

GRM7-08

Thrall

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

Version 0.9.0

by Joe Masdon

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*"Fear should reach your enemies through walls of thickest iron when no more than your name breaches
their stronghold."* - The Precept of Immortality

*"To savor the oppression of your foes, you must allow them hope. Then take it indifferently, as you take
their lives."* – The Precept of Tyranny

Daemons and angels. Knight and Death. The plan of the Master Vigilant revealed, even if he does not
survive the revelation. A dangerous Gran March Regional adventure for APLs 2-16, and Part 6 of the
Shattered Reflections series.

Note: This adventure will be of particular interest to members of the Knights of the Watch, the Gran
March Army, Syrloch, and any PC who has performed Research at the Athenaeum.

Resources: *Libris Mortis* [Andy Collins, and Bruce R. Cordell], *Monster Manual II* [Ed Bonny, Skip
Williams, Jeff Grub and Rich Redman], *Monster Manual III*, *Monster Manual IV* (Gwendolyn F.M. Kestrel]

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

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

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

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

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

ADVENTURE BACKGROUND

In the early part of 593 CY, the top of an ancient ziggurat from the time of the Occluded Empire was uncovered in the Rushmoors (*GRM3-03, Shades of the Past*). Over the next two years, the Gran March army worked to uncover and explore the ziggurat, known as Fhar'anod. Those entering the ziggurat encountered a worshipper of the Whispered One from an ancient time and a mezzoloth in his service. They were able to uncover a few ancient artifacts that had been buried for a millennium (*SHE5-01 Sounds of Silence*). Most of these artifacts were moved to The Athenaeum for study. Other matters became higher priorities and the study of the old papers, writings and pottery was put on hold. Fhar'anod was dismantled.

In early 595 CY, an earthquake shook Shibolet, opening a long-sealed cavern hundreds of feet below the surface. Inside the cavern was an enormous mithral archway gilded in bronze that lead to the Bleak Eternity of Gehenna. The gate, dormant for centuries, was reawakened, and the residents of Gehenna began exploring this new

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

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

TIME UNITS AND UPKEEP

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

territory with patient curiosity. The yugoloths exploring Gran March in 595CY were not the same ones who used the portal millennia ago, and knew nothing of their predecessors' dealings in the Sheldomar Valley.

As the yugoloths of Gehenna began exploring upward, the Order of World Travelers and the leaders of Syrloch, Gran March's arcane academy, began exploring downward to investigate the source of the earthquakes. Explorers from Gran March and Gehenna both encountered the Outpost, a civilization of reclusive vampires from the time of the Occluded Empire, hundreds of feet below Shibolet. The vampires vacated, clearing the way for the humans and yugoloths to meet. When the two exploring groups met, the humans from Shibolet struck first against the yugoloths. The cavern below Shibolet was collapsed, sealing off the mithral gate.

During the weeks after the collapse, there were numerous yugoloth and Outpost vampire sightings in Shibolet. They were seen fighting giants who invaded the city (*GRM5-IN5, In the Eleventh Hour*). PCs encountered a vampire named Boramante who was leading a few vampires that were being pursued by a small horde of yugoloths in *GRM6-01, All That Is Secret and Hidden*). An ultroloth was seen beneath a newly constructed gladiatorial arena (*GRM6-02, Family Values*) in Shibolet. An ultroloth wearing ornate full plate decorated in a twisted, demonic similarity to the Knights of the Watch broke into the Athenaeum in Hookhill (*GRM6-07, Athenaeum*). This ultroloth proclaimed himself Master Vigilant Marax, and claimed that the Knights of the Watch were a pale imitation of an older, daemonic knighthood named the Knights Vigilant. PCs also encountered half-fiend soldiers with yugoloth characteristics who claimed to have once been humans from Shibolet.

In *GRM7-06 The Order of Underworld Travelers*, the PCs descended into the depths of Shibolet and found the remains of the vampiric Outpost. They also found evidence that the yugoloths were still active beneath the city. PCs encountered an ultroloth named Euryale and learned that the half-yugoloth soldiers that have been encountered with the daemons were not lying about having once been human Gran March soldiers. Some kidnapped victims (PCs) have escaped from the yugoloths before they could be fully transformed, but now have a fiendish taint.

This scenario begins the morning after a horde of yugoloths and their minions invaded

Shibolet. A large force of fiends created a distraction by attacking Baron Doulanfon's estate in southeastern Shibolet. Other yugoloths created a large hole in southwestern Shibolet and dragged the large bronzed mithral gate from beneath the city. They also carried a captive solar and numerous fiendish and celestial prisoners. They flew southwest, toward the Rushmoors. Some of the monsters that attacked Baron Doulanfon's Manor were not aware that they were just a distraction, and attacked the manor with all their might. Many soldiers and civilians were killed, including Baron Doulanfon's personal bodyguard. The monsters thought they had killed the Baron, but magic kept him alive until he could be healed. The Baron has decided to find these fiends and kill every last one of them.

ADVENTURE SUMMARY

Introduction

The city of Shibolet is reeling from an attack by fiends less than 16 hours before the start of this adventure. The PCs are called before Baron Doulanfon and assigned to travel to the western edge of the Rushmoors. There are about 20 additional soldiers, adventurers, arcane casters from Syrloch and clerics from local churches making the trip at the same time. The Baron has some information to share that might already be known to some of the PCs. PCs who are members of regional and meta-regional organizations will be directed to contact their superiors to inform them of this assignment and to see if the superiors have any additional information regarding the yugoloths' location or plans. They have one hour to prepare. He will provide oils of bless weapon, knowing that yugoloths have special damage resistances.

Encounter 1

NPC clerics will cast *wind walk* on the PCs and the other 20 volunteers. The group is directed to travel in what they think would be the path the fiends would have traveled looking for any sign of passage. The group will arrive at Fhar'anod and find nothing especially out of order. The physical building is still dismantled and has two years worth of undisturbed swamp overgrowth clinging to the broken stones. There is a lot of fairly fresh blood around the stones. Tracking and searching will reveal that there was a lot of activity in this area over the last 24 hours, but no conclusive sign that it was yugoloth activity. PCs might note that the air is thick with flies, mosquitoes and other blood-sucking insects, but none of these insects will go

near the fresh blood. The PCs will receive a magical *sending* from the Baron instructing them to split into 4 or 5 groups and search the entire area for sign of the fiends. A week of searching reveals no activity.

Some of the NPCs will leave the task in the following weeks. The Baron will ask the PCs (and NPCs) to stay and keep vigil over Fhar'anod until the yugoloths can be located. Those who decide to stay and continue the vigil will be sheltered at Willow's Bend, just outside the Rushmoors.

Encounter 2

PCs will receive a discreet visitor during their stay in Willow's Bend. Boramante, the former Outpost vampire will share some information with the PCs about Fhar'anod. He knows very little, but will reveal to the PCs that Fhar'anod is linked somehow to the phases of the moon. Any PC who has the Favor of Boramante from *GRM6-08 All That Is Secret and Hidden* will receive the gift of his *lesser cloak of displacement*. At lower APLs he will share a magic silver weapon with the PCs. He will also discourage the PCs from taking large groups of easily manipulated soldiers with them when they approach Fhar'anod. The Whispered One used subtle magic to influence the minds of the weak-willed (enchantments) that could still be active. A few strong-willed individuals are less likely to turn on each other than an army of soldiers.

Encounter 3

The PCs and a small group of NPCs will be searching the grounds around Fhar'anod when the next full moon approaches. PCs will detect the approach of a single undead, and will have a chance to prepare for the larger force right behind it. At low APLs, the NPC group will be a stronger group of adventurers, and if the PCs are higher, the NPCs will be a weaker group. The PCs will see the NPCs fighting their own group of undead, but should be occupied with their own combat. At the end of the combat, the NPCs will have either mostly perished fighting the more powerful undead, or will defer to the PCs as the more capable group to continue. Each group of NPCs will provide a small amount of healing if needed to the PCs before moving to report back to Willow's Bend.

Encounter 4

PCs will approach the ruins of Fhar'anod to see a dark, ghostly image of the former ziggurat standing among the dismantled stones. PCs will

be able to stand on the phantasmal building, and will be able to enter it. The hallways of the ziggurat will be decorated in primitive artwork depicting what looks like male and female erinyes. They will find numerous large rooms within Fhar'anod that match the recollection of any PC who played *SHE5-01 Sounds of Silence*. They will find a room (the Experiment Room) with broken cages and feathers covered in dried blood. The cages look like they were bent from inside by something working frantically to escape. There will be dried out fiend carcasses scattered about the rooms.

The PCs will receive a telepathic message from Master Vigilant Marax. They may refuse if they wish. He will indicate that they are approaching an area of potent magic and will offer to give them the password so they can avoid any unpleasant effects, but only if they speak with him before trying to kill him.

Encounter 5

PCs will enter the Room of Solitude, a large chamber warded by a *forbiddance* spell. Near the PCs are a host of undead creatures standing dormant. On the far side of the room are Marax and Baradiel, the solar from *GRM7IN-04, By Right of Conquest*. Baradiel has his back to the chamber and the PCs. PCs will note that sound travels oddly in the room. There is a pair of *walls of force* at odd angles protecting Marax from direct contact with the PCs, but allowing conversation. Marax will attempt to negotiate a peaceful coexistence with the PCs. He will also offer a telepathic vision to PC members of the Knights of the Watch. However the conversation ends, he will state that his business in Fhar'anod is completed and he will now take his leave. He indicates that the bargain the Whispered One struck millennia ago with a yugoloth has now been completed. Before leaving, he will smile at the PCs, revealing enlarged, sharp canine teeth. Baradiel will finally turn to face the PCs, reluctantly revealing his vampiric nature as well. Marax will turn to leave as the dormant undead attack the PCs.

Encounter 6

On the lowest floor of Fhar'anod, the PCs will encounter Master Vigilant Marax, Baradiel and their collective vampiric minions. The *forbiddance* does not include this floor, though PCs might not automatically notice this. Marax will thank the PCs for their persistence, and will be grateful for the opportunity to test his new strength and abilities. At lower APLs, he will test his command over Baradiel and his thralls. He will order Baradiel to

have his fiendish and celestial vampirs to kill the PCs. At higher APLs, Marax and Baradiel will combat the PCs directly.

Marax does not plan to fight to the death, nor allow Baradiel to do so. Marax has put powerful magic in place to whisk the two of them away should their lives be endangered.

Conclusion

PCs will chase Marax from Fhar'anod. PCs will be able to spread the word that Marax has found a way to make outsiders into vampirs, and he has created a vampir solar that is compelled to perform his bidding.

PREPARATION FOR PLAY

The DM should make a note of which PCs have encountered any of the yugoloth leaders in previous scenarios. Master Vigilant Marax knows these PCs by name and might know their general combat abilities, even if the PC encountered a different leader. He will attempt to negate the PCs' combat advantages. The DM should ask the player to briefly describe their PC's experiences with the yugoloths in previous scenarios.

The DM should ask which PCs are member of the Knights of the Watch. Marax will offer to share a vision with those PCs in Encounter 5.

The DM should find out if any PCs have the Favor of Boramante from *GRM6-01, All That Is Secret and Hidden*. This NPC is in Encounter 3.

The DM should ask what holy symbols the PCs are displaying openly and in such a way that would indicate that they are probably clerics. The DM should note if any PCs are displaying holy symbols of Atroa, Azor'alq, Ehlonna/Ehlenestra, Lydia, Nola, Pelor, Pholtus or Phytan in such a way. These PCs will generally be targeted by yugoloths and undead unless it requires the monsters to give up a serious tactical advantage.

INTRODUCTION

Baron Doulanfon wants to pursue the yugoloths with all haste. He is keeping most of his soldiers in Shiboletth to help survivors and he is sending volunteers into the Rushmoors after the yugoloths. The yugoloths are only 12 hours out of the city, and he is hoping to locate them before they can cause more harm. He would also personally like to see every one of them dead.

He has called upon the army, the churches, the Watchers, Syrloch and all other recognized meta-organizations operating within Shiboletth to send representatives to follow the yugoloths. He will provide follow-up support as soon as possible. PCs who are members of any such group will be sent by their superiors. Others will have a chance to volunteer for reasons of their own.

Last night, Shiboletth bled. Once again, the city was attacked from within by monsters. By all appearances, Baron Doulanfon's Estate in southeast Shiboletth was besieged by daemonic forces trying to claim the city by Right of Conquest. The yugoloths created a giant tunnel in southwest Shiboletth that they used to pull a magic gate to Gehenna from beneath the city. They flew the gate out the city, southwest, into the Rushmoors. Some of Gran March's old enemies returned to die, trying to kill every Gran Marcher they could. Rumor has it that Baron Doulanfon was among those killed.

This is probably an exaggeration, since you have been called before the still-living Baron this morning. The iron gates of the Baron's estates lay twisted and ruined on ground that leaves red mud on the boots of those who walk up to the manor house. A bent iron slab that looks like half a vault door lies just outside the manor house. The ground around it is torn to pieces, pointing out the probable flight path the 4 or 5 ton slab traveled before landing 30 or 40 feet from the manor. The front wall on the manor house lies in pieces across the lawn, evidence that the vault door began its flight inside the manor.

Soldiers and Watchers see your approach and hail you. They are on a porch on the side of the manor house. As you approach, you see they are standing with a gray-haired man wearing leather armor and a short sword. He is small for a human, with short gray hair and a graying goatee. He moves deliberately and looks angry, but restrained. His posture is aggressive and authoritative. He is talking to a large man wearing the vestment of a low-level cleric of Pholtus. The man's robes are hooded and the cowl conceals his identity from your angle. The smaller man is doing all of the talking and the Pholtan is nodding either his agreement or his compliance. The Pholtan pulls a small box from a pouch, hands it to the Baron, turns to leave with a small bow. As he walks past you, you can see hideous, skull-like

tattoos and grotesque scars all across his face. The smaller man acknowledges you and summons you toward the table with a curt wave.

Baron Doulanfon: Male human
Ranger2/Fighter4/Aristocrat2 (Diplomacy +10,
Sense Motive +13).

Belgrum: Male human Cleric11/Ravager2
(former) (Diplomacy +10, Intimidate +12).

The smaller man is Baron Doulanfon. He is a naturally confrontational, aggressive personality. He is extremely intelligent and a good judge of people. He is not especially angry right now; he is always direct and blunt. He appreciates direct speech and manners from those around him as well. He presses people, and expects the best from them. He has no patience for anyone who tries to bluff him. He is beloved by subordinates who always work well under pressure, and reviled by those who are intimidated by his demanding manner. He gets to the point quickly and wants the same from those working for him. He rarely yells because he does not have to. PCs with Knowledge: Nobility can learn all this about the Baron with a DC10 check.

The Pholtan with the tattoos and scars is Belgrum, formerly Belgrum the Beast, a Ravager of Erythnul. PCs with Knowledge: Local Sheldomar Valley meta-region can recognize his tattoos with a DC15 skill check. Belgrum last appeared in GRM3-IS1, Pilgrimage, a Gran March introductory adventure. If the PCs recognize Belgrum from that scenario, he will stop and speak briefly to them. He will only barely exchange courtesies in a deep, gravelly voice before moving on. He is on the Baron's business, and cannot stop to talk. He will say that he will be back to help, and will talk with the PCs then.

The Watchers are Beasts of the Earth, and look older and very capable. They are respectful of any other Watcher or squire, especially those who outrank them, but not talkative. The soldiers are all sergeants from the Baron's Pride, and look battle-hardened and unsociable. They mostly glare at the PCs suspiciously, even those that outrank them. They will not be disrespectful, but they are diligent and alert for deception. They do not salute while they are guarding the Baron. This is not unusual. Their duty is to guard the Baron and suspect anyone of deception, even those who look like superior officers.

The Baron will make very brief conversation with the PCs. He will ask if they were sent by a

group within the city. PCs who were sent by the Watchers, the army, Syrloch or any church will get an approving nod from Baron Doulanfon, and a concise, "Good, glad to have you." PCs who are volunteers off the street will receive a suspicious glare, but a welcome nevertheless. He will shake each hand in a short, strong grip.

He will assume that the PCs have an understanding of last night's events and will inform them of his plan.

"The yugoloths flew southwest into the Rushmoors we suspect. They were carrying a huge magical gate that connects to Gehenna and numerous prisoners; demons, devils, a solar we believe, and some archons. I am sending 20 or 30 combat-experienced volunteers after them. You leave in one hour. Magic transport has been arranged, and you will search for any sign of them as you travel. Support will follow."

"The leaders of these outsiders have been asking about Fhar'anod over the past year. I think that's where they are going. It is on the far western edge of the Rushmoors. I can't ignore possible threat to Fort Tribulation or to the Cattails. Word has already gone to the Fort and the Cattails. You will go to Fhar'anod, along with 20 or so others. If you do not know what Fhar'anod is, find out within the next hour."

"Fhar'anod was broken up and dismantled three years ago. I don't know if they are aware of this. I don't know if it matters to their plans."

"Experts in Syrloch tell me that the group that attacked last night was an unusually large group for this type of fiend, and they are not likely to hold together without some kind of profit to be had. Likely, they were paid to attack last night and they may have dispersed already. Apparently, the concept of loyalty and sacrifice is alien to them. This will hopefully work to our advantage by reducing their troops."

"Some of the leaders of these yugoloths have been identified."

"Marax. An ultroloth wearing full plate armor and claiming to be leader of the Knights Vigilant. Claims the Watchers are a copy of his demonic knights. I do not care. I want him dead."

“Euryale. Another ultroloth, this one female. Claims to be an other-world traveler. She has taken our citizens and some have come back with a fiendish taint. Don’t accompany her anywhere and don’t let her kidnap you.

For the premiere only- This depends on the outcome of GRM7-IN4, *By Right of Conquest*. If Lord Raum was killed in the Battle Interactive, he will not be mentioned. If he escaped, Baron Doulanfon will describe him. The scenario will be updated following the premiere convention.

“Lord Raum, a huge nycaloth. Less talkative than the others. Only confront him if you are up to the task, he is brutish and powerful.” The Baron points toward the twisted vault door lying in the courtyard.

“Morgraze, an arcanaloth we believe. We suspect that he is the one who is somehow transforming people and giants into half-fiends.

“You will be given oils of bless weapon. These fiends are resistant to weapons that are not holy or blessed. Go to your contacts in the city. You leave in one hour. Find out if they know anything I need to know and report back to me. I will update you on anything else we learn that is pertinent. “

PCs might note that Baron Doulanfon does not open the floor to questions. PCs can ask questions, but if he feels like they are asking questions just to hear their own voice, he will send them away. He will not engage in speculation about the yugoloths, and he will not be interested in long, winding accounts of how PCs have interacted with these fiends previously. He will appreciate short, to-the-point summaries that take less than 10 seconds if it provides new information. He has important things to attend and the PCs have places to go.

PCs can go to their various meta-orgs to learn more information. They must actually be members to get the information. They have time to visit up to two.

The following meta-organizations have information for their members:

- Knights of the Watch/Dispatch – Player Handout 1
- Gran March Army – Player Handout 2, subject to PC rank

- Syrloch – Player Handout 3
- Any church – Player Handout 4
- Research at the Athenaeum – Player Handout 5
- The Order of World Travelers – Player Handout 6

In all cases, the PCs’ superiors will consent to having the PCs report the information they learn back to the Baron, but will generally insist that it be done where only the Baron (and likely, his personal bodyguards) can hear.

PCs might also research Fhar’anod. Gather Information, Knowledge History (Sheldomar Valley meta-region) or Bardic Lore checks, DC15 can get the following as well. Member of the Cattails meta-organization receive a +4 bonus.

- Fhar’anod was a ziggurat dedicated to Vecna that was built in the Rushmoors during the time of the Occluded Empire, it is believed.
- Vecna is thought to have used the ziggurat for experiments.
- It was discovered 5 years ago, and explored and dismantled 3 years ago. A large pit full of rocks is all that is left.
- The ziggurat’s magic was neutralized by a cooperative effort of lore masters from all countries of the Sheldomar Valley.

PCs who succeed at a DC25 check learn the following additional information:

- The initial dismantling project lost its political importance to the other nations of the Sheldomar Valley not long after it was started. Gran March was left to conduct the dismantling alone.
- The careful dismantling was soon abandoned in favor of simply destroying the structure.

ENCOUNTER 1: RUINS

The PCs will gather with 30 other volunteers at the Baron’s Estate. Clerics from Shiboeth churches have gathered to cast wind walk on the volunteers. Some will be going to Fort Tribulation, others will locate the Cattails. The PCs and 20 others are going to Fhar’anod. Once there, they will search the destroyed ruins of the ancient ziggurat, and

find evidence that the yugoloths have been there and left somehow.

You stand in the Baron's courtyard with 20 other volunteers. The Baron wishes you well and tells you that he will contact you soon to update you and find out what you've learned. He tells you to be ready for trouble, but to search and secure the location if there are no hostiles present. A number of clerics begin to cast spells. The Pholtan with the tattooed face is one of the clerics in the circle. If you concentrate, your form begins to slowly get lighter, and turn misty. After 30 seconds or so of concentration, you are as translucent as a cloud, and the slightest touch moves you at tremendous speed.

PCs are under the effects of *wind walk* unless they resist. The *wind walk* will allow the PCs to travel overland, looking for signs of the yugoloths' passing. It will also get them to Fhar'anod in just over three hours unless they go elsewhere.

You split into three groups and speed across the Rushmoors, looking for the yugoloths or signs of their passing. You travel uneventfully for three hours, and find nothing until you spot the location where Fhar'anod stood until three years ago. Most of the volunteers with you descend and begin transforming back to their solid forms. Those who become corporeal are greeted by buzzing clouds of mosquitoes and other annoying insects.

Allow the PCs to do whatever they want. It takes 5 rounds to change from *wind walk* form to solid form and vice versa. All of the other volunteers look alert and ready for trouble. A scout-like NPC moves to investigate the ruins. PCs at APLs 8+ will be better at most everything than the NPCs. Lower level PCs should still be able to find everything without NPC aid unless they don't try.

The following can be learned:

The area around Fhar'anod is muddy and treacherous. A pit was dug some years ago to expose the ziggurat and it has not been maintained since the temple was dismantled. The water around the ziggurat has been dammed back, and the area around the ziggurat was excavated 80 feet deep. The excavation was reinforced by magical walls of stone, but some water has leaked through in the past few years and rain water has partially filled the pit.. The pit now

resembles a watery hole with huge chunks of black stone filling it. There is actually less water in the pit than the PCs might expect. (This is because some of the water was magically drained last year by a druid who had nothing to do with the yugoloths.).

The original intent was to dismantle the ziggurat, and there are a few dozen very large black blocks of stone stacked a hundred feet away from the pit. The work was overly burdensome, and the dismantling project deteriorated. Eventually workmen were directed to knock down the walls and toss the chunks of rock into the swamp. The ziggurat itself was broken into many hundreds of pieces by picks and magic. Black stone blocks litter the swampy area, some partially buried, and others completely submerged. The bottom floor of the ziggurat was mostly submerged, so the bottom floor was crumbled into a large pile of rocks. The walls were left intact, because there was no particular benefit to be gained by re-flooding the pit, and it was a potentially dangerous task. Powerful clerics and adventurers occasionally make treks to the crumbled Fhar'anod to monitor it for any disturbance.

Near the stacks of blocks, the following evidence can be found:

Track check DC18 – lots of recent tracks in this area and leading into the watery pit. Lots of animal life moves through the area every day, making it difficult to separate humanoid movements from others. There are some humanoid, some with odd shaped toes and clawed feet. At least one huge sized creature with clawed feet (nycaloth)

Search check DC5 – Still moist and sticky blood smeared across the stacked up stones. The stagnant water around the stacked stones is dark and greenish brown, but is slightly discolored in such a way that it might have blood in it. There might be blood in the green, scummy water of the pit, but there is too much water to tell. Some nearby plants have splatters of blood on them as well.

PCs can attempt Knowledge: Nature skill checks, DC 10 to note that none of the blood-sucking insects are going near the blood on the stones or the nearby plants. PCs with Healing can tell that it is probably not from a humanoid, though it certainly looks like regular blood. It is blood from two blood fiends. It is improbable that any PC with Knowledge: The Planes or Religion has studied

the blood of a blood fiend extensively enough to identify it with a certainty. The insects avoid the undead outsider blood because it is not edible for them.

In case the PCs have a way to learn some of the events of the following evening: A pair of blood fiends was sacrificed on top of the blocks by some nycaloths while Master Vigilant Marax read from a stone tablet. An image of Fhar'anod appeared in the pit and the yugoloths carried all of their prisoners inside. The bronzed mithral gate was never present. *Speak with plants* or other such nature communing spells would reveal some of that data, though it will be told from the perspective of the source. No animals were in the area, and no goodly deity bore witness to the events.

The PCs will find nothing else of interest here at this time. Two hours after they arrive, Baron Doulanfon will contact them via *sending* spell. He will have a cleric contact the PC who acquitted himself most effectively at their meeting. He will prefer to contact a ranking army officer or member of Syrloch. The message from the Baron's aide is:

“Fort Tribulation secured. Cattails secured. No signs of yugoloths. Tunnel and cave below Shibolet empty. Divinations all failed. Reply quickly and briefly.”

PCs with Spellcraft will recognize a *sending* spell and will know that they can reply with 25 words or less, but they must do it quickly. PC divinations will reveal nothing about the location or plans of the yugoloths as well.

Assuming the PCs report accurately, they will be contacted again within the hour and told to split up and search. The PC should stay together and search the area. They will find no additional clues at this time.

If a PC approaches Belgrum, he will speak haltingly with them. He is solemn, and reserved. He will not discuss his history with PCs who do not know it. He was once a Ravager of Erythnul who came to Gran March and the church of Pholtus under mysterious circumstances. He dedicated himself to the Blinding Light at the Halls of Purity and has followed the One True Path for the last 4 years. He was once a murderer of women and children, and knows that no deed or faith can erase those actions. He lives every day trying to follow the One True Path. He is sedate, and never gets excited, even when fighting for his life. He is wearing the vestments of a cleric of Pholtus, carrying a quarterstaff and he will conduct quiet,

private services every morning as the vigil continues.

As night approaches, the NPC volunteers gather back together and prepare to camp in the shadow of the dismantled ziggurat. Allow the PCs to make preparations for camp and late night threats. PCs might note that the NPCs seem anxious and restless, but capable. The night passes uneventfully.

The next morning, you awaken to the buzz of blood-thirsty insects and the croaking of distant creatures. The occasional violent splash and snap of powerful jaws in the distance reminds everyone not to let their guard down.

A Syrloch wizard teleports into the encampment and relays the Baron's instructions to the volunteers. The Baron believes that the yugoloths will show up here eventually and this location needs to be monitored. The wizard relays orders to active duty Army PCs to monitor the location. Watchers are delivered instructions from their superiors to monitor the location as well. There is some grumbling from a couple of the NPCs about other obligations, but no one refuses. A week's worth of supplies is also delivered.

After one week in the Rushmoors without any activity, half of the NPCs will pack up and leave. They express their best wishes, but they have other duties to attend.

At this point, Baron Doulanfon moves the base of operations for the volunteers to Willow's Bend, a small village on the edge of the Rushmoors. Riders bring horses and supplies from Willows Bend on day 7. The Baron prefers to pull front-line soldiers and volunteers away from the site of danger every few days to give them time to relax. It also creates a steady line of communication between the site and Willows Bend. PCs are not given leave to teleport home; they might still be needed at a moments notice. PCs who are not under orders from their meta-organizations might disregard that direction. They are encouraged to stay as a group so a single contact point is available. It is a day's journey to Willows Bend through the Rushmoors. PCs will note a well-made road through the Rushmoors to Willow's Bend. This road was constructed years ago when the army was excavating the ziggurat. Housing is provided of all volunteers. Horses will be provided. The three remaining groups enter the Rushmoors in pairs, allowing one group to rest in Willow's

Bend four days out of every twelve. Willow's Bend is 25 miles from Fhar'anod.

ENCOUNTER 2: WILLOW'S BEND

Willow's Bend is a small village. The residents are accustomed to housing soldiers, as the Army spent two years going between Fhar'anod and the village. It is quiet, and generally restful.

During their down time in Willow's Bend, the PCs will receive a visitor. Any PC with the Favor of Boramante from *GRM6-08 All That Is Secret and Hidden* will be approached without other PCs being present. Otherwise, Boramante will approach any or all of the PCs who are not obviously a cleric of a sun god.

You are in Willow's Bend, resting from your vigil in the Rushmoors at the doorway of Fhar'anod. The night is clear, and the not-quite full moon lights up the fields and houses of the small village. In the distance, near the tree line, you see a lone figure standing, looking in your direction.

PCs who make a Spot check DC31 see the figure step silently out from behind the tree into view. To all others, he seems to appear from thin air.

The figure is a short, slightly built man wearing a cloak and very fine clothing. His hair is pulled into a ponytail, accentuating his handsome, pure Flan features. He regards you with a nod.

PCs who played *GRM6-01 All That Is Secret and Hidden* will recognize Boramante, one of the vampires from the Outpost that stood below the hill that Shibolet was built upon. PCs who played *GRM7-06, The Order of Underworld Travelers* might recognize him as one of the vampires whose portrait hung in the collapsed ruins of the Outpost beneath Shibolet. He is currently 100 ft. away from the PCs. He will allow them to approach him. He will not move toward the village. He appears pale in the silvery moonlight, but would appear pale under any circumstances. PCs who have never met him will have a chance to recognize him as a vampire as they get closer. If there are no PCs who recognize him, he will be more wary. No one wearing obvious symbols of a god with the sun domain will be approached unless that PC has Boramante's favor.

If there are PCs who have his favor, he will approach those PCs without the others present.

If the PCs do not attack:

"Greetings. You hold vigil over Fhar'anod."

Allow the PCs to respond.

"It has been dismantled, and much of the power it held has been freed and cast back to the astral. But it still exists for those who know its Secrets."

Boramante is suave and alert. He wants revenge on the yugoloths for what they did to his people, and he knows that the PCs are a bigger threat to the yugoloths than him. He will point out the following:

- The yugoloths attacked the Outpost vampires, killing many, but kidnapping many more.
- The yugoloths have also kidnapped some of the PCs' people (humans, soldiers, Watchers, dwarves, etc.) and some of those have been warped and turned against Gran March.
- He has to consider the possibility that the fiends will also be able to turn some of the vampires from the Outpost against the PCs.
- He wishes to give them something to aid them, should any of the Outpost vampires be aiding the yugoloths. He will give them three magical (+1), silver daggers. Magic silver is needed to hurt vampires. **(This is crucial at lower APLs.** The magic silver will not overcome the DR of the vampires, but it can be coated with the *oil of blessed weapon* the Baron gave the PCs.)
- Should they encounter a sweet, elderly peasant Flan woman, they should know that magic silver will not be enough. Avoid her. He will not say any more about her. This NPC was another vampire whose portrait was hanging in the collapsed Outpost beneath Shibolet. She will not appear in this scenario.

He does not know what the yugoloths want from Fhar'anod, but he knows that they do not pursue Secrets that will serve the Whispered One. They will take the Secrets and use them for their own purposes, without regard to his Maimed Lord. He will try to prevent such theft of his lord's Secrets.

- Fhar'anod is tied to the moon. The PCs need to be present during the full moon, he expects, to find what they seek. It will not necessarily be at the location of the dismantled ziggurat, but somewhere nearby if not.
- He suspects that Fhar'anod might have been in existence before the rise of the Occluded Empire, as the Whispered One was not known to relate magic to the moon. Fhar'anod was ancient long before he was born, but then, so was the Whispered One. *(He is wrong about Fhar'anod's construction, but he is not deliberately lying. He has just drawn a wrong conclusion.)*
- There are ways to access Fading Lands at Fhar'anod if a possessor has the right keys and Secrets.
- He does not know the keys or Secrets. Fhar'anod. He was never allowed to enter the ziggurat.
- Experiments took place there. Magic was bent and warped. It was rumored that the Whispered One created the sword of the Bloody-Handed One within the tortured walls of Fhar'anod.
- The Whispered One had ways of dealing with armies. It would be wise to avoid taking a large group of weak-willed, armed men to the entrance of Fhar'anod. He suspects that such a place would have defenses typical of the Whispered One. The lord of All That Is Secret and Hidden liked charming the weak-willed, and seducing the discontented and mutinous to his own side. Many armies killed each other without a single soldier of the Spidered Throne ever drawing a blade.

Finally, any PC with the Favor of Boramante from *GRM6-01 All That Is Secret and Hidden* will receive a gift from the vampire. Even if multiple PCs have his favor, he will only offer a single item.

"I wish you well in foiling the plots of these fiends. Take my cloak. May it serve you well. I leave your country yet again. Farewell forever."

With that, he departs. If the PCs attack him, he flees. He is not detailed in this scenario; he will not be seen again. The cloak is a *cloak of*

displacement, minor. The daggers are +1 *silver daggers*.

Boramante: Male human (Flan) vampire, Brb1/Div5/DiO10 (turn resistance +8, Knowledge (arcana) +27, Knowledge (religion) +30).

Development: PC paladins and clerics do not jeopardize their paladinhood or divine connection by accepting the daggers from Boramante. The PCs did not seek out the vampire, and the offer is not a negotiation. He leaves the daggers and departs, asking for no concessions from the PCs. Using the daggers in no way obligates the PCs to the vampire.

ENCOUNTER 3: THE COLONEL

When the full moon comes, the PCs should make sure they are on vigil near Fhar'anod. The PCs have plenty of warning and should be given time to prepare for an evening of trouble. There should be a group of NPCs on watch with the PCs. Assume that the groups are separated, patrolling the area. The NPCs will not be seen again. Modify it if necessary.

You are patrolling the area around Fhar'anod. The full moon above is partially obscured by thick, rolling clouds. It looks like rain. There has been no activity or sign of trouble from the dismantled ruins. As you patrol the area, alert for danger, you detect movement. Something has pulled itself from the swampy waters and is dripping as it slogs through the trees. The sound is getting closer.

PCs will have one round before sighting the first undead monster. It is alone and approaching the ziggurat, unaware of the PCs. The PCs will likely surprise it.

When the PCs attack the first undead, it will signal the other undead to move that direction. PCs will hear the other undead approaching. PCs have one round before the first wave of undead arrives. It takes the second wave of undead two more rounds to arrive. The PCs should have three full rounds of combat to deal with the first wave of undead before the second wave arrives. The PCs will spot and hear the second wave approaching for two rounds before they arrive.

You see waves of nearly mindless undead coming through the dark trees toward you. The tattered remnant of their clothing, armor and

weapons are rotted and crusted with swamp mud.

APL 2 (EL 3)

Human commoner zombie (5): hp 16 each; see *Monster Manual*, page 266.

Human warrior skeleton (4): hp 6 each; see *Monster Manual*, page 226.

APL 4 (EL 4)

Troglodyte zombie (5): hp 29 each; see *Monster Manual*, page 266.

Wolf skeleton (4) hp 13 each; see *Monster Manual*, page 226.

APL 6 (EL 7)

Bugbear zombie (5): hp 42 each; see *Monster Manual*, page 267.

Owlbear skeleton (4) hp 32 each; see *Monster Manual*, page 226.

APL 8 (EL 9)

Minotaur zombie (5): hp 81 each; see *Monster Manual*, page 267.

Ettin skeleton (3) hp 65 each; see *Monster Manual*, page 227.

APL 10 (EL 11)

Gray render zombie (5): hp 133 each; see *Monster Manual*, page 267.

Ettin skeleton (5) hp 65 each; see *Monster Manual*, page 227.

APL 12 (EL 13)

Spectre (2): hp 45 each; see *Monster Manual*, page 232.

Cloud giant skeleton (8) hp 110 each; see *Monster Manual*, page 227.

APL 14 (EL 15)

Dread Wraith (2): hp 104 each; see *Monster Manual*, page 258.

Cloud giant skeleton (12) hp 110 each; see *Monster Manual*, page 227.

APL 16 (EL 17)

The Colonel (Deathbringer): hp 195; see Appendix 8.

Dread Wraith (2): hp 104 each; see *Monster Manual*, page 258.

Cloud giant skeleton (12) hp 110 each; *Monster Manual*, page 227.

Tactics: The undead attacks to overwhelm the party.

Marax is using the undead in waves to help identify which PCs have the ability to perform a *greater turning*. He wants to spread out the undead to further increase the chance that clerics use up their undead turning attempts. This reduces the effective threat level of the undead, but Marax is willing to sacrifice a few meaningless minions to evaluate his opponents. The EL of the encounter has been reduced by 1 to reflect the timing of the waves of the monsters.

Development: The undead are wearing the tattered remnants of the clothing and equipment they wore in life. Some of it is magical, but not useful in combat. It is just what remained on the staggering corpse after non-magical cloth and metal had fallen away. At APL8+, one of the skeletons is wearing a *ring of evasion*. The DM should determine randomly which skeleton wears the ring. See the Treasure Summary for details. Soon after the undead are defeated, the ghostly image of Fhar'anod appears. If the PCs did not send the second group of NPCs away, the DM should indicate that the other group has disappeared.

ENCOUNTER 4: SECRET AND HIDDEN

A ghostly image of Fhar'anod has appeared. PCs can approach and enter the shadowy ziggurat.

You are not surprised to see the image of Fhar'anod standing in the clearing where the ziggurat once stood. The broken stones are still lying among the swampy waters, but standing within the pit, the image of Fhar'anod stands before you, flawless and unblemished by time.

Fhar'anod was built with four tiers. The lowest tier is 130 ft square and 40 ft. tall. Nearly all the first tier is underwater. This entrance is at the top of the first tier, only 5 ft. above the waterline. No water seems to enter the shadowy ziggurat. PCs can lower themselves 80 ft. to the top of the base level of the ziggurat and enter at the archway on the top of the lowest tier. The shadowy structure feels as solid as the stone it appears to be. Good clerics and paladins will immediately feel the evil nature of the ziggurat. Throughout the entire

ziggurat, *unhallow* and *desecrate* spells are in effect. The ziggurat is dark, but torches, light and light spells function normally. The rooms of the ziggurat are nearly all empty of furnishing.

PCs who played *SHE5-01 Sounds of Silence* who entered Fhar'anod previously will see that the walls look less worn, but the rooms are laid out exactly as they remember. In narrow hallways, there are pictures carved into the walls that were not present previously, but all rooms are clean and unadorned.

Marax performed a specific summoning with the aid of the stone tablet he took from vault 73 beneath the Athenaeum. The portal within Fhar'anod he re-opened was one of many facets of Fhar'anod that exist in the Fading Land. This aspect was attuned to a specific set of experiments conducted by Vecna and his minions. The carvings reflect the purpose of the experiment performed in this facet of Fhar'anod.

Entering the ancient temple, you can feel the evil all around you. The narrow hallways in the ziggurat are decorated with primitive, flat carvings that look like winged humans. The wings seem to be feathery, but the skill of the artists varies, and some of the carvings show blocky squares that look more like a cloak than wings. In some of the more well-defined carvings, the humanoids seem to have sharp teeth. Most of the figures are nude, but with only the most rudimentary gender definition. There are dozens of secrets doors inside the building. They have all been left open.

The PCs can feel the effects of the *unhallow* and *desecrate* spells when they enter. PCs with Knowledge: The Planes would guess that the carvings most closely represent erinyes devils, both male and female. The carvings do not appear to relate a story or any progression of events.

After many minutes of searching, you find a large room with a number of dead bodies in it. A dozen ogre-sized, blackened corpses and three bat-winged, nude female corpses are scattered around the room. Four iron cages are bent and twisted, showing that something inside tried to escape violently, but failed. The damage to the bars is nevertheless impressive.

The bodies are in Room 6 on DM Aid Map#1, Fhar'anod Level One; the Sacrifice Room. These are the dried remains of a dozen blood fiends and three succubi.

Knowledge of succubi can be gotten with normal Knowledge (the planes) skill checks. A Knowledge (religion) or Knowledge (the planes) check will reveal information on the blood fiends.

- DC22 These are blood fiends.
- DC27 They are extraplanar undead
- DC32 They feed on the blood and energy of outsiders.

In room 11 on DM Aid Map#1, Fhar'anod Level One; The Experiment Room, PCs there is a single table in the room. PCs will find feathers that might have come from an erinyes, and strips from a tough, leathery wing that probably came from a succubus. If PCs check, the wings of the succubi from Room 6 have been mutilated.

As the PCs leave the Experiment Room and move down the steps toward the next floor, they will receive a telepathic message from Master Vigilant Marax. PCs can resist the communication if they desire. For those who do not resist, they hear the following:

“Welcome, my guests, to the fruition of a single step toward a great ambition. I warn you – you are approaching an area of potent magic. I will provide you with the password if you give me your word that you will speak with me before trying to kill me. My genius should be understood before it is snuffed out after all.”

If the PCs agree, he provides the password to the forbiddance spells that blanket the next floor. The password is a Flan word that translates as “enthraling”.

If the PCs refuse his offer, they will encounter a *forbiddance* spell on the next level of the ziggurat. It is caster level 21, neutral evil aligned. The DM should adjudicate that effect if necessary.

When the PCs get to room 12 on DM Aid Map#2, Fhar'anod Level Two; The Room of Solitude, they will find Master Vigilant Marax. He will converse with them telepathically. He will not speak or open his mouth until he is ready to reveal his enlarged vampiric fangs. The room is sectioned off by two (or three) *wall of force* spells. The two spells do not completely block the room, but are staggered to block line of effect spells while allowing sound to travel. The *forbiddance* prevents teleport and similar spells. At APL 16, the hulking corpses are huge sized, and take up a lot of the space in the room. The DM can place two or three walls of force in the room as suits the situation.

You enter a large, rectangular room with a high ceiling. Near you are more corpses of yugoloths, demons and devils. The ones that are standing watch you as you enter. On the far side of the chamber stands an ultroloth wearing ornate full plate armor draped with the heraldry of the Knights Vigilant. Behind him is a large feather-winged figure standing with his back to you. Sound travels a bit strangely in the room, as if the room is smaller than it appears.

In your mind you hear, "I truly wish a peaceful negotiation with Gran March. Allow us to remain in your Rushmoors for 2 ½ of your decades, and we will eliminate those repugnant bullywugs and certain necromantic relics left behind by your Whispered One. You must consider that the harm those relics could cause here would barely make an impression in the hellish locations we call home. We will, in agreement, stay within the swamps and return the Rushmoors to the people of Gran March in more hospitable condition than it was given. If your Commandant wishes, we might even institute a program to send him soldiers for his army. We are not looking for special exclusion from conscription. It would be in the interests of our shared territory, after all. "

There is a remote possibility that the PCs will attempt to negotiate terms with Marax. This will surprise Marax, but it will amuse him as well. He absolutely does not expect any right-thinking human-kin to receive his offer as reasonable. He will encourage them to return to Baron Doulanfon and present the offer. He will not waste a lot of time with the PCs because he knows how Baron Doulanfon will react to his preposterous offer. He will be alert for any deception by the PCs (Sense Motive +39) and he cannot be negotiated into any kind of terms with the PCs, no matter how hard they try to use diplomacy. The more the PCs try to negotiate, the more annoyed he becomes that the first mortals to witness his audacious achievement are craven diplomats who agree to sell their own land and people. He expects that of yugoloths, but finds it repugnant in human-kin. He will tire of the negotiation quickly, show his vampiric fangs and dismiss the PCs to return to the Baron. He will not have the undead attack if the PCs leave. If they are trying to be deceptive to get close to him or if they annoy him further, he will initiate combat. The fact that they entertain his farcical offer marks them as fools and spineless in his eyes. He will happily kill them.

When the PCs decline his offer, he will not act upset. He does not expect them to agree, but he made an agreement with Euryale to ask. His task here is done; he just needs a chance to show off his new powers. If he is questioned, he will probably avoid answering direct questions, and will instead move the conversation to the information below:

- He holds an affection for the Sheldomar Valley.
- It is the birthplace or a mortal he encountered about 500 years ago who opened his eyes to the value of symbols, and well documented martyrdom.
- If challenged about the mortal he's talking about, he will respond with:
- ***"The soul of a knight where 'ere he doth live, Is his willingness to help and to give."*** (This is the fifth of the Glorious Couplets of Trilesimain, and any Knight of the Watch PC will recognize it, even if the player does not.)

For any Knight of the Watch or squire, Marax will offer a telepathic vision, a memory 500 years old. The players should be given Player Handout #7, or if there are multiple Watcher PCs at the table, the DM can read the handout to them. The vision will not be given to PCs who are not Watchers or squires to that Order.

Marax will acknowledge that he was present for the torments of the First Watcher (his name for Trilesimain).

Marax will not talk long, preferring to deliver certain information, and not indulge the PCs their questions.

"A bargain struck long before this land was overrun by fair-skinned invaders has now been fulfilled." And, for the first time, Marax speaks, "I return Fhar'anod to you. May you find the courage to use it." He smiles slightly, and you see sharp points on two very long canine teeth. "Baradiel, it is time."

The large winged human turns slowly toward Marax. The figure is remarkably beautiful, with long golden hair and a face and form that define human perfection. He slowly raises his head; pain etched not his flawless features. His complexion is pallid. As he opens his mouth to speak, you see you see the tips of

needle-sharp fangs behind his lips, “Yes Master Vigilant Marax.”

The undead around you jump to attack as the two vampires turn away to leave.

At APL8+, the undead will focus on any PC who openly displays a holy symbol of a deity with the sun domain. Even though they are inside an *unhallow* and a *desecrate*, they understand that these advantages can be at least partially negated. Because the PCs might be able to negate the effects, the undead stat blocks do not include any bonuses for these spells. There are multiple spells in effect in the ziggurat, so any spell that negates the *desecrate* or *unhallow* will not negate them for the entire ziggurat. The PCs' spells will only negate the effects within the area of effect of the spells they cast, and only for a short time. Dispelling the *unhallow* or *desecrate* will effect a 20 ft. radius for one round per caster level.

The *desecrate* provides the undead with the following benefits:

- Each turn undead attempt suffers a -6 profane penalty
- The undead receive a +2 profane bonus to attack rolls, damage rolls and saving throws.
- None of the undead in this encounter were created within Fhar'anod, and do not receive any bonus hit points from the spell.

The *unhallow* provides the following benefits:

- The magic circle against good effect employed is the alternate version that aids in binding non-evil creatures and will not affect the combats.
- Each turn undead attempt takes a -4 penalty. This is an unnamed bonus that stacks with the profane bonus from *desecrate*.
- The single spell effect tied to the site is no longer active.

APL 2 (EL 4)

Ghoul (3): hp 13 each; see *Monster Manual*, page 119.

APL 4 (EL 6)

Ghoul (advanced) (5): hp 19 each; see Appendix 2.

APL 6 (EL 8)

Ghast (3): hp 29 each; see *Monster Manual*, page 119.

Ghoul (advanced) (3): hp 19 each; see Appendix 3.

APL 8 (EL 10)

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

Wight (advanced) (3): hp 52 each; see Appendix 4.

APL 10 (EL 12)

Slaughter wight (2): hp 135 each; see Appendix 5.

Ghast (advanced) (2): hp 63 each; see Appendix 5.

APL 12 (EL 14)

Blaspheme (2): hp 147 each; see Appendix 6.

Hulking corpse (2) hp 150 each; see Appendix 6.

APL 14 (EL 16)

Blaspheme (advanced) (2): hp 207 each; see Appendix 7.

Hulking corpse (advanced) (2) hp 225 each; see Appendix 7.

APL 16 (EL 18)

Blaspheme (advanced) (2): hp 267 each; see Appendix 8.

Hulking corpse (advanced) (2) hp 232 each; see Appendix 8.

Tactics: The undead will not employ specific tactics beyond focusing on undead turning PCs. If the undead turning PCs try a couple of times and fail to turn the undead, they will change targets to focus on bigger threats.

ENCOUNTER 5: IMMORTALITY OF A DIFFERENT KIND

The PCs can choose to pursue Marax and Baradiel to the lower level of Fhar'anod. They will come to Room 16 on DM Aid Map#2, Fhar'anod Level Two; Library. They will find Marax and Baradiel waiting for them. At lower APLs they will have numerous celestial and fiendish minions

waiting for the PCs as well. The *forbiddance* does not include this area, but the PCs might not think about that.

At APLs 2 – 12:

There are two creatures in the room in addition to Marax and Baradiel. Like their masters, these creatures are also a mixture of celestial and fiendish. “The Precept of Tyranny must be upheld. I cannot truly test my newfound strength against inferior foes. I can, however, test other newfound powers. Baradiel.” The solar nods in your direction and the two other creatures in the chamber move to attack, their fangs exposed in undead hunger.

At APL 14:

Marax and Baradiel stand in the chamber, awaiting you. The solar stands close, his greatsword in hand. “Thank you for your persistence. While you do not represent a worthy challenge to my newfound power, you can still provide a worthy test. Baradiel.” The solar looks up, remorseful, but predatory, his fangs exposed in hunger.

At APL 16:

Marax and Baradiel stand in the chamber, awaiting you with swords in hand. “Thank you for your persistence. I was hoping to test my newfound powers. Baradiel.” The solar looks up, remorseful, but predatory, his fangs exposed in hunger. They attack.

The *desecrate* and *unhallow* spells are still active on this level of Fhar'anod, though PCs may be able to offset some of the effects. These bonuses are not included in the monsters' stat blocks.

The *desecrate* provides the undead with the following benefits:

- Each turn undead attempt suffers a -6 profane penalty
- The undead receive a +2 profane bonus to attack rolls, damage rolls and saving throws.
- None of the undead in this encounter were created within Fhar'anod, and do not receive any bonus hit points from the spell.

The *unhallow* provides the following benefits:

- The magic circle against good effect employed is the alternate version that aids in binding non-evil creatures and will not affect the combats.
- Each turn undead attempt takes a -4 penalty. This is an unnamed bonus that stacks with the profane bonus from *desecrate*.
- The single spell effect tied to the site is no longer active.

APL 2 (EL 5)

Aasimar warrior2 vampir: hp 21; see Appendix 1.

Dretch vampir: hp 21; see Appendix 1.

APL 4 (EL 7)

Hound Archon vampir: hp 69; see Appendix 2.

Dretch vampir: hp 21; see Appendix 2.

APL 6 (EL 9)

Justice Archon vampir: hp 81; see Appendix 3.

Bearded devil vampir: hp 63; see Appendix 3.

APL 8 (EL 11)

Justice Archon fighter2 vampir: hp 108; see Appendix 4.

Chain devil (advanced) vampir: hp 105; see Appendix 4.

APL 10 (EL 13)

Couatl vampir: hp 108; see Appendix 5.

Vrock vampir: hp 125; see Appendix 5.

APL 12 (EL 15)

Leonal vampir: hp 138; see Appendix 6.

Barbed devil vampir: hp 162; see Appendix 6.

APL 14 (EL 17)

Baradiel (solar vampir): hp 363; see Appendix 9.

APL 16 (EL 19)

Marax (ultroloth vampir): hp 372 (324 base); see Appendix 9.

Baradiel (solar vampir): hp 363; see Appendix 9.

Tactics: The celestial vampires are trying to resist the compulsion and their new nature. They will resist using optimal tactics, but this does not mean that they won't be trying to kill the PCs. They have become evil, blood-thirsty monsters. No single action or spell is going to negate this or "snap them out of it." At all APLs, the celestial vampires will prefer to attack PCs who display half-yugoloth characteristics (*GRM7-06, The Order of Underworld Travelers*). If one of those PCs employs the *smite good* ability acquired from that AR, the celestial vampir will stop holding back against that PC.

If the celestial vampires are targeted with spells that interrupt compulsions like *protection from evil*, it will help them resist the compulsion from their vampir masters. They will attempt to save versus the effect, but if they fail, it will grant them a -4 penalty on their attack rolls against the PCs. They are still vampires, and they still feel the awful hunger to kill and feed on the living. It does not totally negate the urge the vampires feel to kill and drain the PCs. The vampir master/spawn relationship goes deeper than simple magical control, so the spawned vampir will still need to protect its master.

APL 2 - 8: The celestial vampires are trying to resist their vampir nature. The celestial vampires will use weapons rather than their energy draining slam attacks.

APL 2: The aasimar vampir will successfully resist the urge to fight unless he is attacked. He will approach, but he will manage to restrain himself, though it is obvious that he is struggling. Even after entering combat, he will manage to resist making more than a single attack every other round, never using the energy drain slam.

APL 4: The hound archon will do his best to avoid providing a flank for the dretch vampir.

APL 6: The justice archon vampir will try to move away from the fiendish vampir rather than provide a flank. She will only surrender to making an energy drain slam attack if a PC somehow prevents her from using her sword.

APL 8: The justice archon vampir will not use her Power Attack ability, and will try to move away from the fiendish vampir rather than provide a flank. She will only surrender to making an energy drain slam attack if a PC somehow prevents her from using her sword.

APL 10 – The couatl vampir will not use any spells or psionics. It will try to attack a strong-looking PC who appears to have a good chance of resisting its grapple. It will try to avoid providing the vrock vampir with a flank, but might still catch a PC in a grapple.

APL 12 – The leonal vampir will pounce on its first round if it has a charge opportunity, but it will resist making rake attacks. Once he has entered melee, he will be able to resist making any other pounce attacks. He will try to avoid providing a flank for the barbed devil.

APL 14: Baradiel will not cast any spells or use any spell-like abilities. He will not release his sword to dance. He will not use his Power Attack ability. He will try to attack separate targets unless he finds a single target that proves difficult to hit.

APL 16: The only spells Baradiel will cast are mass inflict spells (to heal both he and Marax while injuring PCs), harm on himself or Marax, magic dispelling spells and spell-like abilities and teleporting spells. He will not release his sword to dance. He will not use his Power Attack ability. He will try to attack separate targets unless he finds a single target that proves difficult to hit. He will try to avoid providing a flank for Marax. He will use *time stop* to heal himself or leave if needed.

All APLs – Baradiel cannot allow Marax to come to serious harm. If Marax is ever in serious jeopardy, Baradiel is compelled to interpose or put himself at risk to save his master. This might mean that he focuses attacks on whoever poses a threat to Marax. He is actually happy to risk himself, hoping on some level for death, but his vampir nature will not let him simply surrender.

Developments: At all APLs, Marax will be disappointed at the level of resistance the celestial vampires display. He will leave if he is in danger of being beaten. He is almost as diligent in keeping Baradiel from being destroyed. Marax also requires witnesses to his actions, so he will not allow more than one or two PCs to be killed if the fight goes too much on his favor.

In all cases, Marax and Baradiel will depart, teleporting if possible. If they are about to be killed, both will disappear at the same instance, a moment before a killing blow is about to be struck. This is an absolute last resort, as Marax would prefer to stride from the ziggurat arrogantly or teleport at the time of his choosing. He has expended powerful magic to ensure that he and Baradiel get away, but he does not want to have

that magic consumed. Marax's methods will be revealed in future scenarios.

CONCLUSION

While Marax pretends that he was finished with Fhar'anod, the PCs' actions have chased him away. Even if he is victorious in the final battle, he has to abandon the ziggurat. As long as the PCs report what they learn to Baron Doulanfon, he considers their mission a success.

You report what you learned at Fhar'anod to Baron Doulanfon. While he is not happy to learn about Marax and Baradiel, he is very pleased with your persistence and courage. He asks if you want to continue your vigil over Fhar'anod, returning as the full moon approaches to see if anything else happens.

There has been no sign of the other yugoloths or of the bronzed mithral gateway. The Baron indicates that he will be in touch with you as soon as he finds any sign of them.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat or bypass the undead outside Fhar'anod.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.
APL 14: 450 xp.
APL 16: 510 xp.

Encounter 5

Defeat the undead in the Experiment Room of Solitude.

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

APL 14: 480 xp.
APL 16: 540 xp.

Encounter 5

Fight the Vampirs

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

Discretionary Roleplaying Award

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.
APL 16: 405 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 2:

All APLs: M: 576 gp: +1 *silver dagger* (3) (576 gp)

Encounter 3:

APL 2 L: 0 gp, C: 0 gp, M: 233gp: *phylactery of faithfulness* (83 gp) *quiver of Ehlonna* (150 gp).

APL 4 L: 0 gp, C: 0 gp, M: 567 gp: *phylactery of faithfulness* (83 gp) *quiver of Ehlonna* (150 gp), *amulet of health* +2 (333 gp).

APL 6 L: 0 gp, C: 0 gp, M: 717 gp: *phylactery of faithfulness* (83 gp) *quiver of Ehlonna* (150 gp), *amulet of health* +2 (333 gp), *hat of disguise* (150 gp).

APL 8: L: 0 gp, C: 0 gp, M: 3,250 gp: *phylactery of faithfulness* (83 gp) *quiver of Ehlonna* (150 gp), *amulet of health* +2 (333 gp), *hat of disguise* (150 gp), *Murlynd's spoon* (450 gp), *ring of evasion* (2,083).

APL 10: L: 0 gp, C: 0 gp, M: 5,332 gp: *phylactery of faithfulness* (83 gp) *quiver of*

Ehlonna (150 gp), *amulet of health* +2 (333 gp), *hat of disguise* (150 gp), *Murlynd's spoon* (450 gp) *bracers of archery* (greater) (2,083), *ring of evasion* (2,083).

APL 12: L: 0 gp, C: 0 gp, M: 5,665 gp: *phylactery of faithfulness* (83 gp) *quiver of Ehlonna* (150 gp), *amulet of health* +2 (333 gp), *hat of disguise* (150 gp), *Murlynd's spoon* (450 gp), *bracers of archery* (greater) (2,083), *headband of intellect* +2 (333 gp), *ring of evasion* (2,083).

APL 14: L: 0 gp, C: 0 gp, M: 6,917 gp: *phylactery of faithfulness* (83 gp) *quiver of Ehlonna* (150 gp), *amulet of health* +2 (333 gp), *hat of disguise* (150 gp), *Murlynd's spoon* (450 gp), *bracers of archery* (greater) (2,083), *headband of intellect* +2 (333 gp), *periapt of wound closure* (1,250 gp) *ring of evasion* (2,083).

APL 16: L: 0 gp, C: 0 gp, M: 10,250 gp: *phylactery of faithfulness* (83 gp) *quiver of Ehlonna* (150 gp), *amulet of health* +4 (1,333 gp), *hat of disguise* (150 gp), *Murlynd's spoon* (450 gp), *bracers of archery* (greater) (2,083), *headband of intellect* +4 (1,333 gp), *periapt of wound closure* (1,250 gp) *ring of evasion* (2,083), *scabbard of keen edges* (1,333 gp).

Encounter 5:

APL 2 L: 13 gp, C: 0 gp, M: 0 gp.

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

APL 6 L: 125 gp, C: 0 gp, M: +1 *greatsword* (196 gp).

APL 8: L: 125 gp, C: 0 gp, M: +1 *greatsword* (196 gp).

APL 10: L: 0 gp, C: 0 gp, M: (0 gp).

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

APL 14: L: 0 gp, C: 0 gp, M: 0 gp.

APL 16: L: 0 gp, C: 0 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 13 gp, C: 0 gp, M: 809 gp – Total: 822 gp (450 gp).

APL 4: L: 4 gp, C: 0 gp, M: 1,143 gp – Total: 1,147 gp (650 gp).

APL 6: L: 125 gp, C: 0 gp, M: 1,489 gp – Total: 1,614 gp (900 gp).

APL 8: L: 125 gp, C: 0 gp, M: 4,022 gp – Total: 4,147 gp (1,300 gp).

APL 10: L: 0 gp, C: 0 gp, M: 5,909 gp – Total: 5,909 gp (2,300 gp).

APL 12: L: 0 gp, C: 0 gp, M: 6,242 gp – Total: 6,242 gp (3,300 gp).

APL 14: L: 0 gp, C: 0 gp, M: 7,493 gp – Total: 7,493 gp (6,600 gp).

APL 16: L: 0 gp, C: 0 gp, M: 10,826 gp – Total: 10,826 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Vision of the First Watcher:

You witnessed a direct vision of the death of Trilesimain in the Abyss. This shared memory is now a part of your faith and belief. Whenever you face giants, evil outsiders or the Baklunish, you receive a +2 morale bonus to attack and damage rolls. This bonus functions in areas where magic does not work. This vision is only available to PCs who were Knights or Squires of the Watch and Dispatch when they played this scenario.

Ire No Longer

Cross off any Ire of Baron Doulanfon you had from any other AR.

Favor of Baron Doulanfon:

This PC has earned the favor of Baron Doulanfon. You may use this favor to purchase (regional access) one of the following weapon upgrades at 75% of standard cost: *holy*, *bane (undead)*, *ghost touch*, and *magebane (MIC)*. This favor can be used independently or combined with unused Favors of Baron Doulanfon from other ARs. If the PC combines 2 favors, the Baron makes the weapon upgrade available at 50% of standard cost. If the PC combines 3 favors, the Baron makes the two weapon upgrades available at 50% of standard cost.

Military Commendation:

Active duty and veteran PCs are issued a commendation for their valiant actions.

Favor of the Athenaeum:

This PC has assisted the librarians at the Athenaeum in translating a tablet that was stolen from Vault 73. During that research, the PC was also granted access to one of the following spells: Arcane Turmoil (CM), Magic Savant (CM),

Otiluke's Suppressing Field (CM), and Prismatic Aura (CM). Circle spell chosen. This favor is only available to PCs who also chose the option Research at the Athenaeum from GRM6-07, *Athenaeum*.

Vigil over Fhar'anod:

This PC has made a commitment to Baron Doulanfon to stand vigil over the ruins of Fhar'anod whenever the moon grows full. The Baron has developed a personal hatred of the yugoloths and will provide the PC with equipment to aid in this duty. The PC will begin every scenario with one free dose of *oil of bless weapon* for use in each scenario for the remainder of the campaign. This equipment cannot be carried over to another scenario if it is not used.

Gift of Boramante:

This favor is only available to PCs who also received the Favor of Boramante from GRM6-01, All That Is Secret and Hidden. You gain regional access to purchase a single *cloak of displacement*, lesser for 75% of standard cost.

Favor of PC's Represented Meta-Org:

You may choose between an influence point with your represented meta-organization, or choose the option of being able to treat all Item Access on this AR as Regional instead of Adventure. If you choose the influence point, note the meta-org here: _____.

Item Access

APL 2 and 4:

- *Phylactery of faithfulness* (Frequency; Adventure)
- *Quiver of Ehlonna* (Frequency; Adventure)

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

- *Hat of disguise* (Frequency; Adventure)

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

- *Murlynd's Spoon* (Frequency; Adventure)
- *Ring of evasion* (Frequency; Adventure)

APL 10 -12: (all of APLs 2-8 plus the following)

- *Bracers of archery (greater)* (Frequency; Adventure)

APL 14: (all of APLs 2-12 plus the following)

- *Periapt of wound closure (Frequency; Adventure)*

APL 16: (all of APLs 2-14 plus the following)

- Scabbard of keen edges (Frequency; Adventure)

APPENDIX 1 – APL 2

ENCOUNTER 5

AASIMAR VAMPIR

CR 3

Male aasimar warrior 2

CE medium undead

Init +6; **Senses** darkvision 60 ft. Listen +14, Spot +14

Languages Common, Celestial

AC 24, touch 12, flat-footed 22

(+2 Dex, +4 chain shirt, +2 heavy steel shield, +6 natural)

hp 21 (2 HD); fast healing 5; DR 10/silver and good

Resist; acid 5, cold 10, electricity 10, +4 turn resistance

Fort +3 **Ref** +4, **Will** +1

Weakness holy symbol, mirror, sunlight

Speed 30 ft.

Melee longsword +6 (1d8+4) or slam +6 (1d6+4 plus energy drain)

Ranged light crossbow +4 (1d8)

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

Base Atk +2; **Grp** +6

Atk Options Combat Reflexes, blood drain

Special Actions *daylight, dominate, create spawn, gaseous form*

Abilities Str 19, Dex 15, Con --, Int 12, Wis 13, Cha 14

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes

Skills Bluff +10, Heal +5, Hide +10, Knowledge (religion) +2, Listen +14, Move Silently +10, Ride +3, Search +9, Sense Motive +9, Spot +14

Possessions mithral chain shirt, heavy steel shield, longsword, light crossbow, 20 bolts

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less

HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampirs.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampirs. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir receives half normal temporary hit points.

Description An elegant humanoid with shimmering black hair and pale skin, the aasimar is fighting an internal struggle against the influence of the hunger within and the domination of Marax. His movements are stiff and uncoordinated.

Sources Vampir template detailed in New Rules

DRETCH VAMPIR**CR 4**

CE small undead

Init +6; **Senses** darkvision 60 ft. Listen +18, Spot +18**Languages** Common, abyssal, telepathy 100 ft.**AC** 24, touch 13, flat-footed 22

(+1 size, +2 Dex, +11 natural)

hp 21 (2 HD); fast healing 5; DR 10/silver and good**Immune** electricity, poison**Resist**; acid 10, cold 10, fire 10, +4 turn resistance**Fort** +3 **Ref** +7, **Will** +4**Weakness** holy symbol, mirror, sunlight**Speed** 20 ft. (4 squares)**Melee** 2 claws +7 (1d6+4) and bite +5 (1d4) or slam +6 (1d4+4 plus energy drain)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Gp** -1**Atk Options** Combat Reflexes, blood drain**Special Actions** Spell-like abilities, *dominate*, *create spawn*, *gaseous form***Spell-Like Abilities** (CL 2nd):

3rd—stinking cloud (DC15) 1/day

2nd—scare (DC 14) 1/day

Abilities Str 18, Dex 14, Con --, Int 7, Wis 13, Cha 15**SQ** degenerative condition, gaseous form, spider climb, unholy toughness, undead traits**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack**Skills** Bluff +10, Hide +19, Listen +18, Move Silently +15, Search +10, Sense Motive +9, Spot +18 Survival +0 (+2 following tracks)**Possessions** none**Blood Drain (Ex):** A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.**Dominate (Su):** A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.**Create Spawn (Su):** If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any

spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir receives half normal temporary hit points.

Description A pale, squat blubbery mass with a single pair of fangs that are more pronounced than the rest of its jagged teeth.

Sources Vampir template detailed in New Rules

APPENDIX 2 – APL 4

ENCOUNTER 4

GHOUL (ADVANCED) CR 1

CE Medium undead

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

Languages Flan

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

hp 19 (3 HD)

Resist turn resistance +2

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

Speed 30 ft. (6 squares)

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

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

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

Special Actions Ghoul fever, paralysis

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

SQ undead traits

Feats Lightning Reflexes, Multiattack

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

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

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

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

ENCOUNTER 5

HOUND ARCHON VAMPIR CR 6

LE medium undead

Init +6; **Senses** darkvision 60 ft. Listen +21, Spot +21

Languages Common, celestial

AC 27, touch 12, flat-footed 25
(+2 Dex, +15 natural)

hp 69 (6 HD); fast healing 5; DR 10/silver and good

Immune electricity, petrification

Resist; +4 turn resistance SR 16

Fort +5 **Ref** +9, **Will** +7

Weakness holy symbol, mirror, sunlight

Speed 40 ft. (8 squares)

Melee greatsword +11/+6 (2d6+7) and bite +6 (1d8+3)
or slam +11 (1d6+5 plus energy drain)

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

Base Atk +6; **Grp** +11

Atk Options Combat Reflexes, blood drain

Special Actions Spell-like abilities, change shape, dominate, create spawn, gaseous form

Spell-Like Abilities at will (CL 6th):

continual flame, aid, detect evil, message

Abilities Str 21, Dex 14, Con --, Int 12, Wis 15, Cha 16

SQ degenerative condition, gaseous form, scent, spider climb, teleport, tongues, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, track

Skills Bluff +11, Concentration +12, Diplomacy +5, Hide +19, Jump +18, Listen +21, Move Silently +19, Search +14, Sense Motive +19, Spot +21 Survival +0 (+2 following tracks)

Possessions Greatsword

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its

own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir receives half normal temporary hit points.

Description The noble and proud demeanor typical of the hound archon has been replaced by a pale, emaciated creature with sunken jowls and black eyes. The rest of its teeth have shrunk, leaving a pronounced pair of fangs in a mouth that the archon tries not to open.

Sources Vampir template detailed in New Rules

DRETCH VAMPIR

CR 4

CE small undead

Init +6; **Senses** darkvision 60 ft. Listen +18, Spot +18

Languages Common, abyssal, telepathy 100 ft.

AC 24, touch 13, flat-footed 22

(+1 size, +2 Dex, +11 natural)

hp 21 (2 HD); fast healing 5; DR 10/silver and good

Immune electricity, poison

Resist; acid 10, cold 10, fire 10, +4 turn resistance

Fort +3 **Ref** +7, **Will** +4

Weakness holy symbol, mirror, sunlight

Speed 20 ft. (4 squares)

Melee 2 claws +7 (1d6+4) and bite +5 (1d4) or slam +6 (1d4+4 plus energy drain)

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

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

Atk Options Combat Reflexes, blood drain

Special Actions Spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Spell-Like Abilities (CL 2nd):

3rd—stinking cloud (DC15) 1/day

2nd—scare (DC 14) 1/day

Abilities Str 18, Dex 14, Con --, Int 7, Wis 13, Cha 15

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack

Skills Bluff +10, Hide +19, Listen +18, Move Silently +15, Search +10, Sense Motive +9, Spot +18 Survival +0 (+2 following tracks)

Possessions none

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5

temporary hit points. A vampir can use its energy drain ability once per round.

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

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

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

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir receives half normal temporary hit points.

Description A pale, squat blubbery mass with a single pair of fangs that are more pronounced than the rest of its jagged teeth.

Sources Vampir template detailed in New Rules

APPENDIX 3 – APL 6

ENCOUNTER 4

GHOUL (ADVANCED) **CR 1**
 CE Medium undead
Init +2; **Senses** darkvision 60 ft. Listen +2, Spot +7
Languages Flan

AC 14, touch 12, flat-footed 12
 (+2 Dex, +2 natural)
hp 19 (3 HD)
Resist turn resistance +2
Fort +1, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)
Melee bite +2 (1d6+1 plus paralysis) and 2 claws +0
 (1d3 plus paralysis)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Special Actions Ghoul fever, paralysis

Abilities Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 12
SQ undead traits
Feats Lightning Reflexes, Multiattack
Skills Balance +7, Climb +6, Hide +7, Jump +6, Move Silently +7, Spot +7.

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

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

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

ENCOUNTER 5

JUSTICE ARCHON VAMPIR **CR 8**
 CE medium undead
Init +7; **Senses** darkvision 60 ft. low-light vision, Listen +21, Spot +21
Languages Celestial, draconic, infernal, tongues

AC 25, touch 11, flat-footed 24
 (+1 Dex, +8 armor, +6 natural)
hp 81 (6 HD); fast healing 5; DR 10/silver and good
Immune electricity, petrification
Resist; +4 turn resistance SR 16
Fort +5 **Ref** +10, **Will** +9
Weakness holy symbol, mirror, sunlight

Speed 20 ft. (4 squares) in full plate, base speed 30 ft.; fly 40 ft. (good) in full plate, base fly speed 60 ft.
Melee +1 greatsword +13/+8 (2d6+10) or slam +12 (1d6+6 plus energy drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +12
Atk Options Combat Reflexes, blood drain, justice strike
Special Actions Spell-like abilities, change shape, dominate, create spawn, gaseous form
Spell-Like Abilities at will (CL 6th):
Aid, continual flame, detect evil

Abilities Str 22, Dex 16, Con --, Int 12, Wis 15, Cha 18
SQ degenerative condition, gaseous form, scent, spider climb, teleport, tongues, unholy toughness, undead traits
Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes
Skills Bluff +12, Concentration +13, Diplomacy +13, Hide +11, Intimidate +21, Listen +21, Move Silently +13, Search +9, Sense Motive +19, Spot +21, Survival +1 (+3 on other planes)
Possessions full plate armor, +1 greatsword

Tongues (Su) As the *tongues* spell; continuous; caster level 14th.
Justice Strike (Su) A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.
Teleport (Su) As the *teleport* spell; at will; caster level 14th.
Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.
Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.
Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood

Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir receives half normal temporary hit points.

Description A tall, beautiful red-haired archon in shimmering full plate. Her eyes betray both the evil that has taken hold of her, and the rage with which she fights the transformation. Small pointed teeth can be seen when she grimaces against the compulsion to feed on the energy of the living.

Sources Vampir template detailed in New Rules

BEARDED DEVIL VAMPIR

CR 7

LE medium undead

Init +6; **Senses** darkvision 60 ft., see in darkness, Listen +20, Spot +20

Languages Infernal, telepathy 100 ft.

AC 24, touch 13, flat-footed 22

(+1 size, +2 Dex, +11 natural)

hp 63 (6 HD); fast healing 5; DR 10/silver and good

Immune fire, poison

Resist; acid 10, cold 10, electricity 10, +4 turn resistance

Fort +5 **Ref** +11, **Will** +6

Weakness holy symbol, mirror, sunlight

Speed 40 ft. (8 squares)

Melee glaive +12/+7 (1d10+7 plus infernal wound) or 2 claws +11 (1d6+5) or slam +11 (1d6+5 plus energy drain)

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

Base Atk +6; **Grp** 11

Atk Options Combat Reflexes, blood drain, Power Attack

Special Actions Spell-like abilities, *dominate*, *create spawn*, *gaseous form*, *infernal wound*, *beard*, *battle frenzy*

Spell-Like Abilities – at will (CL 12th):

Greater teleport (self plus 50 pounds of objects only)

Abilities Str 21, Dex 19, Con --, Int 8, Wis 12, Cha 14

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (glaive)

Skills Bluff +10, Climb +14, Hide +21, Listen +20, Move Silently +21, Search +7, Sense Motive +18, Spot +20

Possessions glaive

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 13 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 13 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 13 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.)

Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

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

Description A powerful demon that slinks like a cat when it hunts. It wields a wicked glaive with obvious strength and enthusiasm. Rows of sharp fangs nearly conceal the slightly oversized pair of fangs that betray the devil's vampiric condition. Its beard writhes in grotesque hunger.

Sources Vampir template detailed in New Rules

APPENDIX 4 – APL 8

ENCOUNTER 4

GHAST (ADVANCED) **CR 4**
CE Medium undead
Init +3; **Senses** darkvision 60 ft. Listen +2, Spot +12
Languages Flan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)
hp 63 (8 HD)
Resist turn resistance +2
Fort +2, **Ref** +5, **Will** +8

Speed 30 ft. (6 squares)
Melee bite +8 (1d8+4 plus paralysis) and 2 claws +6 (1d4+2 plus paralysis)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +8
Special Actions Ghoul fever, paralysis, stench

Abilities Str 18, Dex 17, Con --, Int 13, Wis 14, Cha 16
SQ undead traits
Feats Improved Toughness, Multiattack, Toughness
Skills Balance +8, Climb +14, Hide +14, Jump +12, Move Silently +14, Spot +12.

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

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

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

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

WIGHT (ADVANCED) **CR 4**
LE Medium undead
Init +1; **Senses** darkvision 60 ft. Listen +15, Spot +15
Languages Flan

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)
hp 52 (8 HD)
Fort +4, **Ref** +3, **Will** +8

Speed 30 ft. (6 squares)
Melee slam +5 (1d4+1 plus energy drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +5
Attack Options Blind-Fight
Special Actions Create Spawn, energy drain

Abilities Str 12, Dex 12, Con --, Int 11, Wis 14, Cha 15
SQ undead traits
Feats Alertness, Blind-Fight, Great Fortitude
Skills Hide +12, Listen +15, Move Silently +20, Spot +15

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

ENCOUNTER 5

JUSTICE ARCHON FIGHTER2 VAMPIR **CR 10**
CE medium undead
Init +7; **Senses** darkvision 60 ft. low-light vision, Listen +21, Spot +21
Languages Celestial, draconic, infernal, tongues

AC 25, touch 11, flat-footed 24
(+1 Dex, +8 armor, +6 natural)
hp 108 (8 HD); fast healing 5; DR 10/silver and good
Immune electricity, petrification
Resist; +4 turn resistance SR 18
Fort +9 **Ref** +11, **Will** +10
Weakness holy symbol, mirror, sunlight

Speed 20 ft. (4 squares) in full plate, base speed 30 ft.; fly 40 ft. (good) in full plate, base fly speed 60 ft.
Melee +1 greatsword +15/+10 (2d6+10) or slam +14 (1d6+6 plus energy drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +14
Atk Options Combat Reflexes, Power Attack, blood drain, justice strike
Special Actions Spell-like abilities, change shape, dominate, create spawn, gaseous form
Spell-Like Abilities at will (CL 6th):
Aid, continual flame, detect evil

Abilities Str 22, Dex 16, Con --, Int 12, Wis 15, Cha 18

SQ degenerative condition, gaseous form, scent, spider climb, teleport, tongues, unholy toughness, undead traits

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Power Attack

Skills Bluff +12, Concentration +13, Diplomacy +13, Hide +11, Intimidate +21 Intimidate +21, Jump +10 , Listen +12, Move Silently +13, Search +9, Sense Motive +19, Spot +21 Survival +1 (+3 on other planes)

Possessions full plate, +1 greatsword

Tongues (Su) As the *tongues* spell; continuous; caster level 14th.

Justice Strike (Su) A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.

Teleport (Su) As the *teleport* spell; at will; caster level 14th.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this

limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir receives half normal temporary hit points.

Description A tall, beautiful red-haired archon in shimmering full plate. Her eyes betray both the evil that has taken hold of her, and the rage with which she fights the transformation. Small pointed teeth can be seen when she grimaces against the compulsion to feed on the energy of the living.

Sources Vampir template detailed in New Rules

CHAIN DEVIL (ADVANCED) VAMPIR CR 9

LE medium undead

Init +7; **Senses** darkvision 60 ft., see in darkness, Listen +18, Spot +18

Languages Infernal, telepathy 100 ft.

AC 28, touch 14, flat-footed 24
(+4 Dex, +14 natural)

hp 105 (10 HD); fast healing 5; ; regeneration 2; DR 10/silver and good

Immune cold

Resist; electricity 10, +4 turn resistance **SR** 18

Fort +7 **Ref** +13, **Will** +10

Weakness holy symbol, mirror, sunlight

Speed 30 ft. (6 squares)

Melee 2 chains +15 (2d4+2/19-20) or slam +11 (1d6+5 plus energy drain)

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

Base Atk +10; **Grp** 15

Atk Options Combat Reflexes, blood drain

Special Actions *dominate, create spawn, gaseous form, dancing chains, unnerving gaze*

Abilities Str 21, Dex 19, Con --, Int 8, Wis 12, Cha 14

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (chain), Improved Initiative, Lightning Reflexes

Skills Bluff +10, Climb +14, Craft (blacksmithing) +14, Escape Artist +14, Hide +21, Intimidate +15, Listen +24, Move Silently +12, Search +7, Sense Motive +9, Spot +24, Use Rope +4 (+6 binding)

Possessions none

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 16 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 16 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Description Covered in writhing, caressing chains, this devil is pale and sickly-looking. Its chains seem to suffer the same affliction, looking emaciated and fragile. Its eyes are dead and only come to life when this undead devil attacks the living.

Sources Vampir template detailed in New Rules

APPENDIX 5 – APL 10

ENCOUNTER 4

SLAUGHTER WIGHT **CR 8**
CE Medium Undead
Init +9; **Senses** darkvision 60 ft.: Listen +15, Spot +19
Languages common

AC 19, touch 15, flat-footed 14
(+5 Dex, +4 natural)

hp 135 (18 HD)

Fort +6, **Ref** +11, **Will** +11

Speed 30 ft. (6 squares)

Melee slam +16 (1d8+10/17-20 plus energy drain)

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

Base Atk +9; **Grp** +16

Atk Options Power Attack

Special Actions Augmented Critical, create spawn, energy drain, vicious slammer

Abilities Str 24, Dex 21, Con --, Int 11, Wis 10, Cha 16

SQ undead traits

Feats Daunting Presence, Death Master, Eviscerator, Improved Critical, Improved Initiative, Improved Toughness, Power Attack

Skills Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13

Augmented Critical (Ex) A slaughter wight is so practiced at dealing death that it has learned the trick of better aiming its blows to deal maximum damage. Coupled with its Improved Critical feat, a slaughter wight's threat range for its slam attack is 17-20.

Create Spawn (Su) Any humanoid slain by a slaughter wight becomes a normal wight in 1d4 rounds. Spawn created by a slaughter wight are under its command and remain enslaved until their master's destruction. They have the statistics of normal wights and do not retain any of the abilities they had in life.

Energy Drain (Su) A living creature hit by a slaughter wight's slam attack gains one negative level. Removing the negative level requires a DC 1 Fortitude save. The save DC is Charisma-based. When a slaughter wight bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

GHAST (ADVANCED) **CR 4**
CE Medium undead
Init +3; **Senses** darkvision 60 ft. Listen +2, Spot +12
Languages Flan

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)

hp 63 (8 HD)

Resist turn resistance +2

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

Speed 30 ft. (6 squares)

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

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

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

Special Actions Ghoul fever, paralysis, stench

Abilities Str 18, Dex 17, Con --, Int 13, Wis 14, Cha 16
SQ undead traits

Feats Improved Toughness, Multiattack, Toughness

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

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

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

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

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

ENCOUNTER 5

COUATL VAMPIR **CR 12**
LE Large undead

Init +9; **Senses** darkvision 60 ft. low-light vision, Listen +21, Spot +21

Languages Celestial, draconic, telepathy 90 ft.

AC 29, touch 15, flat-footed 24; Dodge
(-1 size, +5 Dex, +15 natural)

hp 108 (9 HD); fast healing 5; DR 10/silver and good

Immune electricity, petrification

Resist; +4 turn resistance SR 18

Fort +6 **Ref** +13, **Will** +11

Weakness holy symbol, mirror, sunlight

Speed 20 ft. (4 squares); fly 60 ft. (good)

Melee bite +15 (1d3+10 plus poison plus energy drain) or slam +15 (1d8+10 plus energy drain)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +20

Atk Options Combat Reflexes, blood drain

Special Actions Constrict 2d8+6, improved grab, poison, psionics, spells, *dominate*, *create spawn*, *gaseous form*

Sorcerer Spells Known (CL 9th):

save DC 15+spell level

4th (4/day)— *charm monster*, *freedom of movement*

3rd (7/day)— *gaseous form*, *magic circle against evil*, *summon monster III*

2nd (7/day)— *cure moderate wounds*, *eagle's splendor*, *scorching ray*, *silence*

1st (7/day)— *endure elements*, *mage armor*, *protection from chaos*, *true strike*, *wind wall*

0 (6/day)— *cure minor wounds*, *daze*, *disrupt undead*, *light*, *obscuring mist*, *ray of frost*, *read magic*, *resistance*

Abilities Str 24, Dex 20, Con --, Int 19, Wis 21, Cha 19

SQ ethereal jaunt, degenerative condition, gaseous form, scent, spider climb, teleport, tongues, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative, Lightning Reflexes

Skills Bluff +12, Concentration +16, Diplomacy +17, Hide +9, Intimidate +13, Intimidate +13, Knowledge (arcana) +13, Knowledge (The Planes) +13 Listen +27, Move Silently +13, Search +24, Sense Motive +25, Spellcraft +16 (+18 scrolls), Spot +27, Survival +4 (+6 following tracks) Tumble +17, Use Magic Device +26 (+18 scrolls)

Possessions none

Change Shape (Su): A couatl can assume the form of any Small or Medium humanoid.

Constrict (Ex): A couatl deals 2d8+10 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 13, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

Psionics (Sp): Effective caster level 9th. The save DCs are Charisma-based.

At will—detect chaos, detect evil, detect good, detect law, detect thoughts (DC 16), invisibility, plane shift (DC 21)

Ethereal Jaunt (Su): This ability works like the ethereal jaunt spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes - no common language is needed.

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

vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Description A huge, colorful winged serpent with brilliant, tormented eyes. It hovers silently, fighting the urge to feast on the warmth of the living. It's once scintillating plumage is slowly fading into muted, dead colors.

Sources Vampir template detailed in New Rules

VROCK VAMPIR

CR 11

CE large undead

Init +8; **Senses** darkvision 60 ft., see in darkness, Listen +18, Spot +18

Languages Infernal, telepathy 100 ft.

AC 30, touch 13, flat-footed 26

(-1 size, +4 Dex, +17 natural)

hp 125 (10 HD); fast healing 5; DR 10/silver and good

Immune electricity, poison

Resist: acid 10, cold 10, fire 10; +4 turn resistance **SR** 17

Fort +6 **Ref** +12, **Will** +10

Weakness holy symbol, mirror, sunlight

Speed 30 ft. (6 squares); fly 50 ft. (average)

Melee 2 claws +18 (2d6+9 and energy drain) and bite +16 or slam +18 (1d8+9 plus energy drain)

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

Base Atk +10; **Grp** +23

Atk Options Cleave, Combat Reflexes, Power Attack, blood drain

Special Actions Dance of ruin, spell-like abilities, spores, stunning screech, *dominate*, *create spawn*, *gaseous form*, *dancing chains*, *unnerving gaze*

Spell-Like Abilities at will (CL 12th):

Mirror image, *telekinesis* (DC 19), *greater teleport* (self plus 50 lbs of objects only). 1/day - *heroism*

Abilities Str 29, Dex 19, Con --, Int 16, Wis 18, Cha 18

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (chain), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack

Skills Bluff +10, Concentration +17, Diplomacy +6, Hide +21, Intimidate +17, Knowledge (arcana) +16, Listen +35, Move Silently +25, Search +24, Sense Motive +25, Spellcraft +16, Spot +35, Survival +3 (+5 following tracks)

Possessions none

Dance of Ruin (Su): To use this ability, a group of at least three vrock must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 19 half). Stunning, paralyzing, or slaying one of the vrock stops the dance. The save DC is Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all

creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 15 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5

temporary hit points. A vampir can use its energy drain ability once per round.

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

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

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

Description A large vulture-headed creature with heavy wings and enormous claws. Its predatory gaze picks through the living, searching for the right victim to consume.

Sources Vampir template detailed in New Rules

APPENDIX 6 – APL 12

ENCOUNTER 4

BLASPHEME **CR 9**
 NE Medium undead
Init +1; **Senses** darkvision 60 ft. Listen +10, Spot +10
Languages Flan

AC 20, touch 11, flat-footed 15
 (+1 Dex, +9 natural)
hp 147 (18 HD); DR 5/slashing
Immune cold
Fort +6, **Ref** +7, **Will** +13

Speed 40 ft. (8 squares),
Melee bite +18 (1d8+13 plus blasphemous contact)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +18

Abilities Str 28, Dex 12, Con --, Int 5, Wis 15, Cha 10
SQ undead traits
Feats Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track
Skills Listen +10, Spot +10, Survival +7

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Description Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge shaped with a split mouth that opens wider than that of a normal humanoid. Its teeth glisten like shards of black, steaming ice.
 Libris Mortis pg 85.

HULKING CORPSE **CR 9**
 CE Large undead
Init +0; **Senses** darkvision 60 ft. Listen +1, Spot +1

AC 21, touch 9, flat-footed 21
 (-1 size, +12 natural)
hp 150 (20 HD); DR 5/bludgeoning and magic
Immune mind-affecting spells and abilities
Fort +6, **Ref** +6, **Will** +13

Speed 30 ft. (6 squares)
Melee bite +17 (2d6+8) and 2 claws +12 (1d6+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +20
Atk Options Power Attack

Special Actions Improved grab, rend

Abilities Str 26, Dex 10, Con --, Int --, Wis 12, Cha 8
SQ undead traits

Feats Improved Toughness, Power Attack

Skills --

Improved Grab (Ex): To use this ability, a hulking corpse must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Mindless (Ex): Hulking Corpses are mindless, having no intelligence score, so they do not have any skills. A hulking corpse is immune to all mind-affecting spells and abilities.

Rend (Ex): A hulking corpse that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack deals an extra 3d6+12 points of damage.

Description A dreadful giant corpse, resembling a zombie, but moving with speed that belies its undead state.

Libris Mortis pg. 110.

ENCOUNTER 5

LEONAL VAMPIR **CR 14**
 NE Medium undead
Init +9; **Senses** darkvision 60 ft. low-light vision, Listen +21, Spot +21
Languages Celestial, speak with animals.

AC 35, touch 15, flat-footed 30; Dodge, Mobility (+5 Dex, +20 natural)
hp 138 (12 HD); fast healing 5; DR 10/silver and good
Immune electricity, petrification
Resist; cold 10, sonic 10, +4 turn resistance SR 28
Fort +8 **Ref** +15, **Will** +11
Weakness holy symbol, mirror, sunlight

Speed 60 ft. (12 squares); Spring Attack
Melee 2 claws +23 (1d6+11 plus energy drain) and bite +18 or slam +23 (1d6+11 plus energy drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +23
Atk Options Combat Reflexes, blood drain
Special Actions Roar, pounce, improved grab, rake
 1d6+8, spell-like abilities, *dominate*, *create spawn*, *gaseous form*
Spell-like abilities (CL 10th):
 At will: detect thoughts, fireball (DC hold monster (DC 17), wall of force; 3/day – cure critical wounds (DC 17), neutralize poison, remove disease; 1/day – heal (DC 19).

Abilities Str 33, Dex 21, Con --, Int 16, Wis 16, Cha 17
SQ degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Ability Focus (roar), Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Track

Skills Balance +24, Bluff +12, Concentration +10, Diplomacy +5, Hide +32, Intimidate +19, Jump +38 Knowledge (the planes) +18 Listen +28, Move Silently +32, Search +11, Sense Motive +26, Spot +28, Survival +18

Possessions none

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a holy word spell and deals an extra 2d6 points of sonic damage (Fortitude DC 21 negates). The save DC is Charisma-based.

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

Improved Grab (Ex): To use this ability, a leonal must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +20 melee, damage 1d6+11.

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own

Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Description A powerful, lion-headed humanoid with thick, rippling muscles. It is covered in heavy golden fur. Its once regal demeanor is slowly being replaced by a more animalistic, predatory pose. The once warm, golden fur is now as cold as the grave.

Sources Vampir template detailed in New Rules

BARBED DEVIL VAMPIR

CR 13

LE medium undead

Init +12; **Senses** darkvision 60 ft., see in darkness, Listen +18, Spot +18

Languages Infernal, telepathy 100 ft.

AC 37, touch 18, flat-footed 29
(+8 Dex, +19 natural)

hp 162 (12 HD); fast healing 5; DR 10/silver and good
Immune fire, poison

Resist; acid 10, cold 10; +4 turn resistance **SR** 23

Fort +6 **Ref** +18, **Will** +13

Weakness holy symbol, mirror, sunlight

Speed 30 ft. (6 squares);

Melee 2 claws +21 (2d8+9 plus fear plus energy drain)
or slam +21 (1d6+9 plus energy drain)

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

Base Atk +12; **Grp** +21

Atk Options Cleave, Combat Reflexes, Power Attack, blood drain

Special Actions Fear, improved grab, impale 3d8+12, spell-like abilities, *dominate*, *create spawn*, *gaseous form*, *dancing chains*, *unnerving gaze*

Spell-Like Abilities at will (CL 12th):

greater teleport (self plus 50 lbs of objects only), *hold person*, (DC 17), *major image* (DC18), *scorching ray* (2 rays only),. 1/day – *order's wrath*, (DC 19), *unholy blight* (DC 19).

Abilities Str 29, Dex 27, Con --, Int 14, Wis 16, Cha 20

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Bluff +10, Concentration +20, Diplomacy +7, Hide +31, Intimidate +20, Knowledge (The Planes) +17, Listen +36, Move Silently +31, Search +25, Sense Motive +24, Spot +28, Survival +3 (+5 following tracks

Possessions none

Fear (Su): A creature hit by a barbed devil must succeed on a DC 14 Will save or be affected as though by fear (caster level 9th). Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+12 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood

Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a Will save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Description A towering brute of a fiend, seven feet tall and over 300 lbs. Long barbs protrude from its blackened flesh. It eyes the living with overt hunger, clicking its barbed spines together as it licks its dry tongue across a pair of over-large fangs too big for its mouth.

Sources Vampir template detailed in New Rules

APPENDIX 7 – APL 14

ENCOUNTER 4

BLASPHEME (ADVANCED) CR 11

NE Medium undead

Init +1; **Senses** darkvision 60 ft. Listen +14, Spot +14

Languages Flan

AC 20, touch 11, flat-footed 15

(+1 Dex, +9 natural)

hp 207 (26 HD); DR 5/slashing

Immune cold

Fort +8, **Ref** +9, **Will** +17

Speed 40 ft. (8 squares),

Melee bite +22 (1d8+13 plus blasphemous contact)

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

Base Atk +13; **Grp** +22

Abilities Str 28, Dex 12, Con --, Int 5, Wis 15, Cha 10

SQ undead traits

Feats Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track

Skills Listen +14, Spot +14, Survival +7

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Description Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge shaped with a split mouth that opens wider than that of a normal humanoid. Its teeth glisten like shards of black, steaming ice.

Libris Mortis pg 85.

HULKING CORPSE (ADVANCED) CR 11

CE Large undead

Init +0; **Senses** darkvision 60 ft. Listen +1, Spot +1

AC 21, touch 9, flat-footed 21

(-1 size, +12 natural)

hp 225 (30 HD); DR 5/bludgeoning and magic

Immune mind-affecting spells and abilities

Fort +10, **Ref** +10, **Will** +18

Speed 30 ft. (6 squares)

Melee bite +22 (2d6+8) and 2 claws +17 (1d6+4)

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

Base Atk +15; **Grp** +25

Atk Options Power Attack

Special Actions Improved grab, rend

Abilities Str 26, Dex 10, Con --, Int --, Wis 12, Cha 8

SQ undead traits

Feats Improved Toughness, Power Attack

Skills --

Improved Grab (Ex): To use this ability, a hulking corpse must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Mindless (Ex): Hulking Corpses are mindless, having no intelligence score, so they do not have any skills. A hulking corpse is immune to all mind-affecting spells and abilities.

Rend (Ex): A hulking corpse that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack deals an extra 3d6+12 points of damage.

Description A dreadful giant corpse, resembling a zombie, but moving with speed that belies its undead state.

Libris Mortis pg. 110.

APPENDIX 8 – APL 16

ENCOUNTER 3

THE COLONEL (DEATHBRINGER) CR 17

NE Large undead

Init +2; **Senses** darkvision 60 ft., Listen +35, Spot +35

Languages Flan

AC 32, touch 11, flat-footed 30

(-1 size, +2 Dex, +5 banded mail, +16 natural)

hp 195 (30 HD)

Fort +10, **Ref** +12, **Will** +19

Speed 40 ft. (8 squares)

Melee flail +16/+11/+6 (2d6+5/17-20) and flail +16 (2d6+2/17-20) or 2 slams +19 (1d8+5)

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

Base Atk +15; **Grp** +24

Atk Options Blind-fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions Greater Dispelling, negative burst, trample 2d4+7

Abilities Str 20, Dex 15, Con --, Int 13, Wis 14, Cha 7

SQ undead traits

Feats Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (flail), Improved Sunder, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (flail)

Skills Intimidate +31, Jump +36, Listen +35, Move Silently +29, Spot +35

Greater Dispelling (Sp): A deathbringer can produce a greater dispelling effect at will. Caster level 20th.

Negative Burst (Su): A deathbringer can release a silent burst of negative energy at a range of up to 100 feet. The burst has a 20 ft. radius and deals 1d8+10 points of negative energy damage to each living creature in the area (Will DC 23half). Since undead are powered by negative energy, this effect heals the deathbringer and any other undead within the area of as much damage as it would otherwise deal. Once a deathbringer releases a negative burst, it must wait 1d4 rounds before it can do so again.

Trample (Ex): As a standard action during its turn each round, a deathbringer can trample opponents at least one size category smaller than itself. This attack deals 2d3+7 points of bludgeoning damage. A trampled opponent can attempt an attack of opportunity at a -4 penalty or a Reflex save (DC 30) for half damage.

Description A hulking humanoid brute wearing banded mail and carrying two wickedly spiked flails. His armor is laced with a spider web motif reminiscent of the early Occluded Empire.

Source MMII pg 55.

ENCOUNTER 4

BLASPHEME (ADVANCED) CR 13

NE Medium undead

Init +1; **Senses** darkvision 60 ft. Listen +18, Spot +18

Languages Flan

AC 20, touch 11, flat-footed 15

(+1 Dex, +9 natural)

hp 267 (34 HD); DR 5/slashing

Immune cold

Fort +11, **Ref** +12, **Will** +21

Speed 40 ft. (8 squares),

Melee bite +27 (1d8+15 plus blasphemous contact)

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

Base Atk +17; **Grp** +27

Abilities Str 30, Dex 12, Con --, Int 5, Wis 15, Cha 10

SQ undead traits

Feats Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track

Skills Listen +18, Spot +18, Survival +7

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Description Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge shaped with a split mouth that opens wider than that of a normal humanoid. Its teeth glisten like shards of black, steaming ice.

Libris Mortis pg 85.

HULKING CORPSE (ADVANCED) CR 13

CE Huge undead

Init +0; **Senses** darkvision 60 ft. Listen +1, Spot +1

AC 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +15 natural)

hp 232 (32 HD); DR 5/bludgeoning and magic

Immune mind-affecting spells and abilities

Fort +10, **Ref** +9, **Will** +19

Speed 30 ft. (6 squares)

Melee bite +26 (3d6+12) and 2 claws +21 (1d8+6)

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

Base Atk +16; **Grp** +29

Atk Options Power Attack

Special Actions Improved grab, rend

Abilities Str 34, Dex 8, Con --, Int --, Wis 12, Cha 8

SQ undead traits

Feats Improved Toughness, Power Attack

Skills --

Improved Grab (Ex): To use this ability, a hulking corpse must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Mindless (Ex): Hulking Corpses are mindless, having no intelligence score, so they do not have any skills. A hulking corpse is immune to all mind-affecting spells and abilities.

Rend (Ex): A hulking corpse that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack deals an extra 4d6+18 points of damage.

Description A dreadful giant corpse, resembling a zombie, but moving with speed that belies its undead state.

Libris Mortis pg. 110.

APPENDIX 9 – ALL APLS

ENCOUNTER 4 & 5

MASTER VIGILANT MARAX

CR 18

Male ultroloth (advanced) vampir
NE Medium undead

Init +3; **Senses** Listen +40, Spot +42 **Languages**
Common, Abyssal, Infernal, Flan, Celestial

AC 41, touch 16, flat-footed 38

(+3 Dex, +11 +3 *mithral full plate*, +3 deflection, +14 natural)

hp 324 (24 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist cold 10, electricity 10, fire 10, turn resistance +8;
SR 25

Fort +14, **Ref** +21, **Will** +17

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +36/31/26/21 (1d8+11/17-20) or slam +32 (1d8+8 plus energy drain)

Ranged rays – see spell-like abilities

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

Base Atk +24; **Grp** +32

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions Hypnotic gaze, spell-like abilities

Spell-Like Abilities (CL 20th):

At will—disguise self (DC15), deeper darkness, desecrate, fear (DC 18), gaseous form, invisibility, prying eyes, ray of enfeeblement (+32 ranged touch), ray of exhaustion (+32 ranged touch), scorching ray (+32 ranged touch), scrying, see invisibility, suggestion (DC 18), wall of fire; 3/day—binding (DC 23), enervation (+32 ranged touch), geas/quest (DC 21), mass suggestion (DC 21); 1/day—symbol of death (DC 22). Caster level 20th.

At will, an ultroloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 20th-level sorcerer.

Abilities Str 26, Dex 24, Con --, Int 18, Wis 17, Cha 21

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Armor Proficiency (light), Armor Proficiency (medium), Improved critical (longsword), Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus (longsword), Weapon Focus: Spell (ray)

Skills Bluff +38, Concentration +30, Diplomacy +37, Hide +40, Intimidate +29, Knowledge (arcana) +31, Knowledge (The Planes) +31, Knowledge (history - military) +31, Listen +40, Move Silently +37, Search +36, Sense Motive +39, Spellcraft +33, Spot +42

Possessions +3 adamantite longsword, +3 mithral full plate, belt of giant strength +6, gloves of dexterity +4, ring of freedom of movement, +3 ring of protection, cloak of turn resistance +4., boots of speed

Master Vigilant Marax has the following spell effects active when he encounters the PCs:

8th – mind blank, greater spell immunity (*dimensional anchor*, *dimensional lock*, *feeblemind*, *holy word*, *baneful polymorph*)

5th – *true seeing*

4th – *greater magic weapon* +5 (add +2 to his long sword attack and damage rolls)

3rd – *magic vestment* +5 (add +2 to his armor class and flat-footed armor class)

2nd – *eagle's splendor* (add +4 to his Charisma. Adds +48 hit points and +2 to all CHR based skills)

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 24 negates. The save DC is Charisma-based.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's

destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampirs. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

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

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

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built ultroloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power.

Sources Vampir template detailed in New Rules

BARADIEL

CR 25

SOLAR VAMPIR

NE Large undead

Init +10; **Senses** darkvision 60 ft. low-light vision, Listen +21, Spot +21

Languages Celestial, common, tongues

AC 43, touch 17, flat-footed 36; Dodge, Mobility (-1 size, +7 Dex, +27 natural)

hp 363 (22 HD); fast healing 5; **DR** 10/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +8 turn resistance SR 32

Fort +13 **Ref** +18, **Will** +16

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee +5 dancing greatsword, +38/+33+28+23 (3d6+23/19-20) or slam +33 (1d8+12 plus energy drain) **Ranged** +2 composite longbow (+5 str bonus) +30/+25/+20/+15 (2d6+7/x3 plus slaying)

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

Base Atk +12; **Grp** +23

Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack, Combat Reflexes, blood drain

Special Actions Spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/8/7/6/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle~~, ~~miracle~~, ~~miracle~~, ~~miracle~~, *time stop**

8th— *fire storm*, (2), *mass inflict critical wounds*, ~~greater spell immunity~~, *symbol of death*, *unholy aura*;

7th— *dictum*, *ethereal jaunt*, *mass inflict serious wounds* (3), *screen**

6th— *greater dispel magic*, *harm* (2), *mislead**, *word of recall* (2)

5th— *break enchantment*, *dispel good*, *plane shift* (2), *symbol of pain*, *true seeing* (2)

4th— *confusion*, *freedom of movement* (2), *greater magic weapon* (2), *sending* (3)

3rd— *invisibility purge*, *magic circle against good**, *magic vestment* (2), *prayer* (2), *protection from energy*, *wind wall*

2nd— *align weapon*, *death knell*, *desecrate* (2), *eagle's splendor* (2), *shield other* (2)

1st— *bless* (2), *cause fear*, *comprehend languages* (2), *divine favor* (2), *protections from good**

0— *create water*, *detect magic*, *guidance* (2), *resistance* (2);

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC 20), remove disease (DC 20), remove fear, resist energy, summon monster VII, speak with dead (DC 20), waves of fatigue (DC 18);

3/day - blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;

1/day - greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), ~~wish~~.

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 21), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 34, Dex 24, Con --, Int 22, Wis 27, Cha 27

SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Track

Skills Bluff +16, Concentration +33, Craft (bowmaking) +31, Craft (alchemy) +31, Diplomacy +33, Escape Artist +32, Hide +40, Knowledge (arcana) +31, Knowledge (The Planes) +31, Knowledge (religion) +31, Listen +43, Move Silently +40, Search +29, Sense Motive +41, Spellcraft +31, Spot +41, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)

Possessions +5 *dancing greatsword*, +2 *composite longbow* (+5 Str), *cloak of turn resistance* +4.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

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

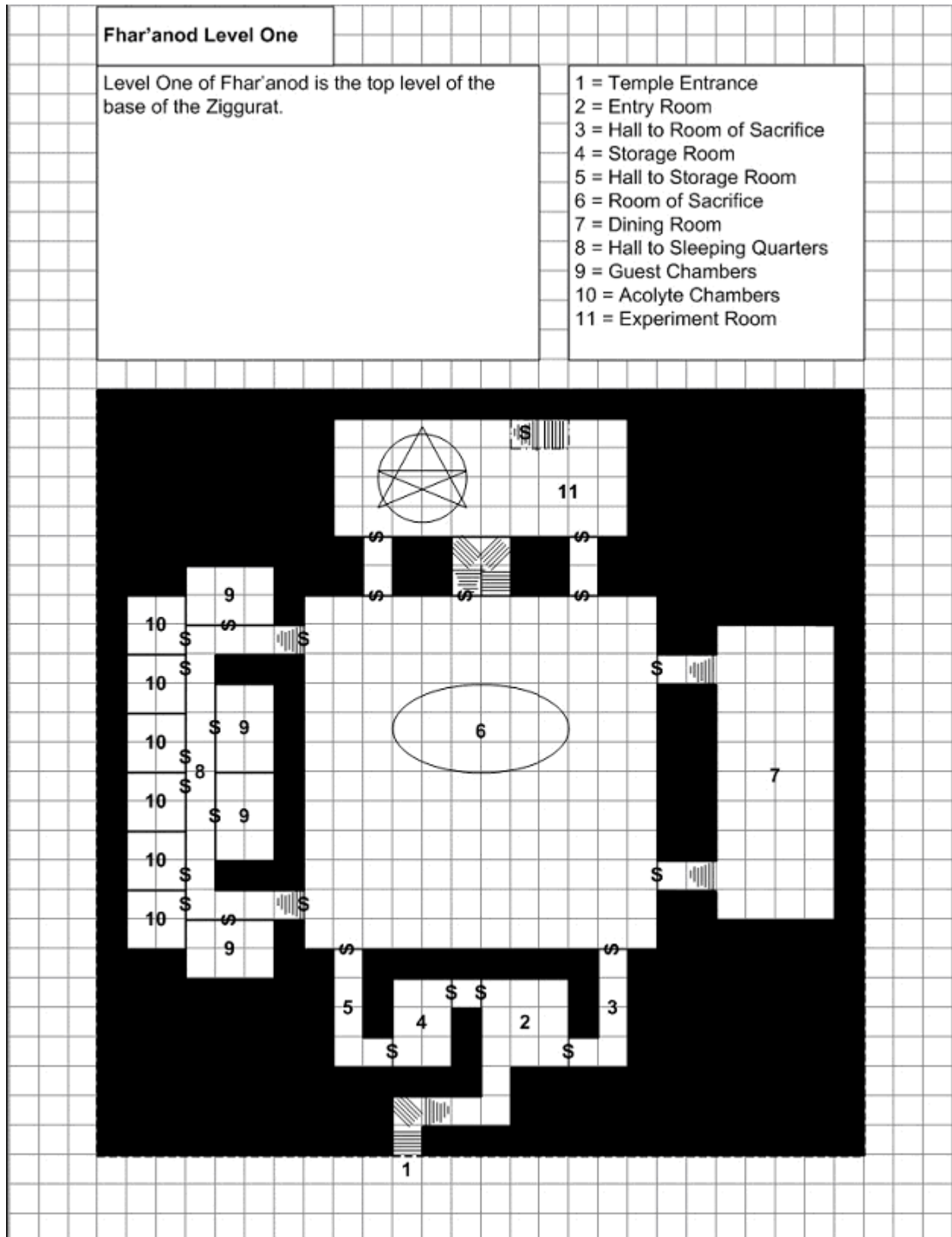
Gaseous Form (Su): As a standard action, a vampir can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

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

Description Baradiel is remarkably beautiful, with long golden hair and a face and form that define human perfection. His wings are powerful and each feather is snowy white with the slightest trace of blackening edges. Pain is etched into his flawless features. His complexion is pallid. As he opens his mouth to speak, you see you see the tips of needle-sharp fangs behind his lips. The beautiful, serene face is only a razor's edge from transforming into feral evil.

Sources Vampir template detailed in New Rules

DM AID: MAP #1 – FHAR'ANOD LEVELONE



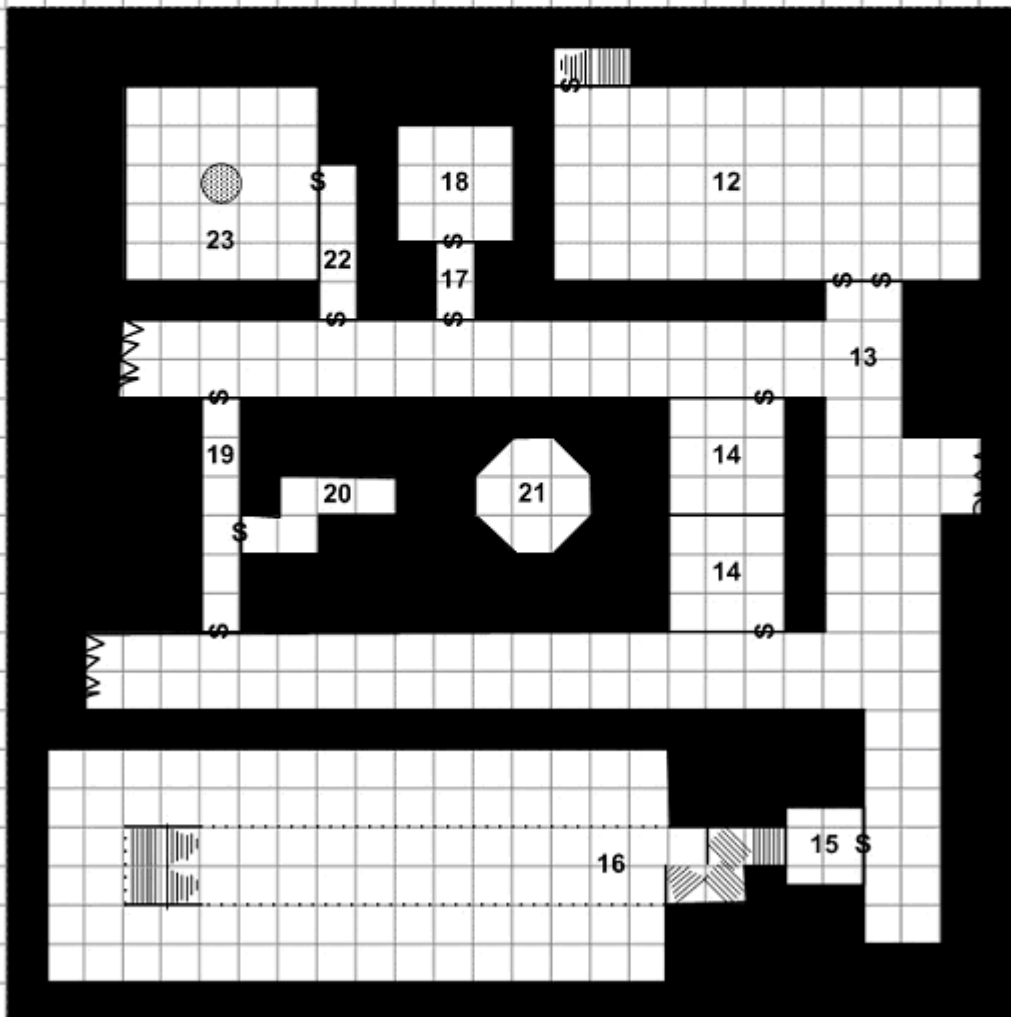
DM AID: MAP #2 – FHAR'ANOD LEVEL TWO

Fhar'anod Level Two

Level Two of Fhar'anod is the bottom level of the base of the Ziggurat.

The common height of this floor is 15-feet, although it may vary from room to room.

- 12 = Room of Solitude
- 13 = Hallway
- 14 = High Priest Chambers
- 15 = Library Alcove
- 16 = Library
- 17 = Vault Hallway
- 18 = Vault Entrance
- 19 = Secret Pass-through
- 20 = Hall to Room of Portal
- 21 = Room of Portals
- 22 = Hall to Room of Stars
- 23 = Room of Stars



DM AID: KNIGHTS VIGILANT CREST



DM AID: NEW RULES

NEW FEATS

Daunting Presence (Libris Mortis)

Prerequisite: Cha 13, undead type, base attack bonus +1.

Benefit: You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score. If the opponent fails a Will saving throw (DC 10 + ½ your character level + your Cha modifier) it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Death Master (Libris Mortis)

Prerequisite: Cha 13, undead type, Daunting Presence, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, the foe is also shaken for 1 minute. This is a mind-affecting fear effect.

Eviscerator Master (Libris Mortis)

Prerequisite: Cha 13, undead type, Daunting Presence, Death Master, Improved Critical, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting, fear affect.

NEW TEMPLATE

VAMPIR

Deep in the swamps of the ancient Rushmoors, the arch-lich Vecna and his minions ruined thousands of lives researching new ways to manipulate necromantic energy. One of these experiments carried great promise, but came to fruition as the Whispered One fell. This secret stayed buried beneath the vast swamp of the Rushmoors for centuries, unknown to even those few who survived the fall of their Occluded Empire. But secrets of the Whispered One have a nasty habit of surfacing whenever the exact wrong hands go digging.

The ritual created by Vecna to transformation an outsider into a vampir requires the sacrifice of numerous blood fiends (Fiend Folio), a few succubi and a willing outsider. This ritual creates a master vampir who can, in turn, create more spawn using her create blood drain ability. If the ritual is not performed correctly, the outsider is still transformed into a vampir, but the undead flesh begins to deteriorate over time. This slowly weakens the original vampir as well as any spawn she created until they crumble to dust, forever dead.

Vampirs appear similar to how they looked in life, though in the case of good outsiders, it lends a fiendish and feral look to the creature. For evil outsiders, the change can be nearly impossible to detect. Like their humanoid counterparts, vampirs cast no shadows and throw no reflections in mirrors.

Vampirs speak any languages they knew in life.

CREATING A VAMPIR

“Vampir” is an acquired template that can be added to any outsider creature (referred to hereafter as the base creature).

A vampir uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (outsider). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: A vampir retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the vampir retains this ability. A creature with natural weapons retains those natural weapons. A vampir fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampir armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampir fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Vampirs have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampir's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampir retains all the special attacks of the base creature and gains those described below. Saves have a DC of $10 + 1/2$ vampir's HD + vampir's Cha modifier unless noted otherwise.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's *Create Spawn* ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its *Blood Drain* ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC $10 + 1/2$ HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

Spell-like Abilities: A vampir retains most of the spell-like abilities of the base creature. It loses any ability it had to summon others of its former kind.

Spells: A vampir retains all the arcane spellcasting abilities of the base creature. Any divine spellcasting abilities are lost if the creature was not an evil outsider subtype. The creature can regain her divine spellcasting abilities, but the spells being granted come from Vecna or another evil deity. The evil outsider must change domains to match her new divine patron.

Special Qualities: A vampir retains most of the special qualities of the base creature. It loses any aura of good or protection against evil ability. It gains those described below.

Damage Reduction (Su): A vampir has damage reduction 10/silver and good. If the base creature has a material related or alignment oriented (good/evil/law/chaos) damage reduction of its own, that material damage reduction is lost, but other innate damage resistances are cumulative. (a night hag vampir has damage reduction 10/silver and good(losing the cold iron resistance); a rakshasa vampir would have damage reduction 15/silver, good and piercing). A vampir's natural weapons are treated as evil-aligned weapons for the purpose of overcoming damage reduction.

Degenerative Condition (Ex): A vampir that is created by an incorrectly performed ritual will begin to degenerate as its flesh decays in death. Any spawn created by the master vampir and her spawn will likewise begin to decay. This process can be slowed by using energy drain or blood drain, but the vampir will eventually decay to dust. This process can take days, or it can take years, depending on the severity of the mistakes made during the creation ritual. Vampirs can exist for years without exhibiting signs of decay, only to decompose completely in a matter of days.

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

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

Resistances (Ex): A vampir has resistance to cold 10 and electricity 10. If the base creature is vulnerable to either cold or electricity, it loses that vulnerability and has the resistance 10. It retains any other resistances it had from its outsider form. A creature with either cold or electricity resistance from its outsider form uses whichever resistance is greater, they do not stack.

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

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

Unholy Toughness (Ex) A vampir gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampir has no Constitution score.

Skills: Vampirs have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: Vampirs gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5)

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: Same as base creature.

Level Adjustment: Same as the base creature +8.

Vampir Weaknesses

For all their power, vampirs have a number of weaknesses.

Repelling a Vampir: Vampirs cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampir - they merely keep it at bay. A recoiling vampir must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampir at bay takes a standard action.

Vampirs are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampir: Reducing a vampir's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampirs.

Exposing any vampir to direct sunlight disorients it: It can take only a single move action or attack action and permanently loses one HD for each round of continued exposure if it cannot escape.

Driving a wooden stake through a vampir's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

PLAYER HANDOUT #1 – KNIGHTS OF THE WATCH

This information is provided to Knights of the Watch and squires to the Order.

Contact with the Watchers in Shibolet reveals the following significant information:

There is an ultroloth calling himself Master Vigilant Marax who is spreading the lie that the Knighthood was founded as a copy of a daemoniac order named the Knights Vigilant. Researchers have found some records of a version of the heraldry he uses dating back about 200 years. Even if some version of the skeletal owl rampant was being used 200 years ago, there is no way the knighthood could be based on anything but the true teaching and heraldry of Trilesmain. There are authentic, documented accounts of the history of the knighthood. However, the uniformed are easily misled and many are only too happy to believe slanderous accounts of the Order. This Marax is to be found and put to death, as well as any other friend wearing the perverted heraldry of the Knights Vigilant. This directive comes down from Watcher Tenelous, who seems especially annoyed with the lies being spread.

Once you indicate that you are following the yugoloth leaders into the Rushmoors, you are informed of another problem that has developed for the Order. An ancient magic item from the time of the Occluded Empire that has been in the Watchers' safekeeping for centuries has disappeared. This item is a flail known to be used by a Deathbringer named The Colonel. This evil monster from the time of the Occluded Empire rejuvenates every 9 years in the Rushmoors. He was dispatched quietly by the Watchers 3 years ago, as he has been discreetly dispatched every 9 years for the past 3 centuries. His weapon should not be missing. The Watchers are concerned that he has been rejuvenated prematurely, and that he is loose in the Rushmoors. The Colonel himself is not a great concern, but upon his rise every 9 years, he raises an undead army to do his bidding. Watchers going into the Rushmoors should look for him and dispatch him if they find him. This should be kept quiet to avoid panicking civilians, but not at the expense of putting The Colonel back to rest.

PLAYER HANDOUT #2- GRAN MARCH ARMY

This information is provided to active duty Gran March military PCs who check into with the 17th Battle before going into the Rushmoors.

This information is available to all military PCs:

Last night, a force of yugoloths, half-fiend giants, undead and other demons invaded Shiboletth by using magic. Some of the yugoloths and half-fiends were wearing tabards and carrying banners that looked like a perversion of Gran March's flag. They were organized like Marchers, and fought in Gran March style. Casualties from last night's invasion were high. They tried to claim the city by attacking the Baron's estate. The baron's personal force has been reduced by half. Early estimates guess that 500 citizens were killed.

This information is available to all PCs of Corporal, ComSpec and higher rank:

The Sinkhole in southwestern Shiboletth now has a smooth hole, 20' in diameter that reaches 500 feet deep. It is being barricaded by the 3rd Reserves to prevent curious onlookers from getting hurt.

This information is available to all PCs of Sergeant and higher rank:

Among the invaders last night were a bunch of giants that invaded Shiboletth two years ago when King Brodde magically teleported into the city. Most of them were thought killed. All of them looked like they were transforming into some kind of demon. This is being kept quiet.

This information is available to all PCs of Lieutenant and higher rank:

The assault on the Baron's Estates last night seemed to be a ruse. While the half-fiend giants accompanying the yugoloths seemed intent on claiming Shiboletth "by right of conquest", the fiends themselves seemed to use the assault as a distraction to pull the bronzed mithral gateway from deep beneath the Sinkhole in southwest Shiboletth. There was a woman accompanying the yugoloths last night named Kaema who has helped the fiends before. It is believed that she is, in fact, the former Archdean of Syrloch, Kaema Thuldir. Her current situation is classified.

PLAYER HANDOUT #3- SYRLOCH

This information is provided to PC members of Syrloch who check into with the local Chapterhouse before going into the Rushmoors.

The rumors that former Archdean Kaema Thuldir was working with the yugoloth Marax are, regrettably true. She was among the half-fiends who attacked Shiboeth last night. Her current location and situation are not disclosed at this time. This is a subject to be generally avoided.

There seems to be an arcanaloth named Morgraze that has found a way to transform humankind and giant-kin into half-yugoloth monsters. The researchers at Syrloch have a number of test subjects and are working to understand and reverse the process. If this creature could be found and captured, it would be helpful to the research.

PLAYER HANDOUT #4- CLERGY

This information is provided for a PC who is a member of any religious meta-organization within Gran March who reports to that organization prior to going into the Rushmoors to follow the yugoloths.

Members of Gran March clergy have noted that the yugoloths and their minions tend to target clerics during confrontations. The yugoloths have already killed a number of clerics of Pholtus, Heironeous, Ehlonna, and Atroa who were with groups that confronted the fiends. In most of these deaths, the companions of the murdered clerics indicated that the fiends avoided easier targets to get to the priests.

The churches feel that the fiends are trying to cut off divine healing or another form of divine spellcasting. Divinations have proven silent as to the motivations of the yugoloths. Clerics are advised to be wary in dealing with the fiends. An outspoken few, particularly among the clergy of Heironeous, Pholtus and all of the dwarven pantheon, have rejected caution, and have vowed to openly confront and purge the fiends wherever they are encountered. The defiant Heironeans in particular have espoused faith in unflinching courage. The Pholtans who have thrown caution aside have put forth the position that any attack upon them is an attack spared those around them. The dwarves have provided no position to explain why they do not care about being targeted by the yugoloths.

PLAYER HANDOUT #5 – RESEARCH AT THE ATHENAEUM

The following information was given in *GRM7-06, The Order of Underworld Travelers*:

Your PC played GRM6-07 Athenaeum and spent one TU in study assisting many other scholars in translating the stone tablet taken from Fhar'anod, the temple to Vecna uncovered in the Rushmoors in 593 CY and dismantled in 595 CY. A group of yugoloths led by an ultroloth named Master Vigilant Marax attempted to take the tablet from vault 73 in the sub-basements of The Athenaeum. They were accompanied by a woman named Kaema who resembled the missing Archdean of Syrloch, but she appeared to be tainted with yugoloth features. Your group helped foil their efforts.

As part of the team of researchers who labored over the tablet, your PC learned quite a lot about the contents of vault 73 and the tablet. You are under no compulsion to share this information with anyone, and your PC has even been encouraged to keep this information confidential at his or her discretion. You spent a TU to learn this information that others did not; it is your privilege to keep the information to yourself, revealing it as you chose. It will not limit the ability of your group to complete this scenario if you do not share this information.

- The tablet that was retrieved from the yugoloths was found in a secret vault inside Fhar'anod along with a number of powerful, evil magic items.
- It contained very complex instructions on how to delve further into the ziggurat of Fhar'anod. There are a number of arcane traps and passages within the ziggurat and this tablet describes the need for ritual blood sacrifices to open a few of the doors.

This information was not especially worrisome to most of the researchers. Nor was it especially complex to decipher (Spellcraft DC 45), just time-consuming. Some of the researchers noted that Fhar'anod was fully explored and dismantled two years ago without the need for ritual blood sacrifices.

During the course of the research, one of the librarians remembered that there were not one, but two stone tablets taken from Fhar'anod's secret vault. The second tablet is gone. Luckily, rubbings had been taken of both tablets by a student librarian. Your group has spent more time studying the rubbings of the missing tablet. The missing tablet contains a description that was far more complicated and elusive than most of the researchers had ever seen (Spellcraft DC 62). It took weeks to translate even part of the information, greatly complicated by the fact that the group was working from a rubbing, not the original tablet. You were not able to translate all the words, so determining the exact nature of the tablet is impossible. The group has made some guesses. Translated bits of the rubbing indicate the following:

"..fiend coursing with necromancy radia(?) (radiance was guessed at) (missing many words) ...bleeds."

"...skeletal form with any skeletal form..."

"...weaned on the dead blood of angels and fiends..."

"...hunger for life force..."

"...unliving transformed to life (next part was missing)..."

"...swaddled in shroud of nesus (Nessus?) (next part is missing)..."

There is a thought that the description might detail a way to warp an undead into a different form of undead or to return the undead to life. There is considerable disagreement among the researchers, but you were all frustrated at working from second-hand transcription of the rubbing. There is consensus that the original tablet probably has hidden plates inside it and that it might actually morph as it is translated, given that the non-magical rubbings seemed to be different at times as well. Your group was assured that the original tablets did not radiate any magic once it left the Rushmoors, though it seems unlikely.

NEW INFORMATION: Further research has learned that Fhar'anod is tied to the phases of the moon, and is connected to the Fading Lands. Even though the ziggurat was dismantled two years ago, all researchers have agreed that breaking down the physical structure would not necessarily remove the connection to the Fading Lands. Additionally, some researchers are concerned that the tablet contains instructions for creating death knights. Lending support to that position is a word from the tablet that was recently translated as "Death Knight."

PLAYER HANDOUT #6 – ORDER OF WORLD TRAVELERS

This information comes from Trevian Buchall, headmaster of the Order.

An ultroloth named Euryale has been known to kidnap the citizens of Shibolet and take them to some dark, foreboding place in Gehenna. Most of these people do not return, but a few have made it back. All that have come back have been infected with some variety of demonic taint. This Euryale seemed very civilized, but powerful and willing to endanger children and other innocents. She seems to have less power over the yugoloths' plans than some of the others, so do not depend on her promises of safety.

Those who come back from Gehenna with only a slight taint of demonic power recall another dark figure who helped them escape. If the identity of that figure could be learned, it might help Gran March learn more about its enemies and possible allies. But none of these fiends should be considered an ally at any point.

PLAYER HANDOUT #7 – MEMORY

If you do not refuse the telepathic sending from Marax, you experience the following vision:

A lone human man chained to a rock far away. The distance is great, and the landscape a blasted, burning layer of the Abyss. Demons dance across the human, tearing their claws carelessly into his flesh as they spin and cavort.

Others, more serious, bend and twist the human, carving meat from bone, chewing ribs to get at tender flesh sticking stubbornly between bones. The human never cries out.

There is a bloody cloth on the ground. The human is bare. The torments continue. The human speaks a poem hard to hear from the distance. Demons close by laugh at the human.

A sense of danger impending.

The human man utters a passage ("The soul of a knight where 'ere he doth live, Is his willingness to help and to give.") and a light begins to radiate from a gash in his chest. Some of the demons try to escape, others move to strike him dead, but a flash of brilliant, silent light blinds the viewer. When vision slowly returns, there is nothing left of the man. The landscape is littered with shattered bodies of demons. The chains that held the man are melted, and there is no sign of his remains.

Thousands of demons cluster around the blast site, but none will approach. The perspective of the vision changes, as the source of the vision moves slowly through the throng of demons that stare fearfully at the blasted boulder. The vision leaves the demons behind and slowly approaches the blast site. An elegant, black hand is seen reaching out to touch the boulder and the melted chains. The chains are cool to the touch. There is a small piece of bloody cloth on the ground. A pair of dark hands reaches down to lift the cloth.

A torn, bloody piece of heavy cloth with the head of an argent owl.

The cloth crumbles into dust, blowing away in the burning wind. Demons surrounding the blast site quickly move away, fleeing before your approach.

The vision ends

CRITICAL EVENT SUMMARY: GRM7-08 THRALL

For use only MACE 2007.

- | | | |
|-------------------------|-----|----|
| 1. Did Marax escape | Yes | No |
| 2. Did Baradiel escape? | Yes | No |

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