 4: 500 gp and Favor of the Circle of Eight

APL 6: 600 gp and Favor of the Circle of Eight

APL 8: 800 gp and Favor of the Circle of Eight

APL 10: 1,000 gp and Favor of the Circle of Eight

APL 12: 1,200 gp and Favor of the Circle of Eight

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 to each character.

The Dry Lands of Rary

Strange Denizen

Defeat the Stinger or find out his strange divination.

APL 2 and 4	120 XP
APL 6 and 8	180 XP
APL 10 and 12	360 XP

Secret Stronghold

Defeat Rary's Minions

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Bonus XP for finding out about the Monarch Scorpion
All APL 100 XP

The Zochal

3a. Stone Busts

Gaining useful information from Cherp
30 XP

3b. Earthen Fists

Defeating Earthen Guardians

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

4b. Elemental Hideaway

Defeat Air Elementals

APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

4d. Cold Lake

Defeat Cold Elemental Octopi

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

APL 12 420 XP

Gaining useful information from Cherp
All APLs 30 XP

5a. Dinning Room

Gaining useful information from Cherp
All APLs 30 XP

7c. True Center

Defeating or gaining the help of the githyanki

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Figuring out how to work the calibration device
All APLs 30 XP

Total Experience

APL 2	480 XP
APL 4	540 XP
APL 6	870 XP
APL 8	1,110 XP
APL 10	1,350 XP
APL 12	1,590 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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 Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not be modified by other circumstances.

TREASURE KEY:

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

The Dry Lands of Rary

Secret Stronghold

APL 2: loot 42 gp;

APL 4: loot 82 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp);

APL 6: loot 112 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection* +1 (300);

APL 8: loot 112 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection* +2 (1,200) +1 chain shirt (255 gp), 20 +1 arrows (347 gp);

APL 10: loot 112 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection* +2 (1,200) +1 chain shirt (255 gp), *amulet of natural armor* +1 (300 gp), 20 +1 arrows (347 gp);

APL 12: loot 42 gp, magic *potion of cat's grace* (45 gp), *arcane scroll of haste* (57 gp), *ring of protection* +2 (1,200) +2 chain shirt (433 gp), *amulet of natural armor* +2 (1,200 gp), 20 +1 arrows (347 gp), +1 mighty composite longbow (+1); (450gp).

The Zochal

True Center

APL 2: loot 115 gp;

APL 4: loot—185 gp; APL 6—loot 115 gp;

APL 8: 185 gp, magic *bracers of armor* +2 (1,200 gp);

APL 10: loot 115 gp, magic *bracers of armor* +2 (1,200 gp);

APL 12: loot 201 gp, *bracers of armor* +4 (3,750).

Conclusion

APL 2: 300 gp and Favor of the Circle of Eight

APL 4: 500 gp and Favor of the Circle of Eight

APL 6: 600 gp and Favor of the Circle of Eight

APL 8: 800 gp and Favor of the Circle of Eight

APL 10: 1,000 gp and Favor of the Circle of Eight

APL 12: 1,200 gp and Favor of the Circle of Eight

Total Possible Treasure

APL 2: 414 gp

APL 4: 785 gp

APL 6: 1,154 gp

APL 8: 2,816 gp

APL 10: 3,316 gp

APL 12: 5,016 gp

APPENDIX I: NPCs

THE DRY LANDS OF RARY

➤ **Memmonzan the Stinger (APL 2 and 4 version):** CR 4; Large monstrous humanoid; HD 4d8+8; hp 26; Init +6; Spd 30 ft.; AC 15 (touch 11, flat-footed 13); Atk +6 melee (1d6+3 and poison, stinger) and +1 melee (1d6+1, 2 claws); SA Poison; SQ Tremorsense, *bolthole magic*; Face/Reach 5 ft. by 10 ft./5 ft. (10 ft. with stinger); AL NE; SV Fort +3, Ref +6, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 12.

Skills and Feats: Hide +3, Listen +5, Move Silently +4, Search +4, Spot +4, Wilderness Lore +4; Dodge, Improved Initiative.

Poison (Ex): Stinger, Fortitude save (DC 14); initial and secondary damage 1d6 points of temporary Strength damage.

Tremorsense (Ex): Stingers can automatically sense the location of anything within 60 feet that is in contact with the ground.

Bolthole Magic (Sp): A stinger can move 20 feet straight up or straight down, so long as it passes through at least a foot of earth during its movement. For every 5 feet (or fraction thereof) of earth the stinger moves through, it suffers 1d3 points of damage. If a stinger's planned movement would place it inside a solid object, it remains in place but suffers the damage as if it had moved through the intervening earth. Stingers use their *bolthole magic* to move between previously prepared tunnels and the surface above, or sequences of tunnels, stacked one beneath the other. Use of this ability produces a flash of red light and a smell like that of burn insect skin.

➤ **Memmonzan the Stinger (APL 6 and 8 version): Male stinger Clr4;** CR 6; Large monstrous humanoid; HD 10d8+20; hp 52; Init +6; Spd 30 ft.; AC 15 (touch 11, flat-footed 13); Atk +9 melee (1d6+3 and poison, stinger) and +5 melee (1d6+1, 2 claws); SA Poison, rebuke undead, spells, spontaneous cast inflict spells; SQ Tremorsense, *bolthole magic*; Face/Reach 5 ft. by 10 ft./5 ft. (10 ft. with stinger); AL NE; SV Fort +7, Ref +7, Will +10; Str 16, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +10; Hide +3, Listen +5, Move Silently +4, Search +4, Spot +4, Wilderness Lore +4; Dodge, Improved Initiative, Mobility.

Poison (Ex): Stinger, Fortitude save (DC 14); initial and secondary damage 1d6 points of temporary Strength damage.

Tremorsense (Ex): Stingers can automatically sense the location of anything within 60 feet that is in contact with the ground.

Bolthole Magic (Sp): A stinger can move 20 feet straight up or straight down, so long as it passes through at least a foot of earth during its movement. For every 5 feet (or fraction thereof) of earth the stinger moves through, it suffers 1d3 points of damage. If a stinger's planned movement would place it inside a solid object, it remains in place but suffers the damage as if it had moved through the intervening earth. Stingers use their *bolthole magic* to move between previously prepared tunnels and the surface above, or sequences of tunnels, stacked one beneath the other. Use of this ability produces a flash of red

light and a smell like that of burn insect skin.

Spells Prepared (5/4+1/2+1; Base DC = 12 + spell level): 0—create water, resistance, virtue (3); 1st—bane, burning hands* doom, sanctuary, shield of faith; 2nd—blur, bull's strength, produce flame*.

***Domain spell;** Domains: Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Can use this ability 4 times a day) and Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Can use this ability 4 times a day).

➤ **Memmonzan the Stinger (APL 10 and 12 version): Male stinger Clr8;** CR 12; Large monstrous humanoid; HD 12d8+24; hp 80; Init +6; Spd 30 ft.; AC 15 (touch 11, flat-footed 13); Atk +13 melee (1d6+3 and poison, stinger) and +9 melee (1d6+1, 2 claws); SA Poison, rebuke undead, spells, spontaneous cast inflict spells; SQ Tremorsense, *bolthole magic*; Face/Reach 5 ft. by 10 ft./5 ft. (10 ft. with stinger); AL NE; SV Fort +9, Ref +9, Will +13; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +17; Hide +3, Listen +5, Move Silently +4, Search +4, Spot +4, Wilderness Lore +4; Dodge, Improved Initiative, Mobility, Spring Attack.

Poison (Ex): Stinger, Fortitude save (DC 14); initial and secondary damage 1d6 points of temporary Strength damage.

Tremorsense (Ex): Stingers can automatically sense the location of anything within 60 feet that is in contact with the ground.

Bolthole Magic (Sp): A stinger can move 20 feet straight up or straight down, so long as it passes through at least a foot of earth during its movement. For every 5 feet (or fraction thereof) of earth the stinger moves through, it suffers 1d3 points of damage. If a stinger's planned movement would place it inside a solid object, it remains in place but suffers the damage as if it had moved through the intervening earth. Stingers use their *bolthole magic* to move between previously prepared tunnels and the surface above, or sequences of tunnels, stacked one beneath the other. Use of this ability produces a flash of red light and a smell like that of burn insect skin.

Spells Prepared (6/5+1/4+1/4+1/2+1; Base DC = 12 + spell level): 0—create water, resistance, virtue (4); 1st—bane, burning hands* doom, obscuring mist, sanctuary, shield of faith; 2nd—blur, bull's strength, cat's grace, produce flame*; 3rd—blindness/deafness, dispel magic, searing light, stone shape*, wind wall; 4th—divine power, poison, wall of fire*.

***Domain spell;** Domains: Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Can use this ability 4 times a day) and Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Can use this ability 4 times a day).

➤ **Grunfi (APL 2 version):** Male human Wiz3 (Enchanter); CR 3; Medium-size humanoid (human); HD 3d4+6; hp 15; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee

(1d4/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +3, Ref +2, Will +3; Str 12, Dex 13, Con 14, Int 15, Wis 10, Cha 8.

Skills and Feats: Concentration +7, Knowledge (arcana) +7, Knowledge (the planes) +7, Scry +7, Spellcraft +7; Dodge, Mobility, Spell Focus (Enchantment).

Equipment: Explorer's outfit, dagger, light crossbow, 20 bolts, spell component pouch.

Spells Prepared (4+1/3+1/2+1; base DC = 12 + spell level; Enchantment DC = 14 + spell level; no evocation): o—*daze* (5); 1st—*hypnotism*, *mage armor*, *sleep*, *spider climb*; 2nd—*blur*, *scare*, *Tasha's hideous laughter*.

☛ **Henxru (APL 2 version):** Male human Rgr1/Ftr2; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 24; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d8+1/19-20, masterwork longsword), or +3 melee (1d8+1/19-20 masterwork longsword) and +3 melee (1d4/19-20 dagger), or +5 ranged (1d8/x3, longbow); SA Favored enemy (elves; +1); AL NE; SV Fort +5, Ref +4, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Heal +5, Intuit Direction +5, Move Silently +5, Wilderness Lore +5; Ambidexterity (virtual), Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track (bonus), Two-weapon Fighting (virtual), Weapon Finesse (dagger).

Equipment: Explorer's outfit, chain shirt, longsword, dagger, longbow, 20 arrows, climber's kit.

☛ **Norkers (5):** CR ½; Small humanoid (goblinoid); HD 1d8+2; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +3, Move Silently +5, Spot +3; Alertness

Equipment: Loincloth, club.

☛ **Grunfi (APL 4 version):** Male human Wiz5 (Enchanter); CR 5; Medium-size humanoid (human); HD 5d4+10; hp 23; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d4/19-20, dagger), or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +3, Ref +2, Will +4; Str 12, Dex 13, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Knowledge (arcana) +10, Knowledge (the planes) +10, Scry +10, Spellcraft +10; Brew Potion, Dodge, Mobility, Spell Focus (Enchantment).

Equipment: Explorer's outfit, dagger, light crossbow, 20 bolts, spell component pouch, *potion of cat's grace*, arcane scroll of *haste*.

Spells Prepared (4+1/4+1/3+1/2+1; base DC = 13 + spell level; Enchantment DC = 15 + spell level; no evocation): o—*daze* (5); 1st—*hypnotism*, *mage armor*, *ray of enfeeblement*, *sleep*, *spider climb*; 2nd—*detect thoughts*, *scare*, *Tasha's hideous laughter*, *web*; 3rd—*displacement*, *hold person*, *protection from energy*.

☛ **Henxru (APL 4 version):** Male human Rgr1/Ftr4; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 38; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d8+1/19-20, masterwork longsword), or +5 melee (1d8+1/19-20 masterwork longsword) and +6 melee (1d4/19-20 dagger), or +10 ranged (1d8+1/x3, masterwork mighty composite longbow [+1]); SA Favored enemy (elves; +1); AL NE; SV Fort +6, Ref +6, Will +5; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Heal +5, Intuit Direction +5, Move Silently +6, Wilderness Lore +5; Ambidexterity (virtual), Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track (bonus), Two-weapon Fighting (virtual), Weapon Finesse (dagger), Weapon Focus (longbow).

Equipment: Explorer's outfit, chain shirt, masterwork longsword, dagger, masterwork mighty longbow (+1), 20 arrows, climber's kit.

☛ **Grunfi (APL 6 version):** Male human Wiz7 (Enchanter); CR 7; Medium-size humanoid (human); HD 7d4+14; hp 31; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +4 melee (1d4/19-20, dagger), or +4 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +4, Ref +3, Will +5; Str 12, Dex 13, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +12, Knowledge (arcana) +12, Knowledge (the planes) +12, Scry +12, Spellcraft +12; Brew Potion, Dodge, Extend Spell, Mobility, Spell Focus (Enchantment).

Equipment: Explorer's outfit, dagger, light crossbow, 20 bolts, spell component pouch, *potion of cat's grace*, arcane scroll of *haste*, *ring of protection* (+1).

Spells Prepared (4+1/5+1/4+1/3+1/1+1; base DC = 13 + spell level; Enchantment DC = 15 + spell level; no evocation): o—*daze* (5); 1st—*hypnotism* (2), *mage armor*, *ray of enfeeblement*, *sleep*, *spider climb*; 2nd—*detect thoughts*, *scare*, *Tasha's hideous laughter*, *web* (2); 3rd—*displacement*, *haste*, *hold person*, *protection from energy*; 4th—*confusion*, *phantasmal killer*.

☛ **Henxru (APL 6 version):** Male human Rgr1/Ftr6; CR 7; Medium-size humanoid (human); HD 7d10+14; hp 52; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +8/+3 melee (1d8+1/19-20, masterwork longsword), or +7/+1 melee (1d8+1/19-20 masterwork longsword) and +8 melee (1d4/19-20 dagger), or +13/+7 ranged (1d8+1/x3, masterwork mighty composite longbow [+1]); SA Favored enemy (elves; +1); AL NE; SV Fort +7, Ref +7, Will +6; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Heal +5, Intuit Direction +5, Move Silently +6, Wilderness Lore +6; Ambidexterity (virtual), Combat Reflexes, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track (bonus), Two-weapon Fighting (virtual), Weapon Finesse (dagger), Weapon Focus (longsword).

Equipment: Explorer's outfit, chain shirt, masterwork longsword, dagger, masterwork mighty composite longbow (+1), 20 masterwork arrows, climber's kit.

➤ **Fiendish Norker Shock Troops (8):** Male Fiendish Norkers Bbn4; CR 5; HD 4d12+8; Init +1; Spd 30 ft.; AC 19 (touch 12, flat-footed 19); Atk +6 melee (1d6+1, club) and +1 melee (1d4, bite) or +6 ranged (1d6+1, javelin); SQ Rage, smite good SQ Darkvision 60 ft., uncanny dodge, cold and fire resistance 10, DR 5/+1, SR 8; AL CE; SV Fort +6, Ref +2, Will +0; Str 12, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +8, Move Silently +8, Spot +8; Alertness, Power Attack

Rage (Ex): 2/day—AC 17 (touch 10, flat-footed 17) Atk +8 melee (1d6+3, club) and +3 melee (1d4+1, bite) or +6 ranged (1d6+3, javelin); SV Fort +8 Will +2; Str 16, Con 18; lasts 7 rounds, then fatigued.

Smite Good (Su): Once per day these creatures can make a normal attack to deal 4 points of additional damage against a good foe.

Equipment: Loincloth, club.

➤ **Grunfi (APL 8 version):** Male human Wiz9 (Enchanter): CR 9; Medium-size humanoid (human); HD 9d4+18; hp 39; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12); Atk +5 melee (1d4/19-20, dagger), or +5 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +5, Ref +4, Will +6; Str 12, Dex 13, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +14, Knowledge (arcana) +14, Knowledge (the planes) +14, Scry +14, Spellcraft +14; Brew Potion, Dodge, Extend Spell, Mobility, Spell Focus (Enchantment), Spell Penetration.

Equipment: Explorer's outfit, dagger, light crossbow, 20 bolts, spell component pouch, *potion of cat's grace*, arcane scroll of haste, ring of protection (+2).

Spells Prepared (4+1/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level; Enchantment DC = 15 + spell level; no evocation): 0—daze (5); 1st—hypnotism (2), mage armor, ray of enfeeblement (2), sleep; 2nd—detect thoughts, scare, see invisibility, Tasha's hideous laughter, web (2); 3rd—displacement, fly, haste, hold person, protection from energy; 4th—confusion, Evard's black tentacles, phantasmal killer; 5th—cloudkill, feeblemind.

➤ **Henxru (APL 8 version):** Male human Rgr1/Ftr8: CR 3; Medium-size humanoid (human); HD 9d10+18; hp 70; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 14); Atk +10/+5 melee (1d8+1/19-20, masterwork longsword), or +9/+2 melee (1d8+1/19-20 masterwork longsword) and +10 melee (1d4/19-20 dagger), or +14/+9 ranged (1d8+4/x3, masterwork mighty composite longbow [+1]); SA Favored enemy (elves; +1); AL NE; SV Fort +8, Ref +8, Will +7; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Heal +5, Intuit Direction +5, Move Silently +6, Wilderness Lore +7; Ambidexterity (virtual), Combat Reflexes, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track (bonus), Two-weapon Fighting (virtual), Weapon Finesse (dagger), Weapon Focus (longsword), Weapon Focus (longbow), Weapon Specialization (longbow).

Equipment: Explorer's outfit, +1 chain shirt, masterwork longsword, dagger, masterwork mighty composite

longbow (+1), 20 +1 arrows, climber's kit.

➤ **Grunfi (APL 10 version):** Male human Wiz11 (Enchanter): CR 11; Medium-size humanoid (human); HD 11d4+22; hp 46; Init +1; Spd 30 ft.; AC 14 (touch 13, flat-footed 13); Atk +6 melee (1d4/19-20, dagger), or +6 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +6, Ref +5, Will +7; Str 12, Dex 13, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +16, Knowledge (arcana) +16, Knowledge (the planes) +16, Scry +16, Spellcraft +16; Brew Potion, Craft Wondrous Item, Dodge, Extend Spell, Mobility, Spell Focus (Enchantment), Spell Penetration.

Equipment: Explorer's outfit, dagger, light crossbow, 20 bolts, spell component pouch, *potion of cat's grace*, arcane scroll of haste, ring of protection (+2), amulet of natural armor (+1).

Spells Prepared (4+1/5+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level; Enchantment DC = 15 + spell level; no evocation): 0—daze (5); 1st—hypnotism (2), mage armor, ray of enfeeblement (2), sleep; 2nd—detect thoughts, scare, see invisibility, Tasha's hideous laughter, web (2); 3rd—displacement, fly (2), haste, hold person, protection from energy; 4th—confusion (2), Evard's black tentacles, phantasmal killer; 5th—cloudkill, feeblemind (2); 6th—disintegrate, mass suggestion.

➤ **Henxru (APL 8 version):** Male human Rgr1/Ftr10: CR 3; Medium-size humanoid (human); HD 9d11+22; hp 85; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 14); Atk +14/+8/+4 melee (1d8+4/19-20, +1 longsword), or +13/+6/+2 melee (1d8+3/19-20 +1 longsword) and +13 melee (1d4/19-20 masterwork dagger), or +16/+12/+6 ranged (1d8+4/x3, masterwork mighty composite longbow [+1]); SA Favored enemy (elves; +1); AL NE; SV Fort +8, Ref +8, Will +7; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Heal +5, Intuit Direction +5, Move Silently +6, Wilderness Lore +7; Ambidexterity (virtual), Combat Reflexes, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track (bonus), Two-weapon Fighting (virtual), Weapon Finesse (dagger), Weapon Focus (longsword), Weapon Focus (longbow), Weapon Specialization (longbow) Weapon Specialization (longsword).

Equipment: Explorer's outfit, +1 chain shirt, masterwork longsword, dagger, masterwork mighty composite longbow (+1), 20 +1 arrows, climber's kit.

➤ **Mezzoloth: Medium-size outsider (evil); CR 7; HD 8d8+4; Init +4, Spd 40 ft.; AC 18 (touch 10, flat-footed 18); Atk +12/+7 melee (1d8+3/19-20, trident), or +11 melee (1d4+3, 2 claws); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/+1, SR 22, yugoloth qualities; AL NE; SV Fort +7, Ref +6, Will +6; Str 16, Dex 11, Con 13, Int 7, Wis 10, Cha 14.**

Skills and Feats: Hide +9, Intimidate +10, Listen +11, Move Silently +9, Spot +11; Improved Critical (trident), Improved Initiative, Weapon Focus (trident).

Spell-like abilities: at will—cause fear, darkness, desecrate,

produce flame, see invisibility; 2/day—cloudkill, dispel magic. These abilities are as the spells cast by an 8th-level sorcerer (save DC = 12 + spell level). Twice per day a mezzoloth can use *teleport without error* (itself plus 50 pounds of objects only) as the spell cast by a 12th-level sorcerer.

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

Yugoloth Qualities: Immunities (Ex): Yugoloths are immune to poison and acid; **Resistances (Ex):** Yugoloths have cold, fire, and electricity resistance 20; **Telepathy (Su):** Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Equipment: trident.

➤ **Grunfi (APL 12 version):** Male human Wiz13 (Enchanter): CR 13; Medium-size humanoid (human); HD 13d4+26; hp 55; Init +1; Spd 30 ft.; AC 15 (touch 13, flat-footed 14); Atk +7/+2 melee (1d4/19-20, dagger), or +7 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +6, Ref +5, Will +7; Str 12, Dex 13, Con 14, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +19, Knowledge (arcana) +19, Knowledge (the planes) +19, Scry +19, Spellcraft +19; Brew Potion, Craft Wand, Craft Wondrous Item, Dodge, Extend Spell, Mobility, Spell Focus (Enchantment), Spell Penetration.

Equipment: Explorer's outfit, dagger, light crossbow, 20 bolts, spell component pouch, *potion of cat's grace*, arcane scroll of *haste*, ring of protection (+2), amulet of natural armor (+2).

Spells

Prepared

(4+1/5+1/5+1/5+1/4+1/3+1/2+1/1+1; base DC = 13 + spell level; Enchantment DC = 15 + spell level; no evocation): 0—*daze* (5); 1st—*hypnotism* (2), *mage armor*, *ray of enfeeblement* (2), *sleep*; 2nd—*detect thoughts*, *scare*, see invisibility, *Tasha's hideous laughter*, *web* (2); 3rd—*displacement*, *fly*, *haste*, *hold person* (2), *protection from energy*; 4th—*charm monster*, *confusion* (2), *Evard's black tentacles*, *phantasmal killer*; 5th—*cloudkill*, *dismissal*, *feeblemind* (2); 6th—*circle of death*, *disintegrate*, *mass suggestion*; 7th—*finger of death*, *insanity*.

➤ **Henxru (APL 8 version):** Male human Rgr1/Ftr12: CR 13; Medium-size humanoid (human); HD 13d10+26; hp 100; Init +4; Spd 30 ft.; AC 20 (touch 14, flat-footed 15); Atk +16/+10/+6 melee (1d8+4/19-20, +1 longsword), or +14/+8/+4 melee (1d8+3/19-20 +1 longsword) and +16/+11 melee (1d4/19-20 masterwork dagger), or +20/+16/+10 ranged (1d8+5/x3, +1 mighty composite longbow [+1]); SA Favored enemy (elves; +1); AL NE; SV Fort +9, Ref +10, Will +8; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Heal +5, Intuit Direction +5, Move Silently +6, Wilderness Lore +7; Ambidexterity (virtual), Combat Reflexes, Improved Two-weapon Fighting, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track (bonus), Two-weapon Fighting (virtual), Weapon Finesse (dagger), Weapon Focus (longsword), Weapon Focus (longbow), Weapon Specialization (longbow) Weapon

Specialization (longsword).

Equipment: Explorer's outfit, +2 chain shirt, +1 longsword, dagger, +1 mighty composite longbow (+1), 20 +2 arrows, climber's kit.

➤ **Nycaloth: Large outsider (evil); CR 13; HD 11d8+33; Init +2, Spd 40 ft. fly 90 ft. (good); AC 17 (touch 11, flat-footed 15); Atk +15/+10 melee (2d8+7/x3, huge greataxe), or +15 melee (1d6+5, 2 claws); SA Spell-like abilities, improved grab, rake 1d6+5, wounding, summon yugoloth; SQ Damage reduction 20/+2, SR 24, yugoloth qualities; AL NE; SV Fort +10, Ref +9, Will +7; Str 20, Dex 14, Con 17, Int 13, Wis 10, Cha 16.**

Skills and Feats: Concentration +11, Hide +12, Knowledge (the planes) +8, Listen +14, Move Silently +16, Sense Motive +14, Spot +14; Dodge, Flyby Attack, Mobility.

Spell-like abilities: at will—*deeper darkness*, *desecrate*, *fear*, *invisibility*, *mirror image*, see invisibility; These abilities are as the spells cast by an 11th-level sorcerer (save DC = 13 + spell level). Twice per day a nycaloth can use *teleport without error* (itself plus 50 pounds of objects only) as the spell cast by a 12th-level sorcerer.

Improved Grab (Ex): To use this ability the nycaloth must hit with both claw attacks. If it gets a hold, it can rake. The nycaloth can only use this ability if it is airborne. If it gets a hold on a non-flying opponent of Medium-size or smaller, the nycaloth can ascend with the grabbed creature. When carrying a creature weighing more than 230 pounds, its flying speed drops to 60 feet and it receives a –3 penalty on Hide and Move Silently checks. The nycaloth can't carry a load of more than 496 pounds.

Rake (Ex): A nycaloth that gets a hold can make two rake attack (+15 melee) with its hind legs for 1d6+5 points of damage.

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

Yugoloth Qualities: Immunities (Ex): Yugoloths are immune to poison and acid; **Resistances (Ex):** Yugoloths have cold, fire, and electricity resistance 20; **Telepathy (Su):** Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Equipment: Huge greataxe.

The Zochal

➤ **Nosoq, Mutt, Fegrit:** Male human War3; CR 2; Medium-size humanoids (human); 3d8+3; hp 15 each; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d8+2/x3, masterwork longspear), or +4 melee (1d6+1/19-20, short sword), or +3 ranged (1d6/x3, shortbow); Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with longspear); AL NE; SV Fort +4, Ref +1, Will –1; Str 13, Dex 11, Con 12, Int 9, Wis 7, Chr 9.

Skills and Feats: Climb +7, Ride +6; Iron Will, Quickdraw, Weapon Focus (longspear).

Possessions: traveler's outfit, chain shirt, masterwork longspear, short sword, shortbow, 20 arrows, waterskin,

potion of cure moderate wounds.

✦ **Gargoyles, Large advanced (2):** CR 6; Large magical beast (earth); HD 7d10+48; Init +1; Spd 45 ft., fly 75 ft. (average); AC 15 (touch 10, flat-footed 14); Atk +13 melee (1d4+4, 2 claws) and +11 melee (1d6+2, bite) and +11 melee (1d6+2, gore); SQ Damage reduction 15/+1, freeze; AL N; SV Fort +8, Ref +6, Will +1; Str 19, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +10*, Listen +6, Spot +6; Multiattack, Weapon Finesse (claw, bite, gore).

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

Skills: *Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

✦ **Cold Element Octopus, Medium-size Advanced:** CR 3; Medium-size elemental (cold); HD 5d8+5; Init +2, Spd 20 ft., swim 30 ft.; AC 17 (touch 12, flat-footed 16); Atk +6 melee (1d4 cold damage, 8 arms), and +1 melee (1d4+1 and 1d4 cold, bite); SA Improved Grab, Chill; SQ Elemental, cold subtype, icewalk, ink cloud, jet, darkvision 60 ft. AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills and Feats: Hide +12, Listen +5, Spot +5; Weapon Focus (arms, bite).

Improved Grab (Ex): To use this attack the octopus must hit its arms attacks. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): An octopus can jet backward once a round as a double move action at a speed of 200 feet.

Skills: An octopus can change colors, giving it a +4 racial bonus to Hide checks.

Chill (Ex): In addition to damage from their attacks, cold element creatures deal additional cold damage with their natural weapons. This creature deals 1d4 points of additional cold damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity, double damage from fire except on successful save.

Icwalking (Ex): This ability works like the spider climb spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creatures may move normally.

✦ **Cold Element Octopus, Large Advanced:** CR 6; Medium-

size elemental (cold); HD 7d8+14; Init +1, Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +9 melee (1d4 cold damage, 8 arms), and +6 melee (1d6+3 and 1d4 cold, bite); SA Improved Grab, Chill; SQ Elemental, cold subtype, icewalk, ink cloud, jet, darkvision 60 ft. AL N; SV Fort +6, Ref +5, Will +2; Str 24, Dex 13, Con 15, Int 2, Wis 12, Cha 3.

Skills and Feats: Hide +9, Listen +5, Spot +5; Weapon Focus (arms, bite).

Improved Grab (Ex): To use this attack the octopus must hit its arms attacks. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): An octopus can jet backward once a round as a double move action at a speed of 200 feet.

Skills: An octopus can change colors, giving it a +4 racial bonus to Hide checks.

Chill (Ex): In addition to damage from their attacks, cold element creatures deal additional cold damage with their natural weapons. This creature deals 1d4 points of additional cold damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity, double damage from fire except on successful save.

Icwalking (Ex): This ability works like the spider climb spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creatures may move normally.

✦ **Cold Element Giant Octopus, Large Advanced:** CR 11; Large elemental (cold); HD 11d8+11; Init +2; Spd 20 ft., swim 30 ft.; AC 21 (touch 11, flat-footed 20); Atk +12 melee (1d4+5 and 1d6 cold, 8 tentacle rakes) and +5 melee (1d8+2 and 1d6 cold, bite); SA Improve Grab, Constrict, Chill, SQ Elemental, cold subtype, icewalk, ink cloud, jet, darkvision 60 ft., DR 5/+1; Face/Reach 5 ft. by 5 ft./10 ft.; AL N; SV Fort +9, Ref +7, Will +4; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills: Hide +11, Listen +4, Spot +4

Improved Grab (Ex): To use this ability, the giant octopus must hit a Medium-size or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict.

Constrict (Ex): This cold element giant octopus deals 2d8+6 and 1d6 cold points of damage with a successful grapple check against Medium-size or smaller creatures.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once minute as a free action. The cloud provides total conceal-

ment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): An octopus can jet backward once a round as a double move action at a speed of 200 feet.

Skills: An octopus can change colors, giving it a +4 racial bonus to Hide checks.

Chill (Ex): In addition to damage from their attacks, cold element creatures deal additional cold damage with their natural weapons. This creature deals 1d6 points of additional cold damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity, double damage from fire except on successful save.

Icewalking (Ex): This ability works like the spider climb spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creatures may move normally.

➤ **Venvral (APL 2 version):** male githyanki Sor1: CR 3; Medium-size outsider (evil); HD 1d4+4; hp 7; Init +1, Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +0 melee (1d6/x3, halfspear), or +1 ranged (1d8/19-20, light crossbow); SA Psionics, spells; SQ Psionics, SR 6; AL NE; SV Fort +1, Ref +1, Will +1; Str 10, Dex 12, Con 13, Int 10, Wis 8, Cha 15.

Skills and Feats: Concentration +5, Spellcraft +4; Toughness.

Psionics (Sp): at will—*clairaudience/clairvoyance, dimension door, mage hand, and telekinesis*. These abilities are as the spells cast by a 16th-level wizard.

Spells Known (5/3; Base DC = 12 + spell level; 10% arcane spell failure): 0—daze, ghost sound, read magic, resistance; 1st—burning hands, shield.

Possessions: explorer's outfit, halfspear, light crossbow, leather armor, spell component pouch.

➤ **Githyanki (3):** CR 1; Medium-size outsiders (evil) HD 1d8+1; hp 6, 5, 5; Init +1 Speed 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (2d6/19-20, masterwork greatsword), +2 ranged (1d8, composite longbow); SQ Psionics, SQ Psionics, SR 5; AL NE; SV Fort +3, Ref +3, Will +1; Str 10, Dex 12, Con 13, Int 10, Wis 8, Cha 10.

Skills and Feats: Craft (armorsmithing) +2, Craft (weapon-smithing) +2, Search +4; Weapon Focus (greatsword).

Psionics (Sp): at will—*clairaudience/clairvoyance, dimension door, mage hand, and telekinesis*. These abilities are as the spells cast by a 16th-level wizard.

Possessions: explorer's outfit, breastplate, masterwork greatsword, composite longbow, 20 arrows.

➤ **Venvral (APL 4 version):** male githyanki Sor3: CR 3; Medium-size outsider (evil); HD 3d4+6; hp 13; Init +1, Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +1 melee (1d6/x3, halfspear), or +2 ranged (1d8/19-20, light crossbow); SA

Psionics, spells; SQ Psionics, SR 8; AL NE; SV Fort +2, Ref +2, Will +2; Str 10, Dex 12, Con 13, Int 10, Wis 8, Cha 15.

Skills and Feats: Concentration +7, Spellcraft +6; Dodge, Toughness.

Psionics (Sp): at will—*clairaudience/clairvoyance, dimension door, mage hand, and telekinesis*. These abilities are as the spells cast by a 16th-level wizard.

Spells Known (6/6; Base DC = 12 + spell level; 10% arcane spell failure): 0—daze, detect magic, ghost sound, read magic, resistance; 1st—burning hands, magic missile, shield.

Possessions: explorer's outfit, halfspear, light crossbow, leather armor, spell component pouch.

➤ **Venvral (APL 6 version):** male githyanki Sor5: CR 6; Medium-size outsider (evil); HD 5d4+8; hp 20; Init +1, Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d6/x3, masterwork halfspear), or +2 ranged (1d8/19-20, light crossbow); SA Psionics, spells; SQ Psionics, SR 8; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 12, Con 13, Int 10, Wis 8, Cha 16.

Skills and Feats: Concentration +9, Spellcraft +8; Dodge, Toughness.

Psionics (Sp): at will—*clairaudience/clairvoyance, dimension door, mage hand, and telekinesis*. These abilities are as the spells cast by a 16th-level wizard.

Spells Known (6/7/4; Base DC = 13 + spell level): 0—daze, detect magic, ghost sound, prestidigitation, read magic, resistance; 1st—burning hands, magic missile, shield, true strike; 2nd—blur, bull's strength.

Possessions: explorer's outfit, masterwork halfspear, light crossbow, bracers of armor +2, spell component pouch.

➤ **Githyanki warriors (3):** mixed male and female githyanki Ftr3; CR 4; Medium-size outsiders (evil) HD 3d10+3; hp 20, 16, 15; Init +1; Speed 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (2d6/19-20, masterwork greatsword), +6 ranged (1d8, composite longbow); SQ Psionics, SQ Psionics, SR 8; AL NE; SV Fort +4, Ref +2, Will +0; Str 10, Dex 12, Con 13, Int 10, Wis 8, Cha 10.

Skills and Feats: Craft (armorsmithing) +7, Craft (weapon-smithing) +7; Cleave, Power Attack, Weapon Focus (greatsword).

Psionics (Sp): at will—*clairaudience/clairvoyance, dimension door, mage hand, and telekinesis*. These abilities are as the spells cast by a 16th-level wizard.

Possessions: explorer's outfit, breastplate, masterwork greatsword, composite longbow, 20 arrows.

➤ **Venvral:** male githyanki Sor7 (APL 8 version): CR 8; Medium-size outsider (evil); HD 7d4+10; hp 28; Init +1, Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +4 melee (1d6/x3, masterwork halfspear), or +3 ranged (1d8/19-20, light crossbow); SA Psionics, spells; SQ Psionics, SR 11; AL NE; SV Fort +4, Ref +4, Will +4; Str 10, Dex 12, Con 13, Int 10, Wis 8, Cha 16.

Skills and Feats: Concentration +11, Spellcraft +10; Dodge,

Mobility, Toughness.

Psionics (Sp): at will—*clairaudience/clairvoyance*, *dimension door*, *mage hand*, and *telekinesis*. These abilities are as the spells cast by a 16th-level wizard.

Spells Known (6/7/7/5; Base DC = 13 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*burning hands*, *expeditious retreat*, *magic missile*, *shield*, *true strike*; 2nd—*blur*, *bull's strength*, *endurance*; 3rd—*lightning bolt*, *haste*.

Possessions: explorer's outfit, masterwork halfspear, light crossbow, *bracers of armor* +2, spell component pouch.

➤ **Venval (APL 10 version):** male githyanki Sor9; CR 10; Medium-size outsider (evil); HD 9d4+21; hp 48; Init +1, Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d6/x3, masterwork halfspear), or +5 ranged (1d8/19-20, light crossbow); SA Psionics, spells; SQ Psionics, SR 14; AL NE; SV Fort +6, Ref +5, Will +5; Str 10, Dex 12, Con 14, Int 10, Wis 8, Cha 16.

Skills and Feats: Concentration +11, Spellcraft +10; Dodge, Mobility, Spring Attack, Toughness.

Psionics (Sp): at will—*clairaudience/clairvoyance*, *dimension door*, *mage hand*, and *telekinesis*. 1/day—*plane shift*. These abilities are as the spells cast by a 16th-level wizard.

Spells Known (6/7/7/4; Base DC = 13 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*burning hands*, *expeditious retreat*, *magic missile*, *shield*, *true strike*; 2nd—*blur*, *bull's strength*, *endurance*, *glitterdust*; 3rd—*lightning bolt*, *haste*, *keen edge*; 4th—*shout*, *stoneskin*.

Possessions: explorer's outfit, masterwork halfspear, light crossbow, *bracers of armor* +4, spell component pouch.

➤ **Githyanki elite warriors (4):** mixed male and female githyanki Ftr5; CR 6; Medium-size outsiders (evil) HD 5d10+10; hp 40, 37, 36, 34; Init +1; Speed 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (2d6+3/19-20, +1 greatsword), +6 ranged (1d8, composite longbow); SQ Psionics, SQ Psionics, SR 8; AL NE; SV Fort +6, Ref +5, Will +1; Str 10, Dex 12, Con 14, Int 10, Wis 8, Cha 10.

Skills and Feats: Craft (armorsmithing) +7, Craft (weaponsmithing) +7; Cleave, Combat Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Psionics (Sp): at will—*clairaudience/clairvoyance*, *dimension door*, *mage hand*, and *telekinesis*. These abilities are as the spells cast by a 16th-level wizard.

Possessions: explorer's outfit, breastplate, +1 greatsword, composite longbow, 20 arrows.

➤ **Venval (APL 12 version):** male githyanki Sor11; CR 12; Medium-size outsider (evil); HD 11d4+25; hp 55; Init +1, Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d6+1/x3, +1 halfspear), or +5 ranged (1d8/19-20, light crossbow); SA Psionics, spells; SQ Psionics, SR 16; AL NE; SV

Fort +7, Ref +6, Will +6; Str 10, Dex 12, Con 14, Int 10, Wis 8, Cha 16.

Skills and Feats: Concentration +13, Spellcraft +11; Dodge, Mobility, Spring Attack, Toughness.

Psionics (Sp): at will—*clairaudience/clairvoyance*, *dimension door*, *mage hand*, and *telekinesis*. 1/day—*plane shift*. These abilities are as the spells cast by a 16th-level wizard.

Spells Known (6/7/7/6/4; Base DC = 13 + spell level): 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*burning hands*, *expeditious retreat*, *magic missile*, *shield*, *true strike*; 2nd—*blur*, *bull's strength*, *endurance*, *glitterdust*, *web*; 3rd—*lightning bolt*, *haste*, *keen edge*, *hold person*; 4th—*rainbow pattern*, *shout*, *stoneskin*; 5th—*dominate person*, *feeblemind*.

Possessions: explorer's outfit, +1 halfspear, light crossbow, *bracers of armor* +4, spell component pouch.

APPENDIX II: NEW RULES

NEW MONSTERS

Githyanki

Medium-size Outsider (Evil)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16 (+1 Dex, +5 breastplate)

Attacks: Masterwork greatsword +3 melee; or composite longbow +2 ranged.

Damage: Greatsword 2d6; composite longbow 1d8.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Psionics, SR variable (see text).

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

Abilities: Str 10, Dex 12, Con 13, Int 11, Wis 8, Cha 10.

Skills: Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Search +4.

Feats: Weapon Focus (greatsword)

Climate/Terrain: Any land and underground.

Organization: Company (2-4 3rd-level fighters), squad (11-20 3rd-level fighters, plus 2 7th-level sergeants, 1 9th-level captain, and 1 young red dragon) or regiment (30-100 3rd-level fighters, plus 1 7th-level sergeant per 10 members, 5 7th-level lieutenants, 3 9th-level captains, 1 16th-level supreme leader, and 1 adult red dragon per 30 members).

Challenge Rating: 1

Treasure: Standard

Alignment: Always evil (any).

Advancement: By character class

Githyanki are an ancient line of humanlike beings who reside in the Astral Plane, filling their armories for their next skirmish, raid, or war.

They are gaunt, averaging 6 feet 3 inches tall and typically weighing 170 pounds. They possess rough yellow skin

and black hair that is often pulled into one or more top-knots. Their eyes gleam darkly, and their ears are pointed and serrated in back. They enjoy elaborate dress and baroque armor. In fact, they revere weapons and armor, and it is not uncommon for githyanki to show more regard for their panoply than for a mate.

Githyanki speak their own secret tongue, but most also know Common and Draconic. Like dwarves, githyanki are craftmasters, although they focus exclusively on items of warfare. Their items are distinctive, and non-githyanki who acquire them run the risk of immediate retribution should they encounter githyanki.

Most githyanki encountered outside their homes are fighters; however, wizards (called warlocks) and multi-class githyanki (called gish) are also found.

Combat

Githyanki are seasoned warriors, familiar with the tactical use of ambush, cover and psionic sniper attacks from afar. However, they prefer to engage their enemies hand-to-hand so they bring their devastating melee weapons to bear. Githyanki weapons are usually greatswords, bastard-swords and other particularly large-bladed weapons of special githyanki manufacture, all masterwork and each distinctively decorated and named. Githyanki wizards direct their powers with pinpoint accuracy to support their comrades in melee.

Psionics (Sp): at will—*clairaudience/clairvoyance, dimension door, mage hand, telekinesis*. Upon advancing to 8th character level, a githyanki can use *plane shift* once per day. These abilities are as the spells cast by a 16th-level wizard.

Spell Resistance (Ex): A githyanki has spell resistance of 5 + 1 per character level.

Source: *Manual of the Planes* page 174.

Norkers

Small Humanoid (goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 19 (+1 size, +1 Dex, +7 natural)

Attacks: Club +2 melee, and bite -3 melee; or javelin +3 ranged

Damage: Club 1d6, bite 1d4; or javelin 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

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

Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8

Skills: Listen +3, Move Silently +5, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground.

Organization: Gang (4-9), or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level).

Challenge Rating: ½.

Treasure: Standard

Alignment: Usually chaotic evil.

Advancement: By character class.

Norkers are related to goblins and hobgoblins. They forsake armor because their hide is incredibly tough. They are unreliable troops and tend to quarrel with each other, which keeps their numbers low compared to goblins.

Norkers resemble goblins, except that they have three-inch long canine teeth and no hair. Their skin ranges from reddish brown to dark gray. A norker usually wears only a loincloth and belt, tying its favorite possessions and trophies to its belt.

Norkers speak Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Most norkers encountered outside their homes are warriors; the information in the static block is for one of 1st level. (See page 39 in the *DUNGEON MASTER's Guide* for more about the warrior class).

Combat

Norkers enjoy swarming tactics. Their weapons are simple and crudely made, but they are not averse to taking better weapons from their fallen foes. When bullied into submission by hobgoblins, they can use basic military tactics, but they laps into their old ways when not supervised.

Skills: Norkers have a +4 racial bonus to Move Silently checks.

Norker Society

Norkers are tribal, although the leader's influence only extends about as far as his reach. This means their tribes are much smaller than a typical goblin tribe. They raid and steal from other humanoids, as they are too lazy to do their own hunting.

Their lairs are usually caves, old ruins, or villages taken by conquest. They can't cooperate well enough to build anything more than a fence around their lair, perhaps with a gate and a narrow walkway. A lair has on-and-a-half times as many females as males and twice as many young as males.

Different tribes of norkers rarely meet, but when they do the conflict often becomes bloody, with the victors taking the fangs of the losers as trophies. These conflicts rarely result in the complete loss of males on one side, as they occur to establish who is the dominant leader.

When powerful groups of hobgoblins command norkers, they often equip their lesser cousins with scale mail and shields. In these situations, the norkers are used as shock troops, absorbing the brunt of enemy attacks while the hobgoblins use their superior intelligence, tactics, and equipment to break up the enemy forces.

Norkers worship Maglubiyet, the god of goblins and hobgoblins.

Norker Characters

A norker's favored class is rogue, but norker leaders tend to be fighters. Norker clerics worship Maglubiyet and can

choose two of the following domains: Chaos, Evil, and Trickery.

Source: LIVING GREYHAWK Journal #3, page 24

Stingers

Large Monstrous Humanoid

Hit Dice: 4d8+8 (26 hit points)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+2 Dex, -1 size, +4 natural)

Attacks: Stinger +6 melee, 2 claws +1 melee; or Huge spike chain +6 melee, stinger +1 melee.

Damage: Stinger 1d6+3 and poison, claw 1d6+1; or Huge spiked chain 2d6+3, stinger 1d6+1 and Poison.

Stingers mix esoteric religious mysticism with murderous tendencies and the stinger of a giant scorpion.

Face/Reach: 5 ft. by 10 ft./5 ft. (10 ft. with stinger and spiked chain).

Special Attacks: Poison

Special Qualities: Tremorsense, *bolthole magic*

Saves: Fort +3, Ref +6, Will +4

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

Climate/Terrain: Temperate and warm desert, mountains, and underground

Organization: Solitary, recon (2), patrol (4), diviners (8), or city (50 to 1,000)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Stingers look like a bizarre variant of centaur. They're about the same size as centaurs, but they have the lower bodies of scorpions. Their human half is red-skinned, hairless, and almost inhumanly handsome. Their faces are preternaturally calm.

Stingers possess an extremely sophisticated culture, full of strange philosophies that filter deviant human notions through multifaceted insect eyes. Two of the stingers' strangest practices bear mentioning. The first is referred to on Oerth as "stinger racing." Groups of two to twenty stingers sometimes tear out of their nests, stopping for nothing unless they are attacked and forced to defend themselves, running as far and fast as they can run...until they die. They just drop dead, one by one. And no one knows why.

The second oddity, the stingers' peculiar method of divination, is only slightly better understood by surface dwellers. Stingers live under the surface of the earth. Using their tremorsense, and their sense of the terrain above, they map out mystical grids. Then they spread out a lie in wait, sometimes for days, until enough creatures have moved across the grid to connect its elements in a meaningful pattern. No one understands how stingers conceive of their grids or what information they are hoping to discover—all that is known is that at certain times, stingers erupt unto the surface, armed for war and convinced by just-completed divinations that they are taking the proper step. On other occasions, stingers adopt

entirely random attitudes toward strangers, even strangers they have met before, convinced by the proper choice.

Combat

Stingers' tremorsense, *bolthole magic* ability, and excellent initiative frequently enable them to get in the first strike in any combat encounter. They hope to weaken their enemies with their poison sting.

Source: *Monstrous Compendium: Monsters of Faerun*: page 80-81

YUGOLOTHS

Mezzoloths

Medium-size Outsider (Evil)

Hit Dice: 8d8+8 (44 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft.

AC: 18 (+8 natural)

Attacks: 2 claws +11 melee (or trident +12/+7 melee); or trident +12 ranged

Damage: Claw 1d4+3, trident 1d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, summon yugoloth

Special Qualities: Damage reduction 10/+1, SR 22, yugoloth qualities

Saves: Fort +7, Ref +6, Will +6

Abilities: Str 16, Dex 11, Con 13, Int 7, Wis 10, Cha 14

Skills: Hide +9, Intimidate +10, Listen +11, Move Silently +9, Spot +11

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

Climate/Terrain: Any land and underground

Organization: Solitary, squad (4-8), or platoon (10-18 plus 1 ultroloth)

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral evil

Advancement: 9-18 HD (Medium-size); 19-24 HD (Large)

Mezzoloths are the most common foot soldiers in the yugoloth armies. They understand little beyond combat, but their skill in battle is fearsome. When they aren't fighting, they're imagining new ways to hurt their enemies and practicing their martial skills.

A mezzoloth looks like a human-sized insect with heavy 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 wield tridents and carry shields.

Combat

When directed to attack an opponent, mezzoloths first try to weaken it with *cloudkill*, then close and attack with their tridents. If the enemy is likely to use enhancing magic such as *bull's strength* or *stoneskin*, a few mezzoloths attempt area dispel magic before melee

begins. If the battle is going poorly, mezzoloths use darkness and teleport without error to make a getaway.

Their tactics are similar in a large army battle. Squads of trident-wielding mezzoloths are the backbone of a yugoloth force. They teleport into battle, launch cloudkill at the enemy, then charge into the yellow mist with their tridents.

Spell-Like Abilities: At will—*cause fear, darkness, desecrate, produce flame, see invisibility*; 2/day—*cloudkill, dispel magic*. These abilities are as the spells cast by an 8th-level sorcerer (save DC = 12 + spell level).

Twice per day, a mezzoloth can use teleport without error (self plus 50 pounds of objects only) as the spell cast by a 12th-level sorcerer.

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

In general, yugoloths are focused combatants. They choose one opponent out of a group and attack until it falls, then move on to the next foe. They fight at a frantic pace, using their best attacks and spell-like abilities right away, even if they're not sure what they're facing.

Summon Yugoloth (Sp): Yugoloths can summon others of their kind as though casting a summon monster spell, but they have only a limited chance of success. Roll d%: On a failure, no yugoloths answer the summons. Summoned creatures remain for 1 hour, then return whence they came. A yugoloth that is itself summoned cannot use its own summon ability for 1 hour.

Summoning a yugoloth poses a serious risk. There is a 25% chance that a summoned yugoloth turns on its summoner, attacking immediately (and hoping for a reward from whoever was threatening the first yugoloth).

YUGOLOTH QUALITIES

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

Resistances (Ex): Yugoloths have cold, fire, and electricity resistance 20.

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

Source: *Manual of the Planes* pages 185-188.

Nycoloth

Large Outsider (Evil)

Hit Dice: 11d8+33 (82 hp)

Initiative: +2 (Dex)

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

AC: 17 (-1 size, +2 Dex, +6 natural)

Attacks: 2 claws +15 melee; or Huge greataxe +15/+10

Damage: Claw 1d6+5; Huge greataxe 2d8+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, improved grab, rake 1d6+5, wounding, summon yugoloth

Special Qualities: Damage reduction 20/+2, SR 24, yugoloth qualities.

Saves: Fort +10, Ref +9, Will +7

Abilities: Str 20, Dex 14, Con 17, Int 13, Wis 10, Cha 16

Skills: Concentration +11, Hide +12 Knowledge (the planes)

+8, Listen +14, Move Silently +16, Sense Motive +14, Spot +14

Feats: Dodge, Flyby Attack, Mobility

Climate/Terrain: Any land and underground

Organization: Solitary or squad (4-8)

Challenge Rating: 13

Treasure: Half coins; half goods; double items

Alignment: Always neutral evil

Advancement: 12-24 (Large); 25-33 (Huge)

Nycaloths act as elite cavalry in yugoloth armies, swooping down onto enemy flanks and tearing up unsuspecting troops. They pride themselves in their ability to strike without warning, then disappear before the enemy has time to launch a reprisal.

A nycaloth looks like a big gargoyle with powerful batwings and thick, green skin. All four limbs have razor-sharp claws. The head is vaguely canine, with small webbed ears and horns. Some nycaloths carry Huge greataxes into battle.

Combat

A nycaloth's favorite tactic is to use invisibility to approach an enemy on the ground, then dive in with claws extended. If the opponent survives the attack, the nycaloth grabs it and takes off, grappling the enemy until it can drop it from a great height.

Spell-Like Abilities: At will—*deeper darkness, desecrate, fear, invisibility, mirror image, see invisibility*. These abilities are as the spells cast by an 11th-level sorcerer (save DC = 13 + spell level).

At will, a nycaloth can use teleport without error (self plus 50 pounds of objects only) as the spell cast by a 12th-level sorcerer.

Improved Grab (Ex): To use this ability, the nycaloth must hit with both claw attacks. If it gets a hold, it can rake. The nycaloth can only use this ability if it is airborne. If it gets a hold on a nonflying opponent of Medium-size or smaller, the nycaloth can ascend with the grabbed creature. When carrying a creature weighing more than 230 pounds, its fly speed drops to 60 feet and it receives a -3 penalty on Hide and Move Silently checks. The nycaloth can't carry a load of more than 496 pounds.

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.

Wounding (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 (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (heal, healing circle, and so on).



APPENDIX

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

In general, yugoloths are focused combatants. They choose one opponent out of a group and attack until it falls, then move on to the next foe. They fight at a frantic pace, using their best attacks and spell-like abilities right away, even if they're not sure what they're facing.

Summon Yugoloth (Sp): Yugoloths can summon others of their kind as though casting a summon monster spell, but they have only a limited chance of success. Roll d%: On a failure, no yugoloths answer the summons. Summoned creatures remain for 1 hour, then return whence they came. A yugoloth that is itself summoned cannot use its own summon ability for 1 hour.

Summoning a yugoloth poses a serious risk. There is a 25% chance that a summoned yugoloth turns on its summoner, attacking immediately (and hoping for a reward from whoever was threatening the first yugoloth).

YUGOLOTH QUALITIES

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

Resistances (Ex): Yugoloths have cold, fire, and electricity resistance

20.

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

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.