

BDK6-o8

Of Ruin, Restitution, and Revival

A One-Round Dungeons & Dragons® Living Greyhawk™ Bandit Kingdoms Regional Adventure

Version 1.0

by Theo Judd

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As an aged ruler lies on his deathbed, he passes on a dying revelation of a cataclysmic disaster. Now, you must race against time to prevent the prophecy from coming to fruition by venturing to a place where mortals were not meant to tread. All heroes who call the Bandit Kingdoms home are encouraged to participate in this adventure. Part three and the conclusion of the Fate of the Avenger series. A one-round Bandit Kingdoms adventure set in realms beyond for characters level 11-15 (APLs 12-16).

Resources for this adventure [and the authors of those works] include *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, and David Noonan], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F. M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, and P. Nathan Toomey], *Planar Handbook* [Bruce R. Cordell and Gwendolyn F. M. Kestrel] and *Spell Compendium* [Matthew Sernett, Jeff Grubb, and Mike McArtor].

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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RPGA® SANCTIONED PLAY

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 one (1) point.

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

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Players Read No Farther

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

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule 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 *Appendix 1* (and *Appendix 2* for the optional encounter). For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session 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.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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 Bandit Kingdoms. Characters native to the Bandit Kingdoms 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 that 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 DC 20 Survival check, 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

There was once a brave aasimar paladin named Arryn Alcor who served Barachiel, the Messenger, ruler of the layer of Lunia in Celestia. Arryn Alcor was one of Barachiel's most favored servants and, for his dedication, Barachiel crafted for him an intelligent blade of cold iron to be used in the never-ending battle against the tanar'ri and called it the *knight's herald*.

For many years, Arryn labored to prevent the fiends of the Abyss from running amok in the outer planes. He and his troupe of loyal followers sealed key portals to the Abyss and hunted down demonic leaders of the Blood War to help keep the tanar'ri lords in check. In this and many other endeavors they were successful, and Barachiel marveled at his paladin's devotion.

In 221 CY, Arryn and his companions tracked down a band of powerful tanar'ri to a land called the Great Kingdom on the world of Oerth. There they learned of a fiendish plan to infiltrate House Garasteth, a noble house of the expansive realm. Arryn and his comrades endeared themselves to a paladin of Pholtus by the name of Valdric Klavius while battling the demons, and the two quickly formed a close friendship after discovering ancient kin ties to each other.

For several months, Valdric and his celestial allies labored to root the tanar'ri out of House Garasteth and, at long last, they were successful. However, the demons' leader, a balor named Raelvumon, swore vengeance upon the group and managed to escape justice. Arryn, having the deepest respect for Valdric and knowing that Raelvumon's vendetta was not to be taken lightly, entrusted the *knight's herald* to his friend with instructions to use it to battle the balor should he ever return. Arryn and his followers then departed to follow rumors of a fiendish mercenary group in the Gray Wastes of Hades.

Many years passed on Oerth, yet Raelvumon never returned. On his deathbed, Valdric gifted the mighty sword to his son, Clantine, telling him the story of the heroic aasimar paladin who had gifted it to him and the battle against Raelvumon's fiends. Clantine, like his father before him, was a devout follower of the Blinding Light. However, when the church of Pholtus fell out of favor with the Overkings of Aerdy, Clantine joined with his brothers in migrating to the northwestern fringes of the land, citing religious persecution.

Clantine's descendants eventually went on to help found the Theocracy of the Pale, and the *knight's herald*

went along with them. It was rarely used except in the event of an extremely dangerous demonic attack, so respectful were Valdric's descendants of the weapon's potency.

Unfortunately, about a century ago, the Klavius family joined into an apostate cult of Pholtus that lauded the *Ebongleam* as the primary text of their faith and extolled the virtues of walking hand-in-hand with darkness in order to better understand the glory of the light. Needless to say, the canons of the Pale rejected this heretical belief outright and excommunicated the entire cult, sending them to a remote and chaotic region to the west that had long ago been abandoned by the Overkings of Aerdy. This land eventually came to be known as the Grand Theocracy of Dimre.

The last mortal owner of the *knight's herald*, a Dimrite priest of Pholtus named Gresson, perished in 586 CY after fleeing the city of Rookroost where he had worked as a treasury official under the late General Pernevi. The incoming ruler, Lord Marshal Arus Mortoth, sent a yugoloth after the fleeing priest. Although Gresson escaped, he was mortally injured by a vile wound of powerful eldritch potency that confounded even the magical healing attempts of the priests of Dimre. Gresson did not have the *knight's herald* with him when he died. However, he did leave clues about its location.

Meanwhile, Arryn's situation had turned grim shortly after he left Oerth. He was captured by a band of demodand slavers in Hades and taken away to the Tarterian Depths of Carceri where he wasted away for centuries. It was not until recently that a contingent of angels managed to free him. After being restored to sanity by the celestial power of Barachiel, Arryn was tasked with returning to Oerth to recover the *knight's herald* so that it could once again be used in the eternal war against the tanar'ri.

Despite the powerful magic used to heal Arryn, he had changed. The many years of wavering on the brink of insanity and suffering under the brutal torture of the demodands had altered Arryn's outlook. While he was still a strongly devoted servant of Barachiel, his mindset had been altered to allow for different methodologies to accomplish his tasks. He became brazen, bold, and impetuous. Above all, he became obsessed with recovering the *knight's herald*, no matter the cost.

In *BDK4-07 Of Friends, Friars, and Foes*, the PCs encountered Arryn Alcor for the first time in the Free City of Stoink. Arryn asked the PCs to recover the journal of a recently deceased distant relative of his. Although the forces of Iuz's Temple Grimacing and the priests of Dimre conspired against the PCs to recover the journal, for the purposes of this adventure it is presumed that the journal was recovered by the PCs and delivered to Arryn.

The aasimar used this information to determine the location of the *knight's herald*. However, knowing little of Oerth and concerned that the sword had been warded in ways he was not able to deal with, he was unsure of how to proceed.

In *BDK6-02 Of Gambits, Gauntlets, and Graves*, the PCs met with Arryn a second time. This time, he had made an agreement with the Dimrites, who provided their piece of the puzzle (a magical password) to help in recovering the sword. The PCs journeyed to Rookroost at Arryn's bequest with password ready to disarm any magical wards left behind by Gresson before his flight. However, the PCs arrived too late and discovered that the sword had already been located by High Lady Xavendra and High Lord Tadorinal, the co-rulers of the Northern Alliance of Rookroost and Groucester.

After the PCs fought their way out of an ambush and relayed the news to Arryn, he was unsure of how to proceed next. Help arrived in unusual form as the evil Lord Bloodhand of the Temple Grimacing arrived on the scene to provide insight into the sword's location.

In *BDK16-02 Of Weapons, War, and Woe*, the combined forces of Stoink and Dimre declared war upon the Northern Alliance with the intent of recovering the sword from where it lay in Marsakeer, being prepared for a perverse ritual thought to be intended to turn it into a vile weapon. As a group of powerful adventurers, accompanied by Arryn, made their way into the tower thought to house the sword, they encountered High Lady Xavendra and her vampire cohort Veth enacting a dark ritual upon the sword.

However, the entire ritual turned out to be a ruse concocted to entrap Arryn by the betrayal of Lord Bloodhand at a critical moment. Despite the successful recovery of the sword, Arryn had been taken captive by High Lady Xavendra and Veth. In addition, Lord Bloodhand had escaped after nearly being slain by the adventurers and vowed to smite them for their opposition to Iuz.

In the ensuing time since that event, Arryn Alcor has been transformed into a death knight by the fell powers of the Old One and the contrived circumstances of betrayal that Xavendra had so cleverly engineered. Since then, Arryn has been leading the forces of the Northern Alliance in victory after victory over the battered and bruised forces of Dimre and Stoink. A gruesome end to the war is in sight as Arryn's forces are now marshalling on the edges of the Dimre border, preparing for one massive strike towards Dimre's capital of Falschheit.

ADVENTURE SUMMARY

The adventure begins with the imminent death of Szek Winvid. The Szek reveals a prophecy on his deathbed that spells woe for the Bluff Hills and the war effort against the Northern Alliance. After deciphering the prophecy, it is decided that the PCs must take the *knight's herald* to Gehenna's Mount Chamada and bathe the sword in its lava to make it a potent weapon against the death knight Arryn Alcor and prime it for the salvation of the Bluff Hills.

The PCs arrive in Gehenna on Mount Khalas and must find their way to Mount Chamada. Along the way, they encounter a traveling band of mercenaries with their bodyguards and a tanar'ri raiding party. Eventually, they must locate a portal to Mount Chamada.

Upon arrival on Mount Chamada, the PCs are assaulted by yugoloths who have been monitoring them. The yugoloths attempt to steal the mystical sword to prevent the sword from being bathed in Mount Chamada's lava.

When the PCs return from Gehenna, Falschheit is under siege and they must use the *knight's herald* to repel the invasion. As an optional encounter, they may take to the field and challenge Arryn Alcor himself to a fight to the death.

PREPARATION FOR PLAY

This adventure is the third and final part of the Fate of the Avenger series of adventures that began with *BDK4-07 Of Friends, Friars, and Foes* and continued with *BDK6-02 Of Gambits, Gauntlets, and Graves*. Having played these adventures is not vital for success in this adventure, but it might increase the players' enjoyment.

A vast majority of this adventure takes place in the outer planes, specifically the Bleak Eternity of Gehenna. It is therefore very important that you take time before running this adventure to study up on the rules for adventuring in other planes (see the *DMG* 147) and the section on Gehenna specifically (see the *DMG* 162). If you own the *Manual of the Planes*, then reading up on the plane of Gehenna on page 111 of that tome might be helpful, but it is by no means necessary. The most important details of the plane are summarized in *Appendix 3*.

Because Gehenna is completely mountainous, it is recommended that you refresh yourself on the rules for running combat in mountain terrain (*DMG* 89). Additionally, unless the PCs are capable of flying for long periods of time, they will be doing a lot of climbing on Gehenna. Therefore, it is highly recommended that you are proficient with rules for the Climb skill (*PH* 69). You should not gloss over this aspect of the adventure because

it is crucial to setting the atmosphere and an important part of the challenge the PCs will face on a world totally alien to them.

This adventure introduces a new NPC to the players, Feldmar, the appointed emissary to Dimre from Stoink. Whether or not Feldmar interacts with the PCs is dependent upon whether or not they hold favors/enmity with groups in Stoink. If they are favored in Boss Renfus' eyes, then Feldmar is inclined to help them. However, if they have ever gained the ire of Stoink's organizations, then Feldmar may attempt to blackmail them.

PCs who are members of the Northern Alliance meta-org will have difficulty completing this adventure, as it generally encourages them to work against their homeland. These PCs should be informed that Dimre and the Northern Alliance are currently at war, and they might enjoy the adventure better with another character. However, since few players are likely to have several high-level characters capable of playing this adventure, the following guidelines are provided for such players.

- Provide the PC with *Player Handout 1* which details a meeting with the vampire Viola in Groucester. In this handout, the PC is asked to infiltrate Dimre by joining a party of heroes and is loaned a *ring of mind-shielding* and a *hat of disguise* to aid in the deception. These items must be returned at the end of the adventure.
- The PC will be expected to maintain in-character secrecy about his affiliations (and possibly his identity if other PCs know of his allegiances). It may be difficult in some cases for the player to hide his character's identity from the other PCs, but encourage them to roleplay the situation out and avoid meta-gaming. The other PCs might be meta-gaming that the PC is spying on them, but unless they have in-character evidence, discourage them from acting on it. If they do not heed your warning, then do not award them the discretionary roleplaying award at the end of the adventure (and you may wish to lecture them soundly for being poor roleplayers).
- Should the PC's allegiance be discovered by the other PCs, then they must decide how to handle the situation. The PC in question will be kicked out of the Northern Alliance if he aids Dimre, but if the other PCs allow him to come along, they will be considered co-conspirators if the Dimrites discover his allegiance. In this case, the PC has basically two options: 1) go along with the adventure and get kicked out of his meta-org if the mission is successful or, 2) receive a blank AR for his trouble. It is a difficult choice to make, but this is a campaign about heroes, and helping the bad guys (i.e. the

Northern Alliance) is not a choice that is encouraged. Consequently this adventure makes such a thing difficult.

- The PC will NOT receive either *Player Handout 2* or *Player Handout 3* as the PC is a known citizen of the Northern Alliance, and thus, an enemy of Dimre.

PCs who have played the other adventures in this series or adventures that are somewhat related might have favors or plot points that can help (or hinder) them along through this adventure. Before running this adventure, check to see whether any of the PCs possess the following plot points (in parentheses is listed the encounter where these plot points may come into effect).

From *BDK4-07 Of Friends, Friars, and Foes*

- Gratitude of Arryn Alcor (*Encounter 9*)
- Enmity of Arryn Alcor (*Encounter 9*)
- Influence with the Theocracy of Dimre (*Introduction*)
- Enmity of the Theocracy of Dimre (*Introduction*)

From *BDK5-05 The Art of Deception*

- Enmity of Boss Renfus (*Encounter 2*)
- Exalted Knave of Stoink (*Encounter 2*)
- Banned in Dimre (*Introduction*)
- Favor of Osilin (*Encounter 2*)

From *BDK5-07 Ebongleam*

- Influence with Dimre (*Introduction*)
- Enmity with Dimre (*Introduction*)
- Influence with the Stoink Thieves' Guild (*Encounter 2*)
- Enmity with the Stoink Thieves' Guild (*Encounter 2*)

From *BDK6-02 Of Gambits, Gauntlets, and Graves*

- IP with the Grand Theocracy of Dimre (*Introduction*)
- IP with the Stoink Thieves' Guild (*Encounter 2*)

REGIONAL WARNING

If your players are unfamiliar with the Bandit Kingdoms region, read the following aloud before running this event:

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free

Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION: FAVORED OF DIMRE

Use this introduction if the PCs have at least ten influence points with the Theocracy of Dimre between them and none have enmity of the Theocracy of Dimre or are banned (note enmity can be removed, even before this scenario, with the expenditure of two influence points) or at least one of the PCs is a member of the Grand Theocracy of Dimre meta-org and willing to vouch for the other PCs (as long as none have enmity), then begin the scenario with the following:

It is not every day that a ruler dies of natural causes in the Combination of Free Lords. Today is not every day.

Szek Winvid, supreme head of the Church of the Ebongleam and ruler of the Grand Theocracy of Dimre, has suffered a terrible stroke that shall soon claim his life. In light of your continual devotion to the path of the Ebongleam and assistance to the Grand Theocracy of Dimre, you have been summoned to the Masak, the most sacred temple to the followers of the Ebongleam, to hear the dying rulers' last words. It seems the priests of the Ebongleam desire as many witnesses as possible for this sacred day.

The Masak is a behemoth of basalt and granite, unremarkable save for its sheer size and towering features. Everywhere you look, you see quiet and stoic priests of the Ebongleam going about their business with nary a tear in their eyes. Truly, they are a hardened lot.

As you approach, you are greeted by a tonsured man. "Welcome, visitors," the man says, "May the Blinding Light be upon you. I am Father Hodge. We have been expecting you and I must urge haste. His Royal Highness does not have much time I fear, and his recent words have been interesting to say the least."

Allow the PCs to introduce each other. Father Hodge will answer any questions they have to the best of his ability, but he desires to have the PCs meet with Szek Winvid as soon as possible.

Father Hodge can relay the following information if the PCs are querulous:

- The Szek has been ill for the past year. This latest stroke is but the third.

- After the last stroke, the Szek began having visions that have most of his advisors concerned. The PCs have been summoned to hear his final words.
- The Szek requested the PCs by name. Apparently some premonition told him they would be in the region and willing to serve.
- The Szek's prophecies have been grim. Many priests are expecting the revelations to require some heroic task to be performed, a task that will undoubtedly fall to the highly qualified PCs.
- The war with the Northern Alliance has not gone well. Ever since the Battle of Marsakeer last spring, the combined Dimre/Stoink army has been on the retreat. The fallen paladin Arryn Alcor now leads the armies of High Lord Tadorinal on a course for Falschheit. Most recent news puts him less than a day away from the Dimrite border, meaning that time is short.

Once the PCs are prepared to meet with the Szek, go to *Encounter 1a*.

INTRODUCTION: HEATHENS

If the PCs do not have at least ten influence points with the Theocracy of Dimre between them, then PCs without enmity or who are not banned receive a missive (*Player Handout 2*). PCs with enmity or who are banned receive a separate missive (*Player Handout 3*). Read the following:

It is not every day that a ruler dies of natural causes in the Combination of Free Lords. Today is not every day.

Szek Winvid, supreme head of the Church of the Ebongleam and ruler of the Grand Theocracy of Dimre, suffered a terrible stroke that just today claimed his life. You have been summoned to the Masak, the most sacred temple to the followers of the Ebongleam, in hopes that your expertise might help decipher his prophetic dying words.

The Masak is a behemoth of basalt and granite, unremarkable save for its sheer size and towering features. Everywhere you look, you see quiet and stoic priests of the Ebongleam going about their business with nary a tear in their eyes. Truly, they are a hardened lot.

As you approach, you are greeted by a tonsured man. "Welcome, visitors," the man says, "May the Blinding Light be upon you. I am Father Hodge. We have been expecting you. The Rector wishes to speak with you soon."

Father Hodge can inform the PCs of the same general things as above, except that the Szek is already dead. Once the PCs are prepared to meet with Rector Osilin, skip *Encounter 1a* and go to *Encounter 1b*.

ENCOUNTER 1A: LAST WORDS

This encounter is ONLY for parties that have at least ten influence points with Dimre (and no enmity) or those including a member of the Dimre meta-org who is willing to vouch for the other PCs. Begin by reading or paraphrasing the following:

Following Father Hodge through the Masak, now you see many anguished faces. Wearing grey sackcloth typically indicative of mourning, these appear to be influential citizens of Dimre. Father Hodge leads you past them to a small chamber.

As you enter, you see the center of the room is dominated with a grand bed whereupon lies a man of particularly advanced years. His left eye is milky white and wanders. His skin is wretched and scarred throughout. Liver spots are dappled all over all exposed flesh, which is hanging off his bones. He barely manages to muster enough energy to notice your arrival in the room. Father Hodge nods towards the man and whispers, "His Holiness, the Szek of Dimre, may Pholtus soon give him peace."

Upon a stool by the bed is a man with a light brown beard and dark eyes. His skin is tanned but shows few signs of ritual scarring, unlike many of the other priests here. Also in the room is a contingent of the Holy Guard.

The man at the stool rises as you enter, tears streaming down his face. As he dries his eyes, he greets you, "Peace upon you in the name of the Blinding Light. I am Lord Inquisitor Osilin Danris. I thank you for coming. His Royal Highness barely has the energy to speak, but he greatly desired your presence before he exhaled his last breath. Please, come close to his bedside so that he might speak with you, for his voice is weak."

The PCs are in the presence of a very powerful and important man. The Szek has been the uninterrupted ruler of Dimre for over 40 years and his position as head of the Church of the Ebongleam makes him the most revered man in the country. The PCs are expected to kneel and show proper deference in his presence. Members of the Dimre meta-org automatically know this. If they fail to demonstrate proper respect, allow them a DC 15 Knowledge (local: Iuz's Border States) or

Knowledge (nobility and royalty) check to recognize what is expected of them. Failure to show respect is punishable by immediate expulsion from the Masak for non-members of the meta-org and immediate demotion for members (if the lowest rank, their tenure in the meta-org is reset to 0). This also effectively ends the adventure so encourage the PCs to behave properly.

After they have shown deference, continue with the following:

The aged Szek opens his eyes an almost imperceptible bit more and tilts his head in a languid fashion. The left side of his face is droopy, and when he speaks, only the right side of his lips move.

"Look upon me and hear the words of the Blinding Light," he begins in a coughing sputter.

"I have foreseen much in my last days. My lord has presented me with visions of the future so that I might warn my children. He has led you to me, that you might aid in our cause."

The old man lets out a wheeze before beginning again, clearly fading by the minute. "I have foreseen a disastrous outcome to our war with the hated Northern Alliance. The fallen paladin, Arryn Alcor, our one-time ally, has embraced darkness far beyond that which is tolerable to even our teachings. Truly, he has become darkness itself. Now he leads our enemies against us, and there is little time for my countrymen.

"In addition, I have seen that the terror in the Bluff Hills is a harbinger of entropy and chaos. I foresee a dark scheme that will bring fell power throughout the entire Combination of Free Lords."

As if drained, the old man's eyes close. A full minute goes by before they re-open. Barely audible, the dying man continues, "I have also foreseen another outcome. If a weapon of purity can be bathed in the mount of flame under the living moon, then the dark scourge can fall and disaster averted. These things I have foreseen by the divine inspiration of Pholtus himself. This is a parting gift to you and the people of Oerth."

Again the old man pauses to gather his strength. After a moment, he motions for the Lord Inquisitor to approach. Osilin does so reverentially, with tears in his eyes.

"Osilin, my son, Pholtus knows where your true loyalty lies. Do not let me down. Though the decision shall be left to the council, let it be known to all present that I favor Lord Inquisitor Osilin Danris to be my successor, Favored of Pholtus, and leader of the Grand Theocracy of Dimre. In Pholtus' name."

"In Pholtus' name," the other priests in the room intone while Osilin stares at the dying man in shock. With that, Szek Winvid passes to a better place.

At this, the aging ruler's eyes roll back in his head and he breathes his last breath as the priests of the Ebongleam in the chamber begin the death chant (think Gregorian chant but much darker). Attempts to revive the Szek fail as he has died of old age. The priests realize this and allow him die in peace. Nothing short of divine intervention can prolong his life now, nor would the Szek accept any such help.

Continue with the following:

After several minutes of chanting, Osilin rises and addresses your group, "This is a sad day for the faithful. Unfortunately, we have dark times ahead and there is much to discuss. Please come with me. The rest of you, you know your orders. Prepare the Szek's body for the ritual pyre."

ENCOUNTER 1B: LAST WILL

This encounter is for parties that do not have at least ten influence points with Dimre or a member of the Dimre meta-org or those with enmity of Dimre. Begin by reading or paraphrasing the following:

Following Father Hodge through the Masak, you see many anguished faces. Many appear grief-stricken and are wearing not the common white and yellow vestments of Pholtus, but grey sackcloth typically indicative of mourning. Father Hodge leads you through the somber scene to a small chamber.

Standing outside the chamber is a man with a light brown beard and dark eyes. His skin is tanned but shows few signs of ritual scarring, unlike many other priests here. He looks up as you arrive, tears streaming down his face. As he dries his eyes, he greets you, "Peace upon you in the name of the Blinding Light. I am Lord Inquisitor Osilin Danris."

Allow the PCs to introduce themselves to the Lord Inquisitor. Some of them may have helped him out in the past, in which case he recognizes them.

Continue with the following:

"The Szek has breathed his last. His soul now rests in the Light. We can all but hope for such a peaceful ending.

In his final moments, the Szek spoke of a vision of the future. He foresaw a ruinous outcome to the war with the Northern Alliance, prophesying that the fallen paladin Arryn Alcor would be victorious over

us. In addition, he believes that the terror in the Bluff Hills is a harbinger of entropy and chaos, and that a dark scheme will bring fell power throughout the land.

“However, he foresaw an alternative. If a weapon of purity could be bathed in the mount of flame under the living moon, then he said the dark scourge can fall and disaster could be averted. Thus, the Blinding Light has brought you to us. Please come with me.”

ENCOUNTER 2: WHAT TO DO?

Osilin leads the PCs to a small meeting hall. Read or paraphrase the following:

Osilin leads your group to a small chamber. In the center is a circular table surrounded with chairs. Sitting at the center of the table is a gleaming longsword upon a golden-laced pillow. Osilin takes a seat, asking you to do the same.

Lord Inquisitor Osilin Danris: male human CLVII of Pholtus.

This encounter is free-form roleplay. In it, Osilin explains the following key points:

- The fallen paladin Arryn Alcor now leads the Northern Alliance armies and just recently crossed the Dimrite border. There is little time until he arrives at Falschheit itself. Once he does, the fall of Dimre is all but inevitable. Osilin estimates it will be no more than four days before he arrives.
- Secondly, That Which Slept has taken residence in the Bluff Hills and attacked Groucester earlier this year claiming for itself Xavendra’s *shadowstaff*. The Szek’s last words have led him to fear That Which Slept is planning to use the *shadowstaff* in a diabolical ritual.
- The Szek’s prophecy seems to hold the only key to averting either disaster. The weapon of purity he speaks of undoubtedly refers to the *knight’s herald* (resting upon the table), a powerful sword created by Barachiel the Messenger, a celestial paragon who rules over the lowest layer of Celestia. The sword was captured from High Lady Xavendra at the Battle of Marsakeer in Coldeven of this year, the same place where Arryn Alcor fell.

The PCs will have to do some hard thinking. If they wish to use divinations such as *commune* or *contact other plane*, use the following guidelines to lead them in the

right direction. Osilin is capable of casting any cleric spell of 5th level or lower, which he gladly does for free (considering the circumstances) if the PCs request it.

- The disastrous outcome the Szek foresaw was Arryn Alcor’s razing of Falschheit. If Arryn Alcor is not stopped, he will annihilate the Grand Theocracy of Dimre.
- Arryn Alcor is a death knight loyal to Tadorinal and Iuz. His transformation was a result of his betrayal by the assassin Lord Bloodhand when he attempted to reclaim the *knight’s herald* at the Battle of Marsakeer. The divine power of Iuz infused Arryn with undeath at the moment of his betrayal.
- That Which Slept cannot be killed, at least not through mortal means. It is planning a ritual within a month that will release an enormous burst of negative energy throughout the Bluff Hills and adjacent regions. The consequences will be disastrous.
- The only hope for defeating Arryn Alcor and averting the disaster in the Bluff Hills is the *knight’s herald*. However, the sword must be primed first by bathing in the lava of Mount Chamada, the second layer of the Bleak Eternity of Gehenna.
- The “weapon of purity” the Szek referred to is the *knight’s herald*.
- The “mount of flame under the living moon” the Szek referred to is Mount Chamada and its satellite, Nimicri.
- Bathing the *knight’s herald* in the lava of Mount Chamada will not assure that Arryn Alcor is stopped for good, nor will it assure that the disaster in the Bluff Hills will be prevented. It merely makes accomplishing such goals possible.

The PCs can potentially learn information through the use of Knowledge checks.

- A DC 25 Knowledge (arcana) check indicates that bathing a *holy avenger* in the lava of an evil-aligned plane is likely to destroy the sword and release a burst of positive energy at the same time. The *knight’s herald* can probably withstand it, however, if indeed it was crafted by a celestial paragon.
- A DC 15 Knowledge (local: Iuz’s Border States) check indicates that the “terror in the Bluff Hills” the Szek referred to is That Which Slept.
- A DC 30 Knowledge (the planes) check indicates that the “mount of flame under the living moon” the Szek referred to is Mount Chamada and its satellite, Nimicri. (This allows the PCs to roll an additional

Knowledge [the planes] check to know things about Gehenna; see below.)

- A DC 20 Knowledge (the planes) check indicates that Gehenna is an evil-aligned plane home to many fiendish creatures. It contains four layers, each an enormous volcanic mountain. Travel is extremely treacherous and natural hazards abound.
- A DC 25 Knowledge (the planes) check indicates that Gehenna is the home of the yugoloths, fiendish creatures that serves as mercenaries for the eternal conflict between demons and devils. They often work for other parties as well.
- A DC 30 Knowledge (the planes) check indicates that Gehenna is often raided by tanar'ri and baatezu for various reasons. However, it is just as often visited by those wishing to establish ties or forge pacts with the yugoloths. The first layer of Khalas holds gates to many other outer planes and is often used as a nexus point for planar travelers.

By the conclusion of the discussion, the PCs should be able to put together the following: to defeat Arryn Alcor and prevent a disaster in the Bluff Hills, they must take the knight's herald to Mount Chamada and bathe it in lava. Although Osilin and the Dimrite priests must remain behind to see to the defense of Dimre in case the PCs fail, Osilin can provide tools to aid them in the quest:

- The PCs must take the *knight's herald* to accomplish the mission in any event (see *Player Handout 4*). It will be of great use to the PCs if they have a paladin in their party. The sword favors a lawful good wielder, preferably a paladin, or failing that, a knight of the chalice. The wielder may only use the powers of the sword if it has taken control of the wielder, or if the wielder is a paladin in good standing. Otherwise it functions as a *+2 cold iron longsword*. Regardless, the sword's *holy avenger* abilities will only function if the wielder is a paladin.
- If the PCs were eligible to hear the Szek's last words, Osilin provides them with a *staff of healing* with 10 charges to use at their discretion. He expects it returned if not used.
- Osilin can allow the PCs to borrow a planar key to the Khalas, the first layer of Gehenna and a well-travelled planar nexus. It will be up to the PCs to find a way to reach Chamada from Khalas.
- Osilin can provide the PCs with two *scrolls of plane shift* (arcane or divine). He can also provide them with a *scroll of teleport* or *scroll of greater teleport* (both CL 15) to get them back to the Masak immediately upon their return to the Material Plane. Osilin expects to be reimbursed for the cost of these scrolls unless they are returned unused.

- To aid in navigating the treacherous portals of Khalas, a Dimrite wizard offers to teach any wizard PCs the spell *analyze portal* (see *Appendix 4*). The PC must pay the normal scribing cost. Also note it takes 24 hours for a wizard to scribe a spell into his spellbook (*PH* 179).
- Osilin will loan each PC a climber's kit and a special fire-resistant rope (see *Special AR* section) to aid them in traversing the difficult terrain of Gehenna.
- PCs with an unspent *Favor of Osilin* may exchange it for Osilin's *dust of disappearance* (cross off the favor as if used). He has only one. This does not need to be returned.
- PCs with Influence of the Stoink Thieves' Guild are loaned a *potion of resist fire 10*, sent by the guild to aid them in the mission. It must be returned if not used.
- PCs with *Exalted Knave of Stoink* or members of the Stoink Thieves' Guild are loaned a *ring of climbing*, sent by Boss Renfus to aid them. PCs who have both are loaned a *ring of improved climbing*. It must be returned at the end of the adventure.
- PCs with *Enmity of Boss Renfus* or *Enmity of the Stoink Thieves' Guild* are sent what is purported to be a *ring of feather fall* from an anonymous priest; however, it is actually a *ring of clumsiness* sent by a Stoink spy. Even though the two countries are presently allies, they do not trust each other completely and both have spies in each other's nations. (Boss Renfus is hoping the PC will suffer some mishap as a result of the cursed item.)

Once the PCs have made all the preparations they would like and are ready to travel to Gehenna, go to *Encounter 3*.

Development: In the unlikely event a PC possesses a planar key to Chamada, they can bypass a large portion of this adventure. In this case, simply run *Encounter 7* when they arrive on Chamada to give them a challenge.

Allow the PCs to time preparing before they leave for Khalas, but Osilin urges them to hurry, for he fears that Arryn Alcor's forces will arrive soon.

ENCOUNTER 3: A REALM BEYOND

When the PCs arrive on Khalas, read or paraphrase the following:

You look upon a bleak and desolate landscape. Above you looms a black sky, dark as a starless night on Oerth. Beneath you is a rugged mix of steep slopes,

rocky passes, volcanic craters, and rivers of magma. Pillars of smoke rise into the air in as many directions as you can see, and the heat is intense. The ground itself radiates a substantial glow almost reminiscent of sunlight, but projecting no more than 60 feet into the air to normal human eyes. The eerie lighting conditions cause your shadows to rise upward giving the entire place a disturbing look.

It seems that no matter where you gaze, there is an incline to the ground. Slopes as steep as 45 degrees are common and flat ledges are rare indeed. Even sheer slopes seem more typical than level ground. Overland travel will certainly be difficult in this place.

As the PCs travel through the Bleak Eternity of Gehenna, they will have a random encounter every 1d6 miles of travel (note the encounters occur at distance intervals, not time; this means faster PCs will have an advantage). Naturally, the PCs will have to travel until they locate a portal to Chamada.

If the PCs are resting, they will have one random non-crater encounter in the middle of the night, however they may choose the terrain as they would have picked the spot to set up camp. (Be sure to adjudicate special situations, such as the PCs using *Mordenkainen's magnificent mansion*, to the best of your ability.)

To determine the type of encounter, roll 1d6 and consult the *Encounter Table*. To determine the type of terrain, roll 1d6 and consult the *Terrain Table* (see *Appendix 3* for details on the terrain of Gehenna). Any encounter should include at least a few channels of lava nearby (see *DMG* 304 for details on lava effects).

The PCs will need to make travel arrangements to account for how they will be dealing with slopes as difficult as sheer cliffs. Calculate their movement rate while climbing (*PH* 164) and track the time it takes them to move from each encounter to the next, as they have a limited span of time if they wish to make it back in time to stop Arryn Alcor. They have four days from the point at which they met with Osilin; bear in mind some of this time they may have already used making preparations.

ENCOUNTER TABLE

- 1: The PCs find a crater that serves as a portal to Chamada (*Encounter 4*).
- 2: The PCs find a crater that serves as a portal to another plane, determined randomly (*Encounter 4*). See the *Dungeon Master's Guide*, page 151, for random planar destinations. Roll once for each such portal (the portals are not random themselves, just the determination of the destination of the portal).

- 3: The PCs find a crater that appears to be bottomless (*Encounter 4*).
- 4: The PCs encounter a traveling band of mercenary traders (*Encounter 5*). Once this encounter has been rolled, ignore it for future rolls.
- 5: The PCs encounter a tanar'ri raiding party looking to pillage yugoloth lands (*Encounter 6*). Once this encounter has been rolled, ignore it for future rolls.
- 6: The PCs run afoul of a yugoloth hunting party that has been forewarned of their arrival by High Lord Tadorinal (*Encounter 7*). Once this encounter has been rolled, ignore it for future rolls.

TERRAIN TABLE

- 1-3: This area is an ordinary slope. DC 0 Climb checks are required to move about and the angle of incline is slight.
- 4-5: This area is a steep slope. DC 15 Climb checks are required to move about and the angle of incline is steep (roughly 45 degrees).
- 6: This area is a sheer cliff. DC 25 Climb checks are required to move about and the angle of incline is vertical (90 degrees).

Development: The outer planes are a dangerous place. If the PCs loiter around for too long, they risk running into further untiered encounters. Do not be heavy-handed, but discourage the PCs from spending too much time in this hostile environment using the *Hellish Encounters* table (*DMG* 167) if necessary. They cannot earn XP for any encounters fought beyond those detailed in *Encounters 5* through 7, but Gehenna is a living world of its own, and a deadly one at that, so it should be portrayed as such.

Note it is possible that PCs could get lucky and roll for a portal to Chamada on the first roll. If this occurs, have them encounter the yugoloths (*Encounter 7*) immediately upon their arrival in Chamada.

If the PCs fail in their mission at any point, either by dying or being forced to flee from Gehenna without the means to return, go to *Conclusion*.

ENCOUNTER 4: THE CRATERS

The PCs encounter a crater that may lead to another place, or may simply be a very deep chasm. Read or paraphrase the following:

You have come to a great fissure in the ground. It seems to lead down for an unfathomable distance into blackness.

The type of crater encountered is dependent upon the type rolled in *Encounter 3*. There is a 70% chance that this crater has a sign (written in Abyssal) indicating the nature of the crater, but if the crater is actually a deep pit, then there is a 50% chance that the sign falsely proclaims it is actually a portal to Chamada (a cruel joke of the yugoloths).

Use the following guidelines for how the PCs interact with the craters:

- If the crater is a portal to Chamada or a portal to another plane, the *analyze portal* spell can determine its nature as described in the spell. Such portals are transparent and appear to merely be bottomless pits obscured by smoke. The portal arrests a character's momentum as the character passes through it so characters take no falling damage when they exit on the other side.
- *Detect magic*, *arcane sight*, and similar divination reveal only strong conjuration auras on portals and nothing on bottomless pits.
- If a character jumps into a "bottomless" pit (which may occur if he thinks it is a portal), then the character plummets down 400 feet before he hits the ground, taking 20d6 damage in the process if he cannot arrest his fall somehow.
- Portals to Chamada are one-way, meaning the PCs cannot go back to Khalas. Portals to other planes are two-way.

If the PCs find a portal to Chamada and enter it, go to *Encounter 8*.

Development: If the PCs somehow end up stepping through the wrong portal and wind up on another plane, there is a 30% that they will find an encounter on the other side. If an encounter is rolled, use the planar encounter tables in the *Dungeon Master's Guide* (pages 151-167) to determine an appropriate encounter. The PCs may not receive XP or treasure (other than items listed in a monster's Monster Manual entry) for this encounter.

ENCOUNTER 5: THE TRADERS

The PCs encounter a mercane trading group bound for the Crawling City of Khalas. Roll 4d10x10 (divide by 2 to account for reduced visibility) to determine the encounter starting distance. Have each PC make two Spot checks. One is to see if they notice the traders. The other you should record for later use (see below). Read or paraphrase the following:

Ahead you see a group of travelers making their way across the bleak landscape much as yourself. Several

of their number are using climbing gear and tools to traverse the treacherous terrain while a pair of much larger figures with blue skin glide effortlessly through the air above them.

Mercane Traders: This is the party of the mercane Ezshar, his life companion Lotumbrix, a priestess of Boccob, and their tiefling bodyguards. Ezshar is a merchant from Sigil who is currently working on establishing a trading post in the Crawling City of Khalas. He is certain his group is close to its location, but being a mobile city, it has a tendency to move about from time to time, and visibility on Gehenna is not what it could be. Consequently, they have at least several hours of exploration ahead of them.

Ezshar is more than willing to converse with the PCs if they approach him peacefully. In this event, he introduces himself with a handshake and insists each of his compatriots do the same (he learned the handshake bit long ago and found it puts many prime material plane residents at ease). Otherwise, his group mostly ignores the PCs, keeping an eye on them solely for safety's sake. His initial attitude is Indifferent. At this point he is willing to chit-chat or sell any spells he or Lotumbrix have prepared for standard prices (see *PH* 129), although he refuses to do so if he believes the PCs are planning a sneak attack. If the PCs improve his attitude to Friendly or better, he offers to provide them with contacts on the Material Plane who can sell them a number of items. If the PCs reduce his attitude to Unfriendly, he quickly urges his group on, and is sure to avoid them. If the PCs reduce his attitude to Hostile, he attacks, seeing them as threats to his business venture.

If (and only if) the PCs approach to speak with Ezshar, then the thief attempts to filch at least one item from each PC using Sleight of Hand. If the traders spot the PCs before they PCs spot them, then the thief will be hiding in the shadows and cover provided by this dark terrain when they approach. Otherwise, she simply tries to ply her trade while introducing herself with the rest. Use the Spot rolls taken from the PCs above to determine whether they notice her Sleight of Hand.

If the thief is successful, then finish the encounter normally. Right before the next encounter, ask to examine each of their character sheets. Select one item from each character that should be in plain view (note that items in a *bag of holding* are not safe as a *bag of holding* itself is likely to be a snatched item) that seems valuable and inform the PC that the item has been permanently lost.

If the thief is caught in the act, she desists immediately and backs away, claiming that the brush was merely an accident (using Bluff) if accused. If she is accused, Ezshar immediately becomes Unfriendly. The

situation can be diffused with a fast Diplomacy check (-10 to check) that makes him Indifferent or better, but he refuses to allow the PCs to search his bodyguard for missing items unless the Diplomacy check improved his attitude to Friendly or better. If the items are discovered on the thief, he orders the items returned and promises the thief will be punished, but he becomes immediately Hostile if the PCs insist on meting out punishment themselves.

APL 12 (EL 12)

Ezshar: male mercane Wiz9; hp 102; *Appendix I*.

Lotumbrix: female mercane Clr7 of Boccob; hp 133; *Appendix I*.

Bodyguards (3): male tiefling Ftr5; hp 42 each; *Appendix I*.

Thief: male tiefling Rog5; hp 25; Hide +14, Sleight of Hand +17; *Appendix I*.

APL 14 (EL 14)

Ezshar: male mercane Wiz11; hp 113; *Appendix I*.

Lotumbrix: female mercane Clr9 of Boccob; hp 152; *Appendix I*.

Bodyguards (3): male tiefling Ftr7; hp 57 each; *Appendix I*.

Thief: male tiefling Rog7; hp 34; Hide +16, Sleight of Hand +21; *Appendix I*.

APL 16 (EL 16)

Ezshar: male mercane Wiz13; hp 124; *Appendix I*.

Lotumbrix: female mercane Clr11 of Boccob; hp 171; *Appendix I*.

Bodyguards (3): male tiefling Ftr9; hp 72 each; *Appendix I*.

Thief: male tiefling Rog9; hp 43; Hide +18, Sleight of Hand +23; *Appendix I*.

Tactics: If fighting breaks out, the mercanes and tieflings use straightforward tactics. Ezshar blasts the PCs with area effect spells to maximal effect, using his most powerful spells first, particularly spells like *dismissal* and *banishment*. Lotumbrix supports the group with defensive and battlefield control spells (like *prayer* and *invisibility purge*) and only uses spells that enhance her fighting ability (like *divine power* as a last resort). The tieflings drink their *potions of fly* and then move to flank wherever possible. The thief uses Tumble to gain a flanking position when possible.

Note that the tieflings are currently under the effect of spells they purchased shortly before leaving Sigil. You should use their powered-up suites where appropriate. The mercanes have also cast some defensive spells that are noted in their stat blocks.

Treasure: The PCs can gain the following treasure here if they loot the mercanes and their bodyguards. Each treasure entry is broken down by individual creature:

APL 12: Loot (Ezshar) 70 gp, (Lotumbrix) 120 gp, (bodyguard) 219 gp, (thief) 95 gp; Magic (Ezshar) 1,354 gp, (Lotumbrix) 468 gp, (bodyguard) 87 gp, (thief) 149 gp; (Ezshar) *amulet of natural armor* +1 (166 gp), *bracers of armor* +2 (333 gp), *ring of protection* +1 (166 gp), *potion of cure serious wounds* (4 @ 62 gp each), travelling spellbook (441 gp), (Lotumbrix) +1 *full plate* (220 gp), *potion of cure serious wounds* (4 @ 62 gp each), (bodyguard) *potion of fly* (62 gp), *potion of cure moderate wounds* (25 gp), (thief) *potion of cat's grace* (25 gp), *potion of cure serious wounds* (62 gp), *potion of fly* (62 gp); Total 3,174 gp.

APL 14: Loot (Ezshar) 70 gp, (Lotumbrix) 118 gp, (bodyguard) 66 gp, (thief) 66 gp; Magic (Ezshar) 2,178 gp, (Lotumbrix) 1,064 gp, (bodyguard) 538 gp, (thief) 405 gp; *amulet of natural armor* +1 (166 gp), *bracers of armor* +2 (333 gp), *ring of protection* +2 (666 gp), traveling spellbook (516 gp), *pearl of power* (1st) (3 @ 83 gp each), *potion of cure serious wounds* (4 @ 62 gp each), (Lotumbrix) +1 *full plate* (220 gp), +1 *heavy steel shield* (97 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (166 gp), *potion of cure serious wounds* (4 @ 62 gp each), (bodyguard) +1 *full plate* (220 gp), +1 *bastard sword* (194 gp), *potion of fly* (62 gp), *potion of cure serious wounds* (62 gp), (thief) +1 *studded leather armor* (97 gp), +1 *buckler* (97 gp), *potion of cat's grace* (25 gp), *potion of cure serious wounds* (2 @ 62 gp each), *potion of fly* (62 gp); Total 5,713 gp.

APL 16: Loot (Ezshar) 58 gp, (Lotumbrix) 118 gp, (bodyguard) 6 gp, (thief) 7 gp; Magic (Ezshar) 3,241 gp, (Lotumbrix) 2,064 gp, (bodyguard) 959 gp, (thief) 768 gp; (Ezshar) *amulet of natural armor* +1 (166 gp), *bracers of armor* +3 (750 gp), *ring of protection* +2 (666 gp), *headband of intellect* +2 (333 gp), +1 *falchion* (204 gp), traveling spellbook (625 gp), *pearl of power* (1st) (3 @ 83 gp each), *potion of cure serious wounds* (4 @ 62 gp each), (Lotumbrix) +1 *full plate* (220 gp), +1 *heavy steel shield* (97 gp), *ring of protection* +1 (166 gp), *periapt of wisdom* +4 (1,333 gp), *potion of cure serious wounds* (4 @ 62 gp each), (bodyguard) +1 *full plate* (220 gp), +1 *heavy steel shield* (97 gp), +1 *bastard sword* (194 gp), +1 *composite longbow* (+3 Str bonus) (225 gp), *cloak of resistance* +1 (83 gp), *potion of fly* (62 gp), *potion of cure serious wounds* (62 gp), *potion of cure light wounds* (4 @ 4 gp each), (thief) +1 *studded leather armor* (97 gp), +1 *buckler* (97 gp), +1 *rapier* (193 gp), +1 *hand crossbow* (200 gp), *potion of cat's grace* (25 gp), *potion of cure serious wounds* (2 @ 62 gp each), *potion of fly* (62 gp); Total 9,151 gp.

Development: If the PCs are defeated or forced to flee, any killed or captured PCs cannot be recovered. The character is permanently retired from the campaign. This overrides even WCI scores high enough to warrant recovery of dead remains as the WCI meta-org does not extend into Gehenna.

ENCOUNTER 6: THE RAIDERS

The PCs encounter a group of tanar'ri raiders. They attack the PCs on sight and fight to the death.

Roll 4d10x10 (divide by 2 to account for reduced visibility) to determine the encounter starting distance. Have each PC make a Spot check to see if they notice the demons.

APL 12 (EL 14)

Hezrou: hp 138; *Monster Manual* 44.

Bulezaus (4): hp 115 each; *Appendix I*.

APL 14 (EL 16)

Glabrezu: hp 174; *Monster Manual* 43.

Advanced Bulezaus (4): hp 161 each; *Appendix I*.

APL 16 (EL 18)

Mature Nabassu: hp 202; *Appendix I*.

Advanced Bulezaus (4): hp 207 each; *Appendix I*.

Tanar'ri Raiders: These demons have come from the Abyss to raid yugoloth outposts. They are filled with bloodlust and more than happy to attack the PCs out of sheer desire for conflict. Diplomacy checks with them automatically fail. Each demon (except those capable of natural flight) is also equipped with a *potion of fly*, which it consumes on the first round of combat to gain a tactical advantage.

Tactics: If the demons notice the PCs first, they quaff their *potions of fly* and attempt to Hide and Move Silently to sneak up on the PCs so they can unleash a spell or partial charge as a surprise action. The hazy smoke that pervades Khalas easily provides them with the means to Hide.

During normal combat, they drink their *potions of fly* if they have not yet had the chance and take to battle with relish. The bulezaus set up for optimal charge attacks, attempting to gain altitude first for a dive attack (flying creatures move at double speed while descending). The hezrou or glabrezu use their pell-like abilities and close to melee as a last resort or if their spell-like abilities are proving ineffective. The nabassu uses *blasphemy* to maximal effect on the first round and then moves to position itself to take greatest advantage of its gaze attack. Thereafter, it uses *energy drain* and

enervation to soften the PCs up before finishing them off with its natural attacks. It attempts to establish a vampiric link with any particularly powerful melee combatants.

Treasure: The PCs can gain the following treasure here if they loot the demons:

APL 12: Magic 780 gp; huge +1 ranseur (4 @ 195 gp each); Total 780 gp.

APL 14: Magic 780 gp; huge +1 ranseur (4 @ 195 gp each); Total 780 gp.

APL 16: Magic 780 gp; huge +1 ranseur (4 @ 195 gp each); Total 780 gp.

Development: If the PCs are defeated or forced to flee, any killed or captured PCs cannot be recovered. The character is permanently retired from the campaign. This overrides even WCI scores high enough to warrant recovery of dead remains as the WCI meta-org does not extend into Gehenna.

ENCOUNTER 7: THE BLOCKADERS

The PCs encounter a group of yugoloth hunters who are pursuing them based on a tip-off from High Lord Tadorinal; Tadorinal's spies in Dimre learned of the mission and he contracted the yugoloths to stop the PCs at all costs. They attack the PCs on sight and fight to the death.

Roll 4d10x10 (divide by 2 to account for reduced visibility) to determine the encounter starting distance. Have each PC make a Spot check to see if they notice the yugoloths.

APL 12 (EL 16)

Nycaloths (3): hp 161 each; *Appendix I*.

Ultraloths (2): hp 171 each; *Appendix I*.

APL 14 (EL 18)

Nycaloths (3): hp 161 each; *Appendix I*.

Ultraloth: hp 171; *Appendix I*.

Nycaloth Commander: hp 362; *Appendix I*.

APL 16 (EL 20)

Nycaloths (6): hp 161 each; *Appendix I*.

Ultraloths (2): hp 171 each; *Appendix I*.

Nycaloth Commanders (2): hp 362 each; *Appendix I*.

Tactics: If the yugoloths notice the PCs first, they try to summon more yugoloths and refresh their spells in effect.

At all APLs, the nycaloths have *mirror image* and *see invisibility* active and the ultraloths have *alter self* (pit fiend) and *see invisibility* active. The effect of these has been noted where necessary in a powered-up suite in their stat blocks.

Note: The PCs might really think that they are facing multiple pit fiends and complain, toss dice, etc. Do not laugh, or calm their fears, but play the encounter out to its conclusion. It is conceivable that the PCs might flee. If they do, they do not receive any XP for this encounter. Of course, the yugoloths will pursue the PCs to the best of their ability so flight should not be an easy option.

Treasure: The PCs can gain the following treasure here if they loot the yugoloths. Each treasure entry is broken down by individual creature:

APL 12: Magic 5,131 gp; +2 *greataxe* (3 @ 693 gp each), +3 *longsword* (2 @ 1,526 gp each); Total 5,131 gp.

APL 14: Magic 4,664 gp; +2 *breastplate* (366 gp), +2 *greataxe* (4 @ 693 gp each), +3 *longsword* (1,526 gp); Total 4,664 gp.

APL 16: Magic 9,328 gp; +2 *breastplate* (2 @ 366 gp each), +2 *greataxe* (8 @ 693 gp each), +3 *longsword* (2 @ 1,526 gp each); Total 9,328 gp.

Development: If the PCs are defeated or forced to flee, any killed or captured PCs cannot be recovered. The character is permanently retired from the campaign. This overrides even WCI scores high enough to warrant recovery of dead remains as the WCI meta-org does not extend into Gehenna.

ENCOUNTER 8: THE RITUAL

The PCs arrive in Chamada. Upon arrival, each character must make a DC 20 Reflex save to avoid landing in lava (see DMG 304). Read or paraphrase the following:

If Khalas was bleak, then Chamada is terrifying. Gouts of flame and magma shoot upward around you in all directions. You find yourself on a very small island of land in a veritable sea of flowing lava. The heat here is intense and the smoke almost unbearable. In the sky above you is a dull gray satellite, the moon Nimicri. It gazes down upon you almost as if in pity.

The PCs are not likely to have any encounters here unless they came here before meeting any other creatures. In the latter case, they will have to fight the yugoloths here before they can complete the ritual.

To accomplish the ritual with the *knight's herald* is a simple but dangerous task. The sword must be completely immersed in the lava of Chamada for one full

round. If a PC is holding the weapon, this exposes the PC to the complete hazards associated with being immersed in lava (20d6 fire damage and half damage for 1d3 rounds thereafter). Note that resistance or immunity to fire confers immunity to lava and magma upon the PC however. The sword has existed for longer than any of the PCs and is completely willing to sacrifice itself for a noble cause. Hence, it requires no persuasion to get the sword into the lava.

Once the ritual is complete, the *knight's herald* shows a distinct crack down its center, but otherwise appears intact. It speaks to its wielder at this point:

"I feel changed," the sword says, "I have been suffused with a great surge of energy. But my power is weakening, and my ability to contain my own magic shall soon fail. Before I am sundered, I feel that I will be capable of two great bursts of positive energy. You must quickly return me to the Prime Material Plane so that I may be used to deal a crushing blow to the forces of evil."

Once the PCs return to the Prime Material Plane and make their way back to the Masak, proceed to *Encounter 9*.

ENCOUNTER 9: THE TRAITOR

Assuming the PCs arrive back at the Masak in time, they witness a horrific scene. Read or paraphrase the following:

As you arrive in Falschheit you are met with a grim scene. On the horizon is a terrible army of humanoids and shambling creatures a mere shadow of their former lives. Great hulking giants tow catapults and other siege weaponry forward while fiends fly about in the air cackling with glee. The stalwart defenders of Dimre move about on the bulwarks and ramparts of Falschheit, hastily preparing for what is certain to be a decisive battle.

The knight's herald then speaks, "This is what I came to do. Take me to the highest hill and hold me aloft!"

Following the sword's instructions, you race to the highest hill in sight. As you do, a group of fiends seems to have noticed your approach. They have broken off from the main group and are headed in your direction along with a sizable contingent of undead and humanoids.

"It is time," says the sword, "your valiant deeds have made this possible. Now behold, servants of evil, and witness the true and awesome might of celestial power!"

As the sword speaks, the crack in its center glows with magnificent radiance and breaks over the land with a thunderous roar. A deafening ring breaks out over the plains and strikes the army of the Northern Alliance with full force. Many fiends recoil in pain and hold up their claws to cover their eyes. Countless undead wail and moan as if in suffering before collapsing to the ground. Even the humanoids cry in panic at the sight and turn tail and flee.

From the walls of Falschheit comes a thunderous roar, "All in the name of the Blinding Light!"

You can see General Aegon Santagar in shining gold plate armor lead a charge of Dimrite knights out of the main gate to meet the remaining foes head on. Now it seems, they have a fighting chance.

The blast of positive energy from the sword has decimated the forces of the Northern Alliance. From the back ranks of the Northern Alliance army, you can see a figure in blackened armor atop a fiery steed marshalling what few troops he can and mustering for retreat. In this moment, you spot an opportunity. The path to dark figure commanding the Northern Alliance is relatively clear and you are far closer than General Santagar's men. It might be risky, but you have now have a chance to charge the infamous fallen paladin Arryn Alcor and end this conflict for good.

Attacking Arryn Alcor is an optional encounter. The PCs must all agree to spend one additional TU (two for out-of-region characters) to do so. If they do, then they may take the fight directly to the death knight before he escapes and possibly even defeat him.

If the PCs do not wish to fight Arryn Alcor, go to *Conclusion*. The PCs do not spend any additional TUs if they choose not to fight him.

If the PCs wish to fight, begin the encounter at a distance of 300 feet. The encounter takes place on open plains (see *DMG* 91).

All APLs (EL 22*)

Arryn Alcor: male aasimar death knight Pal8/Blackguard 10; hp 125; *Appendix 2*.

Black Strider, Advanced Nightmare: hp 98 each; *Appendix 2*.

Elite Spellstitched Wights (9): hp 48 each; *Appendix 2*.

*The EL for this encounter has been increased by 1 because Arryn Alcor has the aid of more minions than usual for a death knight and Xavendra has cast several additional spells on them and bolstered them all.

Tactics: Arryn opens up with his abyssal blast targeted on as many PCs as possible. He then uses Ride-By Attack atop his nightmare companion to do hit-and-run attacks

against the PCs. Arryn singles out PCs who have his *Enmity*, seeking to redress past wrongs. He will stop to deliver a coup de grace to an unconscious PC with his *Enmity* if possible. The bodies of any such PCs captured are unrecoverable; *this overrides the general rules for the WCI meta-org as well*. Arryn will target PCs with his *Favor* last, as some small part of his humanity recognizes these PCs once did him a favor. The bodies of any such PCs captured can be recovered at the end of the adventure, as Arryn ensures the body is "lost in transport."

The spellstitched wights are divided into three groups of three, each with slightly different spell-like abilities (differentiated in the stat block). They open with a volley of *fireball* and *lightning bolt* spells while moving in to close range. In following rounds they use *ray of enfeeblement* on melee combatants and archers and use *scorching ray*, *Melf's acid arrow*, and *magic missile* on spellcasters. Note that the wights have been bolstered by Xavendra and are effectively 22 HD creatures for the purposes of turning.

Treasure: The PCs can gain the following treasure here if they loot Arryn Alcor. However, if the PCs are willing to forego looting him and instead cast *resurrection* on him, they can earn the *Favor of Barachiel* instead (see below):

All APLs: Loot 262 gp; Magic 10,301 gp; +4 *mithral full plate* (2,208 gp), +2 *arrow deflecting heavy steel shield* (764 gp), +2 *unholy bastard sword* (2,694 gp), *ring of protection* +3 (1,500 gp), *gloves of dexterity* +2 (333 gp), *necklace of fireballs type V* (470 gp), *pearl of power (1st)* (3 @ 83 gp each), *pearl of power (3rd)* (750 gp), *winged boots* (1,333 gp); Total 10,563 gp.

Development: If Arryn Alcor is defeated, the Dimrites win the day. The Northern Alliance forces rout and the Dimrites secure their borders. The PCs basically have two options for dealing with Arryn Alcor's remains. They can loot his corpse and leave him to carrion (a fitting end for a traitor) or they can choose mercy and have him *resurrected*. If the PCs pay for the full cost of the *resurrection* and return all of Arryn Alcor's items to him, then he returns to Celestia to serve penitence for his misdeeds, and the PCs earn the *Favor of Barachiel*. This can ONLY be earned if the PCs do NOT loot Arryn's corpse AND they pay for raising him from the dead. Barachiel will not reward anything less than pure selflessness and nobility.

CONCLUSION

If the PCs successfully return the sword to Falschheit after performing the ritual but did not attack Arryn Alcor, then the Northern Alliance army is defeated, for

now. Arryn Alcor retreats, vowing vengeance against the PCs. The PCs earn three IPs with Dimre, and *Hero of Dimre*. If they defeated Ezshar in combat and recovered his spellbook, they gain access to that as well. Otherwise the PCs gain item access based on the foes they defeated or the items they were given access to at the beginning.

If the PCs successfully return the sword to Falschheit after performing the ritual and attack Arryn Alcor, but fail to defeat him, then the Northern Alliance army is defeated, for now. Arryn Alcor retreats, vowing vengeance against the PCs. The PCs earn three IPs with Dimre, and *Hero of Dimre*. If they defeated Ezshar in combat and recovered his spellbook, they gain access to that as well. Otherwise the PCs gain item access based on the foes they defeated or the items they were given access to at the beginning.

If the PCs successfully return the sword to Falschheit after performing the ritual and attack Arryn Alcor, defeating him soundly, then the Northern Alliance army is defeated and sent into disarray. It will take them months to recover from the loss of their greatest general and the tide of war swings towards the Dimre/Stoink alliance. The PCs earn four IPs with Dimre (including one on the bonus AR), *Hero of Dimre*, and *Slayer of Arryn Alcor*. If they defeated Ezshar in combat and recovered his spellbook, they gain access to that as well. Otherwise the PCs gain item access based on the foes they defeated or the items they were given access to at the beginning. If the PCs loot Arryn Alcor's corpse, they gain access to his items, but they DO NOT gain the *Favor of Barachiel*. If the PCs do not loot Arryn Alcor's corpse and instead pay for him to be resurrected out of their own pockets (note that over cap gold cannot be used for this and at least a *resurrection* spell is required), then they earn the Favor of Barachiel.

If the PCs fail to return the sword to Falschheit or fail to perform the ritual, then Arryn Alcor overruns the Dimrite capital and the Theocracy of Dimre falls. Stoink quickly capitulates and agrees to a fairly disadvantageous treaty. The PCs earn *Failure*. If they defeated Ezshar in combat and recovered his spellbook, they gain access to that as well. Otherwise the PCs gain item access based on the foes they defeated or the items they were given access to at the beginning.

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 5

Negotiate for trading rights with Ezshar	
APL 12	180 XP
APL 14	210 XP
APL 16	240 XP

-OR-

Defeat the traders in combat	
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Encounter 6

Defeat the tanar'ri raiders in combat	
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter 7

Defeat the yugoloths in combat	
APL 12	480 XP
APL 14	540 XP
APL 16	600 XP

Encounter 8

Arrive safely in Chamada	
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

Encounter 9

Return to the Masak after completing the ritual	
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

Discretionary roleplaying award

APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

Total possible experience:

APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

OPTIONAL ENCOUNTER

Encounter 9

Destroy Arryn Alcor	
All APLs	660 XP

Discretionary roleplaying award

APL 12	127 XP
APL 14	180 XP
APL 16	202 XP

Total possible experience:

APL 12	817 XP
APL 14	840 XP
APL 16	862 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.

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

Encounter 5: The Traders

APL 12: Loot (Ezshar) 70 gp, (Lotumbrix) 120 gp, (bodyguard) 219 gp, (thief) 95 gp; Magic (Ezshar) 1,354 gp, (Lotumbrix) 468 gp, (bodyguard) 87 gp, (thief) 149 gp; (Ezshar) *amulet of natural armor* +1 (166 gp), *bracers of armor* +2 (333 gp), *ring of protection* +1 (166 gp), *potion of cure serious wounds* (4 @ 62 gp each), travelling spellbook (441 gp), (Lotumbrix) +1 *full plate* (220 gp), *potion of cure serious wounds* (4 @ 62 gp each), (bodyguard) *potion of fly* (62 gp), *potion of cure moderate wounds* (25 gp), (thief) *potion of cat's grace* (25 gp), *potion of cure serious wounds* (62 gp), *potion of fly* (62 gp); Total 3,174 gp.

APL 14: Loot (Ezshar) 70 gp, (Lotumbrix) 118 gp, (bodyguard) 66 gp, (thief) 66 gp; Magic (Ezshar) 2,178 gp, (Lotumbrix) 1,064 gp, (bodyguard) 538 gp, (thief) 405 gp; *amulet of natural armor* +1 (166 gp), *bracers of armor* +2 (333 gp), *ring of protection* +2 (666 gp), traveling spellbook (516 gp), *pearl of power* (1st) (3 @ 83 gp each), *potion of cure serious wounds* (4 @ 62 gp each), (Lotumbrix) +1 *full plate* (220 gp), +1 *heavy steel shield* (97 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (166 gp), *potion of cure serious wounds* (4 @ 62 gp each), (bodyguard) +1 *full plate* (220 gp), +1 *bastard sword* (194 gp), *potion of fly* (62 gp), *potion of cure serious wounds* (62 gp), (thief) +1 *studded leather armor* (97 gp), +1 *buckler* (97 gp), *potion of cat's grace* (25 gp), *potion of cure serious wounds* (2 @ 62 gp each), *potion of fly* (62 gp); Total 5,713 gp.

APL 16: Loot (Ezshar) 58 gp, (Lotumbrix) 118 gp, (bodyguard) 6 gp, (thief) 7 gp; Magic (Ezshar) 3,241 gp, (Lotumbrix) 2,064 gp, (bodyguard) 959 gp, (thief) 768 gp; (Ezshar) *amulet of natural armor* +1 (166 gp), *bracers of armor* +3 (750 gp), *ring of protection* +2 (666 gp), *headband of intellect* +2 (333 gp), +1 *falchion* (204 gp), traveling spellbook (625 gp), *pearl of power* (1st) (3 @ 83 gp each), *potion of cure serious wounds* (4 @ 62 gp each), (Lotumbrix) +1 *full plate* (220 gp), +1 *heavy steel shield* (97 gp), *ring of protection* +1 (166 gp), *periapt of wisdom* +4 (1,333 gp), *potion of cure serious wounds* (4 @ 62 gp each), (bodyguard) +1 *full plate* (220 gp), +1 *heavy steel shield* (97 gp), +1 *bastard sword* (194 gp), +1 *composite longbow* (+3 Str bonus) (225 gp), *cloak of resistance* +1 (83 gp), *potion of fly* (62 gp), *potion of cure serious wounds* (62 gp), *potion of cure light wounds* (4 @ 4 gp each), (thief) +1 *studded leather armor* (97 gp), +1 *buckler* (97 gp), +1 *rapier* (193 gp), +1 *hand crossbow* (200 gp), *potion of cat's grace* (25 gp), *potion of cure serious wounds* (2 @ 62 gp each), *potion of fly* (62 gp); Total 9,151 gp.

Encounter 6: The Raiders

APL 12: Magic 780 gp; huge *+1 ranseur* (4 @ 195 gp each); Total 780 gp.

APL 14: Magic 780 gp; huge *+1 ranseur* (4 @ 195 gp each); Total 780 gp.

APL 16: Magic 780 gp; huge *+1 ranseur* (4 @ 195 gp each); Total 780 gp.

Encounter 7: The Blockaders

APL 12: Magic 5,131 gp; +2 *greataxe* (3 @ 693 gp each), +3 *longsword* (2 @ 1,526 gp each); Total 5,131 gp.

APL 14: Magic 4,664 gp; +2 *breastplate* (366 gp), +2 *greataxe* (4 @ 693 gp each), +3 *longsword* (1,526 gp); Total 4,664 gp.

APL 16: Magic 9,328 gp; +2 *breastplate* (2 @ 366 gp each), +2 *greataxe* (8 @ 693 gp each), +3 *longsword* (2 @ 1,526 gp each); Total 9,328 gp.

Total Possible Treasure

APL 12: Loot: 942 gp; Magic: 7,969 gp; Total: 8,911 gp (3,300 gp cap)

APL 14: Loot: 452 gp; Magic: 10,705 gp; Total: 11,157 gp (6,600 gp cap)

APL 16: Loot: 201 gp; Magic: 18,968 gp; Total: 19,169 gp (9,900 gp cap)

Special

Failure: For failing to save Dimre, you suffer a -1 failure penalty to your leadership score.

IP with Dimre [] [] []

Hero of Dimre: You saved the Theocracy of Dimre from certain destruction. IPs may be spent on a one-for-one basis to gain the following:

- Erase *Enmity* or *Banned* plot point regarding Dimre (mandatory if you have these)
- +2 great renown bonus to your leadership score when recruiting a cohort from Dimre
- Ignore the time requirement for the next tier in any path of the Dimre meta-org (may only be chosen once)
- Ignore the entrance requirements for the first or next tier in any path of the Dimre meta-org (may only be chosen once)
- Gain Bandit Kingdoms regional access to one of the following (cross off all others): up to +4 armor enhancement, up to +4 shield enhancement, up to +4 weapon enhancement, *bane (undead)* enhancement, *blinding* enhancement, *fire resistance* enhancement, *mantle of faith*, *pearl of power (2nd)*, *pearl of power (4th)*, *periapt of wisdom +6*, *phylactery of undead turning*, *potion of resist energy (fire) 30*, *ring of*

freedom of movement, *ring of shooting stars*, *staff of life*, *strand of prayer beads (lesser)*, *sun blade*, *tome of understanding +1*.

- 25% discount on *raise dead* (1 IP) or *resurrection* (2 IPs)

Contemplative: Having met with the *knight's herald*, you meet the special requirement of the contemplative prestige class for followers of Heironeous, Mayaheine, Pholtus, or St. Cuthbert.

Ezshar's Least Spellbook: 0—*detect magic*, *message*, *ray of frost*, *resistance*; 1st—*grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *glitterdust*, *mirror image*, *scorching ray*, *Tasha's hideous laughter*; 3rd—*fireball*, *haste*, *lightning bolt*, *suggestion*; 4th—*confusion*, *fear*, *fire shield*; 5th—*dismissal*, *overland flight*. Market Price 2,650 gp.

Ezshar's Lesser Spellbook: as above plus 3rd—*dispel magic*; 6th—*chain lightning*. Market Price 3,100 gp.

Ezshar's Greater Spellbook: as above plus 6th—*greater dispel magic*; 7th—*banishment*. Market Price 3,750 gp.

OPTIONAL ENCOUNTER

Encounter 9: The Traitor

All APLs: Loot 262 gp; Magic 10,301 gp; +4 *mithral full plate* (2,208 gp), +2 *arrow deflecting heavy steel shield* (764 gp), +2 *unholy bastard sword* (2,694 gp), *ring of protection +3* (1,500 gp), *gloves of dexterity +2* (333 gp), *necklace of fireballs type V* (470 gp), *pearl of power (1st)* (3 @ 83 gp each), *pearl of power (3rd)* (750 gp), *winged boots* (1,333 gp); Total 10,563 gp.

Total Possible Treasure

APL 12: Loot 262 gp; Magic 10,301 gp; Total 10,563 gp (3,300 gp cap)

APL 14: Loot 262 gp; Magic 10,301 gp; Total 10,563 gp (6,600 gp cap)

APL 16: Loot 262 gp; Magic 10,301 gp; Total 10,563 gp (9,900 gp cap)

Special

IP with Dimre []

Slayer of Arryn Alcor: You have slain the vile death knight Arryn Alcor. Your exploits are now known throughout the land. You suffer a -4 circumstance penalty on Disguise checks in the Bandit Kingdoms, but gain a +2 great renown bonus to your leadership score. Additionally, your WCI score increases by +1 (Enemy of the State). You gain access to the master of radiance^{LM}

prestige class. As good folk throughout the land seek you with knowledge in hand to aid you in your endeavor, you gain access to the spells *blessing of the righteous*^{PH2}, *insight of good fortune*^{PH2}, *invest light protection*^{PH2}, *invest moderate protection*^{PH2}, *mass longstrider*^{PH2}, *radiance*^{PH2}, and *renewed vigor*^{PH2}. As good folk throughout the land seek to ensure you are equipped well, you gain Bandit Kingdoms regional access to: *domain draught (sun)*^{DMG2}, *holy surge* weapon enhancement^{DMG2}, *ring of greater counterspells*^{DMG2}, *rogue's vest*^{DMG2}, *scarab of stabilization*^{DMG2}, *slippery mind* armor enhancement^{DMG2}.

Favor of Barachiel: For your selfless and righteous act of mercy towards Arryn Alcor, you have been granted a favor from the celestial paragon Barachiel. You gain a +1 fairness and generosity bonus to your leadership score. In addition, you may use this favor once at any time during a Bandit Kingdoms adventure to gain one of the following benefits. Use of these abilities requires a standard action. Choose the benefit now and strike through this favor when used.

- *Miracle* as a spell-like ability (CL 20th)
- When you use this ability, a single weapon of your choice deals an additional 2d6 points of electricity damage with each strike for the next 24 hours. This stacks with other energy damage. This is a supernatural ability.
- When you use this ability, you can project lightning up to three times for the next 24 hours. Each use is a standard action. When holding a metal object, you can project a stroke of lightning toward any foe within 100 feet. You must make a ranged touch attack to hit the target, dealing 10d6 points of electricity damage with a successful attack. This is a supernatural ability.
- You may use *gate* as a spell-like ability (CL 20th) to summon a single trumpet archon to perform an immediate task (such as fighting for you in a single battle) that can be accomplished within 20 rounds.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 12:

- *Bracers of armor +2* (Adventure; DMG)
- *Dust of disappearance* (Adventure; DMG)
- Ezshar's least spellbook (Adventure; see above)
- *+2 greataxe*, large (Adventure; DMG)
- *Hat of disguise* (Adventure; DMG)

- *+3 longsword* (Adventure; DMG)
- *+1 ranseur*, huge (Adventure; DMG)
- *Ring of climbing* (Adventure; DMG)
- *Ring of climbing, improved* (Adventure; DMG)
- *Ring of mind shielding* (Adventure; DMG)
- *Insulated rope* (Adventure; see above)
- *Scroll of plane shift, arcane* (Adventure; DMG)
- *Scroll of plane shift, divine* (Adventure; DMG)
- *Staff of healing* (Adventure; DMG)

APL 14 (all of APL 12 plus the following):

- *+2 breastplate*, large (Adventure; DMG)
- Ezshar's lesser spellbook (Adventure; see above)
- *Ring of protection +2* (Adventure; DMG)

APL 16 (all of APLs 12-14 plus the following):

- *Bracers of armor +3* (Adventure; DMG)
- Ezshar's lesser spellbook (Adventure; see above)
- *Periapt of Wisdom +4* (Adventure; DMG)

Item Access (Optional Encounter)

All APLs:

- *+2 arrow deflecting heavy steel shield* (Adventure; DMG)
- *+4 mithral full plate* (Adventure; DMG)
- *Necklace of fireballs type V* (Adventure; DMG)
- *Pearl of power (1st)* (Adventure; DMG)
- *Pearl of power (3rd)* (Adventure; DMG)
- *Ring of protection +3* (Adventure; DMG)
- *+2 unholy bastard sword* (Adventure; DMG)
- *Winged boots* (Adventure; DMG)

APPENDIX 1: APL 12

ENCOUNTER 5: THE TRADERS

Ezshar: male mercane wizard 9; CR 10; Large outsider; HD 7d8+21 plus 9d4+27; hp 102; Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 17 (+1 *amulet of natural armor* +1, +2 *bracers of armor* +2, +4 natural armor, +1 *ring of protection* +1, +4 Dex, -1 size); Base Atk +11; Grp +12; Atk +11 melee (2d6+1/18-20, falchion) or +15 ranged (2d6+1/x3, mwk composite longbow); Full Atk +11/+6/+1 melee (2d6+1/18-20, falchion) or +15/+10/+5 ranged (2d6+1/x3, mwk composite longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ telepathy; SR 25; AL LN; SV Fort +11, Ref +12, Will +15; Str 12, Dex 18, Con 16, Int 28, Wis 18, Cha 17.

Skills and Feats: Appraise +23, Bluff +13, Concentration +22, Decipher Script +28, Diplomacy +19, Gather Information +13, Intimidate +15, Knowledge (arcana) +24, Knowledge (nobility & royalty) +28, Knowledge (the planes) +28, Knowledge (religion) +26, Listen +16, Profession (book-keeper) +14, Search +19, Sense Motive +14, Sleight of Hand +16, Spellcraft +30, Spot +16; Alertness, Combat Reflexes, Greater Spell Penetration, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration.

Languages: Common, Abyssal, Auran, Celestial, Draconic, Ignan, Infernal, Terran.

Wizard Spells Prepared (4/7/6/5/4/3; CL 13 for spell resistance): 0—*detect magic*, *message*, *ray of frost*, *resistance*, 1st—*grease* (DC 20), ~~*mage armor*~~, *magic missile* (3), *ray of enfeeblement* (+14 ranged touch), *shield*; 2nd—~~*false life*~~, *glitterdust* (DC 21), *mirror image*, *scorching ray* (2; +14 ranged touch), *Tasha's hideous laughter* (DC 21); 3rd—*fireball* (DC 23), *haste*, *lightning bolt* (DC 23), *suggestion* (2) (DC 22); 4th—*confusion* (2) (DC 23), *fear* (DC 23), *fire shield*; 5th—*dismissal* (DC 33), ~~*overland flight*~~, *quicken shield*.

Active Spells: *greater resistance* (CL 20), *false life* (CL 9), *mage armor* (CL 9), *overland flight* (CL 9).

Possessions: *amulet of natural armor* +1, *bracers of armor* +2, *ring of protection* +1, falchion, masterwork composite longbow (+1 Str bonus), 20 arrows, traveling spellbook (all prepared spells), 4 *potions of cure serious wounds*.

Power-Up Suite (Prepared – *greater resistance*, *false life*, *mage armor*, *overland flight*): hp 116; Spd 30 ft., fly 40 ft. (average); AC 23, touch 14, flat-footed 19 (+1 *amulet of natural armor* +1, +4 *mage armor*, +4 natural armor, +1 *ring of protection* +1, +4 Dex, -1 size); SV Fort +14, Ref +15, Will +18.

Physical Description: This 12-foot tall blue-skinned humanoid is dressed in voluminous robes. He moves with a slow, languid grace, and his hands are spidery and delicate, with an extra point on each finger.

Source: *Manual of the Planes* 179

Lotumbrix: female mercane cleric 7; CR 8; Large outsider; HD 7d8+35 plus 7d8+35; hp 133; Init +1; Spd 20 ft.; AC 25, touch 10, flat-footed 24 (+9 armor, +2 shield, +4 natural armor, +1 Dex, -1 size); Base Atk +12; Grp +15; Atk +16 melee (1d8+3, mwk quarterstaff) or +12 ranged (2d6+3/x3, composite longbow); Full Atk +16/+11/+6 melee (1d8+3, mwk quarterstaff) or +12/+7/+2 ranged (2d6+3/x3, composite longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities, turn undead 6/day; SQ telepathy; SR 25; AL LN; SV Fort +15, Ref +8, Will +16; Str 16, Dex 12, Con 20, Int 20, Wis 23, Cha 17.

Skills and Feats: Appraise +19, Bluff +13, Concentration +22, Diplomacy +26, Gather Information +13, Intimidate +10, Knowledge (arcana) +15, Knowledge (nobility & royalty) +15, Knowledge (the planes) +16, Knowledge (religion) +22, Listen +11, Profession (book-keeper) +11, Search +15, Sense Motive +16, Sleight of Hand +13, Spellcraft +24, Spot +11; Combat Expertise, Combat Reflexes, Improved Trip, Power Attack, Weapon Focus (quarterstaff).

Languages: Common, Abyssal, Celestial, Draconic, Infernal, Ignan.

Cleric Spells Prepared (6/7/6/4/3): 0—*create water* (2), *detect magic*, *guidance* (2), *resistance*, 1st—*bane* (DC 17), *bless*, *divine favor*, *identify**, *obscuring mist*, *shield of faith* (2); 2nd—*align weapon*, *bull's strength*, *hold person* (DC 18), *invisibility**, *resist energy*, *sound burst* (DC 18); 3rd—*dispel magic**, *invisibility purge*, *magic circle against chaos*, *prayer*; 4th—~~*air walk*~~, *confusion** (DC 20), *divine power*.

Active Spells: *air walk* (CL 7), *greater resistance* (CL 20).

Possessions: +1 *full plate*, heavy steel shield, masterwork quarterstaff, composite longbow (+3 Str bonus), 20 arrows, silver holy symbol of Boccob, 4 *potions of cure serious wounds*.

Power-Up Suite (Prepared – *air walk*, *greater resistance*): Fort +18, Ref +11, Will +19.

Physical Description: This 12-foot tall blue-skinned humanoid is dressed in purple garments adorned with the symbol of Boccob and carries a staff. She moves with a slow, languid grace, and her hands are spidery and delicate, with an extra point on each finger.

Source: *Manual of the Planes* 179

Bodyguard: male tiefling fighter 5; CR 5; Medium outsider (native); HD 5d10+10; hp 42; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+8 armor, +2 shield, +1 Dex); Base Atk +5; Grp +8; Atk +10 melee (1d10+5/19-20, mwk bastard sword) or +7 ranged (1d8+3/x3, mwk composite longbow); SA *darkness*, SQ darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Climb +5, Hide -1; Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Trip, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Infernal.

Darkness (Sp): A bodyguard can use darkness once per day (CL 5th).

Active Spells: *greater magic weapon* (CL 12), *magic vestment* (2) (CL 12).

Possessions: full plate, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+3 Str bonus), 20 arrows, climber's kit, *potion of fly*, *potion of cure moderate wounds*.

Powered-Up Suite (Prepared – greater magic weapon, magic vestment [2]): AC 27, touch 11, flat-footed 26 (+11 armor, +5 shield, +1 Dex); Atk +12 melee (1d10+8/19-20, +3 bastard sword).

Physical Description: This being looks like a human, but it has a faintly disturbing demeanor about it and a wicked gleam in its eyes. Short horns sprout from its forehead.

Thief: male tiefling rogue 5; CR 5; Medium outsider (native); HD 5d6+5; hp 25; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 18 (+3 armor, +1 shield, +4 Dex); Base Atk +3; Grp +2 (+12 Escape Artist); Atk +8 melee (1d6-1/18-20, mwk rapier) or +8 ranged (1d4/19-20, mwk hand crossbow); SA *darkness*, sneak attack +3d6; SQ darkvision 60 ft., evasion, resistance to cold 5, electricity 5, and fire 5, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +1; Str 8, Dex 18, Con 13, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +10, Climb +9, Escape Artist +12, Hide +14, Jump +9, Listen +8, Move Silently +12, Search +11, Sleight of Hand +17, Spot +8, Tumble +12; Skill Focus (Sleight of Hand), Weapon Finesse.

Languages: Common, Infernal.

Darkness (Sp): A thief can use darkness once per day (CL 5th).

Active Spells: *greater magic weapon* (CL 12), *magic vestment* (2) (CL 12).

Possessions: masterwork studded leather armor, masterwork buckler, masterwork rapier, masterwork

hand crossbow, 10 bolts, climber's kit, *potion of cat's grace*, *potion of cure serious wounds*, *potion of fly*.

Powered-Up Suite (Prepared – greater magic weapon, magic vestment [2]): AC 24, touch 14, flat-footed 24 (+6 armor, +4 shield, +4 Dex); Atk +10 melee (1d6+2/18-20, +3 rapier).

Physical Description: This being looks like a human, but it has a faintly disturbing demeanor about it and a wicked gleam in its eyes. Short horns sprout from its forehead.

ENCOUNTER 6: THE RAIDERS

Bulezau: CR 9; Large outsider (chaotic, evil, extraplanar, tanar'ri); HD 10d8+70; hp 115; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed 19 (-1 size, +2 Dex, +10 natural); Base Atk +10; Grp +20; Atk +17 melee (3d6+10/19-20/x3, huge +1 ranseur); Full Atk +17/+12 melee (3d6+10/19-20/x3, huge +1 ranseur) and +13 melee (1d8+3, tail) or +15 melee (2d6+6, gore) and +13/+13 melee (1d6+3, 2 claws) and +13 melee (1d8+3, tail); Space/Reach 10 ft./10 ft.; SA powerful charge, spell-like abilities, summon tanar'ri; SQ blood frenzy, damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 20, telepathy 30 ft., wield oversized weapon; AL CE; SV Fort +14, Ref +9, Will +8; Str 22, Dex 14, Con 24, Int 6, Wis 12, Cha 10.

Skills and Feats: Climb +19, Intimidate +13, Jump +19, Listen +14, Spot +14, Swim +19; Improved Critical (ranseur), Multiattack, Power Attack, Weapon Focus (ranseur).

Languages: Abyssal, Common.

Blood Frenzy (Ex): A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and +2 Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Powerful Charge (Ex): A bulezau typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +15 attack bonus that deals 4d6+9 points of damage.

Wield Oversized Weapon (Ex): A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Spell-Like Abilities: At will—*command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis* (DC 15); 3/day—*fear* (DC 14); 1/day—*shout* (DC 14); caster level 10th.

Summon Tanar'ri (Sp): Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 10th).

Active Spells: *air walk* (CL 20).

Possessions: huge +1 ranseur.

Power-Up Suite (Blood frenzy): HD 10d8+80; hp 125; AC 19, touch 9, flat-footed 17 (-1 size, +2 Dex, +10 natural, -2 blood frenzy); Grp +21; Atk +18 melee (3d6+11/19-20/x3, huge +1 ranseur); Full Atk +18/+13 melee (3d6+11/19-20/x3, huge +1 ranseur) and +14 melee (1d8+3, tail) or +16 melee (2d6+7, gore) and +14/+14 melee (1d6+3, 2 claws) and +14 melee (1d8+3, tail); SV Fort +15; Str 24, Con 26.

Physical Description: The demon's flesh festers with open sores. Its tall, gaunt frame is festooned with patches of short bristles. It has the head of a large, sickly ram with massive curved horns, rheumy eyes, and froth-caked lips stretched over thin, needlelike fangs. Its snakelike tail writhes, the tip a twisted tangle of metallic spines. Despite its emaciated form, the beast wields a great ranseur far too large for its size, and with unnerving grace.

Source: *Fiendish Codex I: Hordes of the Abyss* 33

ENCOUNTER 7: THE BLOCKADERS

Nycaloth: CR 10; Large outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural); Base Atk +14; Grp +23; Atk +15 melee (1d6+8 plus bleeding wounds, claw) or +18 melee (3d6+15/x3, +2 greataxe); Full Atk +15/+15/+15/+15 melee (1d6+8 plus bleeding wounds, 4 claws) or +18/+13/+8 melee (3d6+15/x3, +2 greataxe) and +10/+10 melee (1d6+8 plus bleeding wounds, 2 claws); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ damage reduction 10/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

*Includes adjustments for Power Attack feat.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +22, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +9, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe).

Languages: Abyssal, Draconic, Infernal.

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

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. 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 attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

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

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

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

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

Active Spells: *mirror image* (CL 14), *see invisibility* (CL 14).

Possessions: +2 greataxe.

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

Source: *Monster Manual III* 202

Ultraloth: CR 13; Medium outsider (evil, extraplanar, yugoloth); HD 18d8+90; hp 171; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural); Base Atk +18; Grp +19; Atk +22 melee (1d8+4/19-20, +3 *longsword*) or +22 ranged (spell, ray); Full Atk

+22/+17/+12 melee (1d8+4/19-20, +3 *longsword*); SA hypnotic gaze, spell-like abilities, summon yugoloth; SQ damage reduction 15/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 25, telepathy 100 ft.; AL NE; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +22, Concentration +26 (+30 casting defensively), Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray).

Languages: Abyssal, Draconic, Infernal.

Hypnotic Gaze (Ex): *Hypnotic pattern* as cast by an 18th-level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying*, *see invisibility*, *suggestion*, 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest*, *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22); caster level 18th.

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

Power-Up Suite (Prepared—*alter self*[pit fiend form]): Spd 40 ft., fly 60 ft. (average); AC 35, touch 12, flat-footed 32 (-1 size, +3 Dex, +23 natural); Grp +23; Atk +18 melee (2d8+1, claw) or +21 ranged (spell, ray); Full Atk +18/+18 melee (2d8+1, 2 claws) and +13/+13 melee (2d6, 2 wings) and +13 melee (4d6, bite) and +13 melee (2d8, tail slap); Space/Reach 10 ft./10 ft.

Active Spells: *alter self* (pit fiend form, CL 18), *see invisibility* (CL 18).

Possessions: +3 *longsword*.

Physical Description: Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

Source: *Monster Manual III* 204

ENCOUNTER 5: THE TRADERS

Ezshar: male mercane wizard 11; CR 12; Large outsider; HD 7d8+21 plus 11d4+33; hp 113; Init +8; Spd 30 ft.; AC 22, touch 15, flat-footed 18 (+1 *amulet of natural armor* +1, +2 *bracers of armor* +2, +4 natural armor, +2 *ring of protection* +2, +4 Dex, -1 size); Base Atk +12; Grp +13; Atk +12 melee (2d6+1/18-20, falchion) or +16 ranged (2d6+1/x3, mwk composite longbow); Full Atk +12/+7/+2 melee (2d6+1/18-20, falchion) or +16/+11/+6 ranged (2d6+1/x3, mwk composite longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ telepathy; SR 25; AL LN; SV Fort +11, Ref +12, Will +16; Str 12, Dex 18, Con 16, Int 28, Wis 18, Cha 17.

Skills and Feats: Appraise +23, Bluff +13, Concentration +24, Decipher Script +30, Diplomacy +19, Gather Information +13, Intimidate +15, Knowledge (arcana) +30, Knowledge (history) +11, Knowledge (nobility & royalty) +30, Knowledge (the planes) +30, Knowledge (religion) +30, Listen +16, Profession (book-keeper) +14, Search +19, Sense Motive +14, Sleight of Hand +16, Spellcraft +32, Spot +16; Alertness, Combat Reflexes, Greater Spell Penetration, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration.

Languages: Common, Abyssal, Auran, Celestial, Draconic, Ignan, Infernal, Terran.

Wizard Spells Prepared (4/7/6/6/5/4/2; CL 15 for spell resistance): 0—*detect magic*, *message*, *ray of frost*, *resistance*, 1st—*grease* (DC 20), ~~*mage armor*~~, *magic missile* (3), *ray of enfeeblement* (+14 ranged touch), *shield*; 2nd—~~*false life*~~, *glitterdust* (DC 21), *mirror image*, *scorching ray* (2; +14 ranged touch), *Tasha's hideous laughter* (DC 22); 3rd—*dispel magic*, *fireball* (DC 23), *haste*, *lightning bolt* (DC 23), *suggestion* (2) (DC 23); 4th—*confusion* (2) (DC 24), *fear* (DC 23), *fire shield*, maximized *magic missile*, 5th—*dismissal* (DC 35), maximized *scorching ray*, ~~*overland flight*~~, quickened *shield*; 6th—*chain lightning* (DC 26), quickened *mirror image*.

Active Spells: *greater resistance* (CL 20), *false life* (CL 11), *mage armor* (CL 11), *overland flight* (CL 11).

Possessions: *amulet of natural armor* +1, *bracers of armor* +2, *ring of protection* +2, falchion, masterwork composite longbow (+1 Str bonus), 20 arrows, traveling spellbook (all prepared spells), 3 *pearls of power* (1st), 4 *potions of cure serious wounds*.

Power-Up Suite (Prepared – *greater resistance*, *false life*, *mage armor*, *overland flight*): hp 128; Spd

30 ft., fly 40 ft. (average); AC 24, touch 15, flat-footed 20 (+1 *amulet of natural armor* +1, +4 *mage armor*, +4 natural armor, +2 *ring of protection* +2, +4 Dex, -1 size); SV Fort +14, Ref +15, Will +19.

Physical Description: This 12-foot tall blue-skinned humanoid is dressed in voluminous robes. He moves with a slow, languid grace, and his hands are spidery and delicate, with an extra point on each finger.

Source: *Manual of the Planes* 179

Lotumbrix: female mercane cleric 9; CR 10; Large outsider; HD 7d8+35 plus 9d8+45; hp 152; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26 (+9 armor, +3 shield, +4 natural armor, +1 *ring of protection*, +1 Dex, -1 size); Base Atk +13; Grp +16; Atk +17 melee (1d8+3, mwk quarterstaff) or +13 ranged (2d6+3/x3, composite longbow); Full Atk +17/+12/+7 melee (1d8+3, mwk quarterstaff) or +13/+8/+3 ranged (2d6+3/x3, composite longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities, turn undead 6/day; SQ telepathy; SR 25; AL LN; SV Fort +16, Ref +9, Will +18; Str 16, Dex 12, Con 20, Int 20, Wis 24, Cha 17.

Skills and Feats: Appraise +19, Bluff +13, Concentration +24, Diplomacy +28, Gather Information +13, Intimidate +10, Knowledge (arcana) +15, Knowledge (nobility & royalty) +15, Knowledge (the planes) +22, Knowledge (religion) +24, Listen +12, Profession (book-keeper) +12, Search +15, Sense Motive +17, Sleight of Hand +13, Spellcraft +26, Spot +12; Combat Expertise, Combat Reflexes, Improved Trip, Power Attack, Quicken Spell, Weapon Focus (quarterstaff).

Languages: Common, Abyssal, Celestial, Draconic, Infernal, Ignan.

Cleric Spells Prepared (6/7/7/6/4/3): 0—*create water* (2), *detect magic*, *guidance* (2), *resistance*, 1st—*bane* (DC 18), *bless*, *divine favor*, *identify**, *obscuring mist*, *shield of faith* (2); 2nd—*align weapon*, *bear's endurance*, *bull's strength*, *hold person* (DC 19), *invisibility**, *resist energy*, *sound burst* (DC 19); 3rd—*dispel magic**, *invisibility purge*, *magic circle against chaos*, ~~*magic vestment* (2)~~, *prayer*, 4th—~~*air walk*~~, *confusion** (DC 21), *divine power*, ~~*greater magic weapon*~~, 5th—quickened *divine favor*, quickened *shield of faith*, *spell resistance**.

Active Spells: *air walk* (CL 9), *greater magic weapon* (CL 9), *magic vestment* (2) (CL 9).

Possessions: +1 *full plate*, +1 *heavy steel shield*, *peripart of wisdom* +2, *ring of protection* +1, masterwork quarterstaff, composite longbow (+3 Str

bonus), 20 arrows, silver holy symbol of Boccob, 4 *potions of cure serious wounds*.

Powered-Up Suite (Prepared – *greater magic weapon, magic vestment* [2]): AC 29, flat-footed 28 (+10 armor, +4 shield, +4 natural armor, +1 *ring of protection*, +1 Dex, -1 size); Atk +18 melee (1d8+5, mwk quarterstaff); Full Atk +18/+13/+8 melee (1d8+5, mwk quarterstaff).

Physical Description: This 12-foot tall blue-skinned humanoid is dressed in purple garments adorned with the symbol of Boccob and carries a staff. She moves with a slow, languid grace, and her hands are spidery and delicate, with an extra point on each finger.

Source: *Manual of the Planes* 179

Bodyguard: male tiefling fighter 7; CR 7; Medium outsider (native); HD 7d10+14; hp 57; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +2 shield, +1 Dex); Base Atk +7; Grp +10; Atk +12 melee (1d10+6/19-20, +1 *bastard sword*) or +9 ranged (1d8+3/x3, mwk composite longbow); Full Atk +12/+7 melee (1d10+6/19-20, +1 *bastard sword*) or +9/+4 ranged (1d8+3/x3, mwk composite longbow); SA *darkness*; SQ darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Climb +7, Hide +0; Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Trip, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Infernal.

Darkness (Sp): A bodyguard can use darkness once per day (CL 7th).

Active Spells: *greater magic weapon* (CL 16), *magic vestment* (2) (CL 16).

Possessions: +1 *full plate*, heavy steel shield, +1 *bastard sword*, masterwork composite longbow (+3 Str bonus), 20 arrows, climber's kit, *potion of fly*, *potion of cure serious wounds*.

Powered-Up Suite (Prepared – *greater magic weapon, magic vestment* [2]): AC 29, touch 11, flat-footed 28 (+12 armor, +6 shield, +1 Dex); Atk +15 melee (1d10+9/19-20, +4 *bastard sword*); Full Atk +15/+10 melee (1d10+9/19-20, +4 *bastard sword*).

Physical Description: This being looks like a human, but it has a faintly disturbing demeanor about it and a wicked gleam in its eyes. Short horns sprout from its forehead.

Thief: male tiefling rogue 7; CR 7; Medium outsider (native); HD 7d6+7; hp 34; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 armor, +2 shield, +4 Dex);

Base Atk +5; Grp +4 (+14 *Escape Artist*); Atk +10 melee (1d6-1/18-20, mwk rapier) or +10 ranged (1d4/19-20, mwk hand crossbow); SA *darkness*, sneak attack +4d6; SQ darkvision 60 ft., evasion, resistance to cold 5, electricity 5, and fire 5, trapfinding, trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +9, Will +2; Str 8, Dex 18, Con 13, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +12, Climb +11, *Escape Artist* +14, Hide +16, Jump +11, Listen +10, Move Silently +14, Search +13, Sleight of Hand +21, Spot +10, Tumble +14, Use Rope +6; Deft Hands, Skill Focus (Sleight of Hand), Weapon Finesse.

Languages: Common, Infernal.

Darkness (Sp): A thief can use darkness once per day (CL 7th).

Active Spells: *greater magic weapon* (CL 16), *magic vestment* (2) (CL 16).

Possessions: +1 *studded leather armor*, +1 *buckler*, masterwork rapier, masterwork hand crossbow, 10 bolts, climber's kit, *potion of cat's grace*, 2 *potions of cure serious wounds*, *potion of fly*.

Powered-Up Suite (Prepared – *greater magic weapon, magic vestment* [2]): AC 26, touch 14, flat-footed 26 (+7 armor, +5 shield, +4 Dex); Atk +13 melee (1d6+3/18-20, +4 *rapier*).

Physical Description: This being looks like a human, but it has a faintly disturbing demeanor about it and a wicked gleam in its eyes. Short horns sprout from its forehead.

ENCOUNTER 6: THE RAIDERS

Advanced Bulezau: CR 11; Large outsider (chaotic, evil, extraplanar, tanar'ri); HD 14d8+98; hp 161; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed 19 (-1 size, +2 Dex, +10 natural); Base Atk +14; Grp +24; Atk +21 melee (3d6+10/19-20/x3, huge +1 *ranseur*); Full Atk +21/+16/+11 melee (3d6+10/19-20/x3, huge +1 *ranseur*) and +17 melee (1d8+3, tail) or +19 melee (2d6+6, gore) and +17/+17 melee (1d6+3, 2 claws) and +17 melee (1d8+3, tail); Space/Reach 10 ft./10 ft.; SA powerful charge, spell-like abilities, summon tanar'ri; SQ blood frenzy, damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 20, telepathy 30 ft., wield oversized weapon; AL CE; SV Fort +16, Ref +11, Will +10; Str 23, Dex 14, Con 24, Int 6, Wis 12, Cha 10.

Skills and Feats: Climb +23, Intimidate +17, Jump +23, Listen +18, Spot +18, Swim +23; Combat Reflexes, Improved Critical (ranseur), Multiattack, Power Attack, Weapon Focus (ranseur).

Languages: Abyssal, Common.

Blood Frenzy (Ex): A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and +2 Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Powerful Charge (Ex): A bulezau typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +19 attack bonus that deals 4d6+9 points of damage.

Wield Oversized Weapon (Ex): A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Spell-Like Abilities: At will—*command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis* (DC 15); 3/day—*fear* (DC 14); 1/day—*shout* (DC 14); caster level 10th.

Summon Tanar'ri (Sp): Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 10th).

Active Spells: *air walk* (CL 20).

Possessions: huge +1 ranseur.

Power-Up Suite (Blood frenzy): HD 14d8+112; hp 175; AC 19, touch 9, flat-footed 17 (-1 size, +2 Dex, +10 natural, -2 blood frenzy); Grp +25; Atk +22 melee (3d6+11/19-20/x3, huge +1 ranseur); Full Atk +22/+17/+12 melee (3d6+11/19-20/x3, huge +1 ranseur) and +18 melee (1d8+3, tail) or +20 melee (2d6+7, gore) and +18/+18 melee (1d6+3, 2 claws) and +18 melee (1d8+3, tail); SV Fort +17; Str 25, Con 26.

Physical Description: The demon's flesh festers with open sores. Its tall, gaunt frame is festooned with patches of short bristles. It has the head of a large, sickly ram with massive curved horns, rheumy eyes, and froth-caked lips stretched over thin, needlelike fangs. Its snakelike tail writhes, the tip a twisted tangle of metallic spines. Despite its emaciated form, the beast wields a great ranseur far too large for its size, and with unnerving grace.

Source: *Fiendish Codex I: Hordes of the Abyss* 33

ENCOUNTER 7: THE BLOCKADERS

Nycaloth: CR 10; Large outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural); Base Atk +14; Grp +23; Atk +15 melee (1d6+8 plus bleeding wounds, claw) or +18 melee (3d6+15/x3, +2 greataxe); Full Atk +15/+15/+15/+15 melee (1d6+8 plus bleeding wounds, 4 claws) or +18/+13/+8 melee (3d6+15/x3, +2 greataxe)

and +10/+10 melee (1d6+8 plus bleeding wounds, 2 claws); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ damage reduction 10/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

*Includes adjustments for Power Attack feat.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +22, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +9, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe).

Languages: Abyssal, Draconic, Infernal.

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

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. 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 attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

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

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

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

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

Active Spells: *mirror image* (CL 14), *see invisibility* (CL 14).

Possessions: +2 *greataxe*.

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

Source: *Monster Manual III* 202

Nycaloth Commander: CR 17; Large outsider (evil, extraplanar, yugoloth); HD 25d8+250; hp 362; Init +2; Spd 30 ft. in +2 *breastplate*, fly 60 ft. (good); Base Spd 40 ft., fly 90 ft. (good); AC 33, touch 10, flat-footed 31 (-2 size, +2 Dex, +7 +2 *breastplate*, +16 natural); Base Atk +25; Grp +40; Atk +27 melee (1d8+10 plus bleeding wound, claw) or +30 melee (4d6+18/19-20/x3, +2 *greataxe*); Full Atk +27/+27/+27/+27 melee (1d8+10 plus bleeding wound, 4 claws) or +30/+25/+20/+15 melee (4d6+18/19-20/x3, +2 *greataxe*) and +22/+22 melee (1d8+10 plus bleeding wound, 2 claws); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +27 (1d8+6), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ damage reduction 10/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +24, Ref +16, Will +17; Str 24, Dex 14, Con 30, Int 12, Wis 13, Cha 18.

*Includes adjustments for Power Attack feat.

Skills and Feats: Bluff +, Concentration +25, Diplomacy +23, Hide +9, Intimidate +30, Jump +24, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +26, Move Silently +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +26; Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Improved Critical (*greataxe*), Iron Will, Mobility, Power Attack, Weapon Focus (*greataxe*).

Languages: Abyssal, Draconic, Infernal.

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

Improved Grab (Ex): To use this ability, a nycaloth commander must hit with both claw attacks.

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 attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth commander can lift Large or smaller opponents. A medium load is between 933 and 1,865 pounds. A heavy load is between 1,866 and 2,800 pounds. A nycaloth commander can't carry a load of more than 2,800 pounds.

Rake (Ex): Attack bonus +27, damage 1d8+6. A nycaloth commander that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *mirror image*, *see invisibility*, caster level 14th.

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

Active Spells: *mirror image* (CL 14), *see invisibility* (CL 14).

Possessions: +2 *greataxe*, +2 *breastplate*.

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

Source: *Monster Manual III* 202

Ultraloth: CR 13; Medium outsider (evil, extraplanar, yugoloth); HD 18d8+90; hp 171; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural); Base Atk +18; Grp +19; Atk +22 melee (1d8+4/19-20, +3 *longsword*) or +22 ranged (spell, ray); Full Atk +22/+17/+12 melee (1d8+4/19-20, +3 *longsword*); SA hypnotic gaze, spell-like abilities, summon yugoloth; SQ damage reduction 15/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 25, telepathy 100 ft.; AL NE; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +22, Concentration +26 (+30 casting defensively), Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray).

Languages: Abyssal, Draconic, Infernal.

Hypnotic Gaze (Ex): *Hypnotic pattern* as cast by an 18th-level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *greater teleport* (self plus 50 pounds of objects only) *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying*, *see invisibility*, *suggestion*, 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest*, *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22); caster level 18th.

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

Power-Up Suite (Prepared—*alter self*[pit fiend form]): Spd 40 ft., fly 60 ft. (average); AC 35, touch 12, flat-footed 32 (-1 size, +3 Dex, +23 natural); Grp +23; Atk +18 melee (2d8+1, claw) or +21 ranged (spell, ray); Full Atk +18/+18 melee (2d8+1, 2 claws) and +13/+13 melee (2d6, 2 wings) and +13 melee (4d6, bite) and +13 melee (2d8, tail slap); Space/Reach 10 ft./10 ft.

Active Spells: *alter self* (pit fiend form, CL 18), *see invisibility* (CL 18).

Possessions: +3 longsword.

Physical Description: Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

Source: *Monster Manual III* 204

ENCOUNTER 5: THE TRADERS

Ezshar: male mercane wizard 13; CR 14; Large outsider; HD 7d8+21 plus 13d4+39; hp 124; Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+1 *amulet of natural armor* +1, +3 *bracers of armor* +3, +4 natural armor, +2 *ring of protection* +2, +4 Dex, -1 size); Base Atk +13; Grp +14; Atk +14 melee (2d6+2/18-20, +1 *falchion*) or +17 ranged (2d6+1/x3, mwk composite longbow); Full Atk +14/+9/+4 melee (2d6+2/18-20, +1 *falchion*) or +17/+12/+7 ranged (2d6+1/x3, mwk composite longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ telepathy; SR 25; AL LN; SV Fort +12, Ref +13, Will +17; Str 12, Dex 18, Con 16, Int 30, Wis 18, Cha 18.

Skills and Feats: Appraise +24, Bluff +14, Concentration +26, Decipher Script +33, Diplomacy +20, Gather Information +14, Intimidate +16, Knowledge (arcana) +33, Knowledge (history) +20, Knowledge (nobility & royalty) +33, Knowledge (the planes) +33, Knowledge (religion) +33, Listen +16, Profession (book-keeper) +14, Search +20, Sense Motive +14, Sleight of Hand +16, Spellcraft +35, Spot +16; Alertness, Combat Reflexes, Greater Spell Penetration, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration.

Languages: Common, Abyssal, Auran, Celestial, Draconic, Ignan, Infernal, Terran.

Wizard Spells Prepared (4/7/7/6/6/5/4/2; CL 17 for spell resistance): 0—*detect magic*, *message*, *ray of frost*, *resistance*; 1st—*grease* (DC 21), ~~*mage armor*~~, *magic missile* (3), *ray of enfeeblement* (+14 ranged touch), *shield*; 2nd—~~*false life*~~, *glitterdust* (DC 22), *mirror image*, *scorching ray* (2; +14 ranged touch), *Tasha's hideous laughter* (2; DC 23); 3rd—*dispel magic*, *fireball* (DC 24), *haste*, *lightning bolt* (DC 24), *suggestion* (2) (DC 24); 4th—*confusion* (2) (DC 25), *fear* (DC 24), *fire shield*, maximized *magic missile* (2); 5th—*dismissal* (DC 38), maximized *scorching ray*, ~~*overland flight*~~, quickened *magic missile*, quickened *shield*; 6th—*chain lightning* (DC 27), *greater dispel magic*, maximized *fireball* (DC 24), quickened *mirror image*; 7th—*banishment* (DC 27), quickened *lightning bolt* (DC 24).

Active Spells: *false life* (CL 13), *heroes' feast* (CL 11), *mage armor* (CL 13), *overland flight* (CL 13), *superior resistance* (CL 20).

Possessions: *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +2, *headband of intellect* +2, +1 *falchion*, masterwork composite longbow (+1 Str

bonus), 20 arrows, traveling spellbook (all prepared spells), 3 *pearls of power* (1st), 4 *potions of cure serious wounds*.

Power-Up Suite (Prepared – *false life*, *heroes' feast*, *mage armor*, *overland flight*, *superior resistance*): hp 148; Spd 30 ft., fly 40 ft. (average); AC 24, touch 15, flat-footed 20 (+1 *amulet of natural armor* +1, +4 *mage armor*, +4 natural armor, +2 *ring of protection* +2, +4 Dex, -1 size); Atk +15 melee (2d6+2/18-20, +1 *falchion*) or +18 ranged (2d6+1/x3, mwk composite longbow); Full Atk +15/+10/+5 melee (2d6+2/18-20, +1 *falchion*) or +18/+13/+8 ranged (2d6+1/x3, mwk composite longbow); SQ immunity to fear and poison; SV Fort +18, Ref +19, Will +24.

Physical Description: This 12-foot tall blue-skinned humanoid is dressed in voluminous robes. He moves with a slow, languid grace, and his hands are spidery and delicate, with an extra point on each finger.

Source: *Manual of the Planes* 179

Lotumbrix: female mercane cleric 11; CR 12; Large outsider; HD 7d8+35 plus 11d8+55; hp 171; Init +5; Spd 20 ft.; AC 27, touch 11, flat-footed 26 (+9 armor, +3 shield, +4 natural armor, +1 *ring of protection* +1, +1 Dex, -1 size); Base Atk +15; Grp +18; Atk +19 melee (1d8+3, mwk quarterstaff) or +15 ranged (2d6+3/x3, composite longbow); Full Atk +19/+14/+9 melee (1d8+3, mwk quarterstaff) or +15/+10/+5 ranged (2d6+3/x3, composite longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities, turn undead 6/day; SQ telepathy; SR 25; AL LN; SV Fort +17, Ref +9, Will +20; Str 16, Dex 12, Con 20, Int 20, Wis 26, Cha 17.

Skills and Feats: Appraise +19, Bluff +13, Concentration +26, Diplomacy +30, Gather Information +13, Intimidate +10, Knowledge (arcana) +17, Knowledge (nobility & royalty) +15, Knowledge (the planes) +26, Knowledge (religion) +26, Listen +13, Profession (book-keeper) +13, Search +15, Sense Motive +18, Sleight of Hand +13, Spellcraft +28, Spot +13; Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Power Attack, Quicken Spell, Weapon Focus (quarterstaff).

Languages: Common, Abyssal, Celestial, Draconic, Infernal, Ignan.

Cleric Spells Prepared (6/8/7/7/6/4/3): 0—*create water* (2), *detect magic*, *guidance* (2), *resistance*; 1st—*bane* (DC 19), *bless*, *divine favor*, *identify**, *obscuring mist*, *sanctuary* (DC 19), *shield of faith* (2); 2nd—*align weapon*, *bear's endurance*, *bull's strength*, *hold person* (DC 20), *invisibility**, *resist energy*, *sound burst* (DC 20); 3rd—*dispel magic**, *invisibility purge*, *magic circle*

against chaos, ~~magic vestment (2)~~, prayer, protection from energy, 4th—~~air walk~~, confusion* (DC 22), death ward, divine power, ~~greater magic weapon~~, spell immunity; 5th—quicken divine favor, quicken shield of faith, slay living (DC 23), spell resistance*; 6th—antilife shell, antimagic field*, ~~heroes' feast~~.

Active Spells: *air walk* (CL 11), *greater magic weapon* (CL 11), *heroes' feast* (CL 11), *magic vestment* (2) (CL 11), *superior resistance* (CL 20).

Possessions: +1 full plate, +1 heavy steel shield, ring of protection +1, periapt of wisdom +4, masterwork quarterstaff, composite longbow (+3 Str bonus), 20 arrows, silver holy symbol of Boccob, 4 *potions of cure serious wounds*.

Powered-Up Suite (Prepared – *air walk*, *greater magic weapon*, *heroes' feast*, *magic vestment* [2], *superior resistance*): AC 29, flat-footed 28 (+10 armor, +4 shield, +4 natural armor, +1 *ring of protection* +1, +1 Dex, -1 size); Atk +21 melee (1d8+5, mwk quarterstaff); Full Atk +21/+16/+11 melee (1d8+5, mwk quarterstaff); SQ immunity to fear and poison; SV Fort +23, Ref +15, Will +27.

Physical Description: This 12-foot tall blue-skinned humanoid is dressed in purple garments adorned with the symbol of Boccob and carries a staff. She moves with a slow, languid grace, and her hands are spidery and delicate, with an extra point on each finger.

Source: *Manual of the Planes* 179

Bodyguard: male tiefling fighter 9; CR 9; Medium outsider (native); HD 9d10+18; hp 72; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+9 armor, +3 shield, +1 Dex); Base Atk +9; Grp +12; Atk +15 melee (1d10+6/17-20, +1 *bastard sword*) or +11 ranged (1d8+4/x3, +1 *composite longbow*); Full Atk +15/+10 melee (1d10+6/17-20, +1 *bastard sword*) or +11/+6 ranged (1d8+4/x3, +1 *composite longbow*); SA *darkness*; SQ darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +9, Ref +5, Will +4; Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Climb +9, Hide +1; Combat Expertise, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Trip, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Infernal.

Darkness (Sp): A bodyguard can use darkness once per day (CL 9th).

Active Spells: *greater magic weapon* (2) (CL 20), *heroes' feast* (CL 11), *magic vestment* (2) (CL 20).

Possessions: +1 full plate, +1 heavy steel shield, +1 *bastard sword*, +1 *composite longbow* (+3 Str bonus),

20 arrows, climber's kit, *cloak of resistance* +1, *potion of fly*, *potion of cure serious wounds*, 4 *potions of cure light wounds*.

Powered-Up Suite (Prepared – *greater magic weapon* [2], *heroes' feast*, *magic vestment* [2]): hp 81; AC 31, touch 11, flat-footed 30 (+13 armor, +7 shield, +1 Dex); Atk +20 melee (1d10+10/17-20, +5 *bastard sword*) or +16 ranged (1d8+8/x3, +5 *composite longbow*); Full Atk +20/+15 melee (1d10+10/17-20, +5 *bastard sword*) or +16/+11 ranged (1d8+8/x3, +5 *composite longbow*); SQ immunity to fear and poison; SV Will +5.

Physical Description: This being looks like a human, but it has a faintly disturbing demeanor about it and a wicked gleam in its eyes. Short horns sprout from its forehead.

Thief: male tiefling rogue 9; CR 9; Medium outsider (native); HD 9d6+18; hp 52; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 armor, +2 shield, +4 Dex); Base Atk +6; Grp +5 (+16 *Escape Artist*); Atk +11 melee (1d6/18-20, +1 *rapier*) or +11 ranged (1d4+1/19-20, +1 *hand crossbow*); Full Atk +11/+6 melee (1d6/18-20, +1 *rapier*) or +9/+4 melee (1d6/18-20, +1 *rapier*) and +8 melee (1d6-1/19-20, short sword); SA *darkness*, sneak attack +5d6; SQ darkvision 60 ft., evasion, resistance to cold 5, electricity 5, and fire 5, trapfinding, trap sense +2, uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +3; Str 8, Dex 18, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +14, Climb +13, *Escape Artist* +16, Hide +18, Jump +13, Listen +12, Move Silently +16, Search +15, Sleight of Hand +23, Spot +12, Tumble +14, Use Rope +6; Deft Hands, Skill Focus (Sleight of Hand), Two-Weapon Fighting, Weapon Finesse.

Languages: Common, Infernal.

Darkness (Sp): A thief can use darkness once per day (CL 9th).

Active Spells: *greater magic weapon* (2) (CL 20), *heroes' feast* (CL 11), *magic vestment* (2) (CL 20).

Possessions: +1 studded leather armor, +1 *buckler*, +1 *rapier*, short sword, +1 *hand crossbow*, 10 bolts, climber's kit, *potion of cat's grace*, 2 *potions of cure serious wounds*, *potion of fly*.

Powered-Up Suite (Prepared – *greater magic weapon* [2], *heroes' feast*, *magic vestment* [2]): hp 61; AC 28, touch 14, flat-footed 28 (+8 armor, +6 shield, +4 Dex); Atk +15 melee (1d6+4/18-20, +5 *rapier*); Full Atk +15/+10 melee (1d6+4/18-20, +5 *rapier*) or +13/+8 melee (1d6+4/18-20, +5 *rapier*) and +8 melee (1d6-1/19-20, short sword); SQ immunity to fear and poison; SV Will +4.

Physical Description: This being looks like a human, but it has a faintly disturbing demeanor about

it and a wicked gleam in its eyes. Short horns sprout from its forehead.

ENCOUNTER 6: THE RAIDERS

Advanced Bulezau: CR 13; Large outsider (chaotic, evil, extraplanar, tanar'ri); HD 18d8+126; hp 207; Init +2; Spd 30 ft.; AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural); Base Atk +18; Grp +29; Atk +26 melee (3d6+11/19-20/x3, huge +1 ranseur); Full Atk +26/+21/+16 melee (3d6+11/19-20/x3, huge +1 ranseur) and +22 melee (1d8+3, tail) or +24 melee (2d6+7, gore) and +22/+2 melee (1d6+3, 2 claws) and +22 melee (1d8+3, tail); Space/Reach 10 ft./10 ft.; SA powerful charge, spell-like abilities, summon tanar'ri; SQ blood frenzy, damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 20, telepathy 30 ft., wield oversized weapon; AL CE; SV Fort +18, Ref +13, Will +12; Str 24, Dex 14, Con 24, Int 6, Wis 12, Cha 10.

Skills and Feats: Climb +28, Intimidate +21, Jump +28, Listen +22, Spot +22, Swim +28; Combat Reflexes, Improved Critical (ranseur), Improved Natural Armor (2), Multiattack, Power Attack, Weapon Focus (ranseur).

Languages: Abyssal, Common.

Blood Frenzy (Ex): A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and +2 Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Powerful Charge (Ex): A bulezau typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +24 attack bonus that deals 4d6+10 points of damage.

Wield Oversized Weapon (Ex): A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Spell-Like Abilities: At will—*command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis* (DC 15); 3/day—*fear* (DC 14); 1/day—*shout* (DC 14); caster level 10th.

Summon Tanar'ri (Sp): Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 10th).

Active Spells: *air walk* (CL 20).

Possessions: huge +1 ranseur.

Power-Up Suite (Blood frenzy): HD 18d8+144; hp 225; AC 21, touch 9, flat-footed 19 (-1 size, +2 Dex,

+12 natural, -2 blood frenzy); Grp +30; Atk +27 melee (3d6+13/19-20/x3, huge +1 ranseur); Full Atk +27/+22/+17 melee (3d6+13/19-20/x3, huge +1 ranseur) and +23 melee (1d8+4, tail) or +25 melee (2d6+8, gore) and +23/+23 melee (1d6+4, 2 claws) and +23 melee (1d8+4, tail); SV Fort +19; Str 26, Con 26.

Physical Description: The demon's flesh festers with open sores. Its tall, gaunt frame is festooned with patches of short bristles. It has the head of a large, sickly ram with massive curved horns, rheumy eyes, and froth-caked lips stretched over thin, needlelike fangs. Its snakelike tail writhes, the tip a twisted tangle of metallic spines. Despite its emaciated form, the beast wields a great ranseur far too large for its size, and with unnerving grace.

Source: *Fiendish Codex I: Hordes of the Abyss* 33

Mature Nabassu: CR 15; Medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 15d8+135; hp 202; Init +9; Spd 40 ft., fly 90 ft. (good); AC 31, touch 15, flat-footed 26 (+5 Dex, +16 natural); BAB/Grp +15/+24; Atk +24 melee (2d8+9/19-20, bite); Full Atk +24 melee (2d8+9/19-20, bite) and +19/+19 melee (1d8+4, 2 claws); SA death-stealing gaze, feed, sneak attack +6d6, spell-like abilities, *summon tanar'ri*, vampiric link; SQ camouflage, damage reduction 10/cold iron or good, darkvision 60ft., immunity to electricity and poison, regeneration 5, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 26; AL CE; SV Fort +20, Ref +14, Will +16; Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23.

Skills and Feats: Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23 (+31 in underground or barren environments), Intimidate +26, Jump +15, Knowledge (arcana) +23, Knowledge (local: Iuz's Border States) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +23, Move Silently +23, Spot +23, Tumble +25, Use Magic Device +24; Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will.

Languages: Abyssal, Common.

Camouflage (Ex): As the juvenile nabassu (see above).

Death-Stealing Gaze (Su): 30 feet, Fort DC 25 negates, bestows 1d4 negative level. Any humanoid creature drained to 0 levels by the mature nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

As a standard action, a nabassu can actively use its gaze to kill a single creature within range, regardless of

the creature's type. A creature that fails the DC 25 Fortitude save against this killing gaze is immediately slain. This is a death effect.

The save DC for either version of the gaze is Charisma-based and includes the +2 bonus from the nabassu's Ability Focus feat.

Feed (Su): A mature nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising of resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

A mature nabassu that devours a humanoid in this fashion gains the effects of a *death knell* spell (CL 20th).

Regeneration (Ex): Damage caused by good-aligned weapons deal lethal damage to a mature nabassu.

Sneak Attack (Ex): A mature nabassu can make a sneak attack as a rogue, dealing an extra 6d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the mature nabassu is flanking.

Spell-Like Abilities: At will—*darkness*, *enervation* (+20 ranged touch), *ethereal jaunt*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 20), *obscuring mist*, *silence* (DC 18), *true seeing*, *unholy aura* (DC 24), *unholy blight* (DC 20); 3/day—*blasphemy* (DC 23), *energy drain* (+20 ranged touch; DC 25); caster level 15th.

Summon Tanar'ri (Sp): Once per day, a mature nabassu can summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).

Vampiric Link (Su): As a standard action, a mature nabassu can establish a vampiric link between itself and any living creature within 30 feet that it can see. The targeted creature can resist the link with a DC 23 Will save; otherwise the link remains in place until the target moves out of range or the nabassu targets a different creature. A creature affected by a vampiric link finds that whenever he damages a nabassu, be it with spell or weapon, he takes the same amount of damage. Additionally, if the creature targets the nabassu with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance or the

nabassu makes its saving throw. This is a necromancy effect. The save DC is Charisma-based.

Physical Description: The demon's body is tall and sinewy. The head is long, with small horns and ears like a bat's. Its teeth are practically tusks, set in a mouth that seems too large for its head. Its eyes glow with a hateful yellow light. Its long fingers end in equally long talons, and scales cover its wings and skin. Tufts of black fur stud the tops of its shoulders. The demon's back and arms are dull black, while the chest and belly are a sickly dirty gray.

Source: *Fiendish Codex I: Hordes of the Abyss* 49

ENCOUNTER 7: THE BLOCKADERS

Nycaloth: CR 10; Large outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural); Base Atk +14; Grp +23; Atk +15 melee (1d6+8 plus bleeding wounds, claw) or +18 melee (3d6+15/x3, +2 greataxe); Full Atk +15/+15/+15/+15 melee (1d6+8 plus bleeding wounds, 4 claws) or +18/+13/+8 melee (3d6+15/x3, +2 greataxe) and +10/+10 melee (1d6+8 plus bleeding wounds, 2 claws); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ damage reduction 10/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

*Includes adjustments for Power Attack feat.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +22, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +9, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe).

Languages: Abyssal, Draconic, Infernal.

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

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. 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 attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

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

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

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

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

Active Spells: *mirror image* (CL 14), *see invisibility* (CL 14).

Possessions: +2 greataxe.

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

Source: *Monster Manual III* 202

Nycaloth Commander: CR 17; Large outsider (evil, extraplanar, yugoloth); HD 25d8+250; hp 362; Init +2; Spd 30 ft. in +2 *breastplate*, fly 60 ft. (good); Base Spd 40 ft., fly 90 ft. (good); AC 33, touch 10, flat-footed 31 (-2 size, +2 Dex, +7 +2 *breastplate*, +16 natural); Base Atk +25; Grp +40; Atk +27 melee (1d8+10 plus bleeding wound, claw) or +30 melee (4d6+18/19-20/x3, +2 *greataxe*); Full Atk +27/+27/+27/+27 melee (1d8+10 plus bleeding wound, 4 claws) or +30/+25/+20/+15 melee (4d6+18/19-20/x3, +2 *greataxe*) and +22/+22 melee (1d8+10 plus bleeding wound, 2 claws); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +27 (1d8+6), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ damage reduction 10/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +24,

Ref +16, Will +17; Str 24, Dex 14, Con 30, Int 12, Wis 13, Cha 18.

*Includes adjustments for Power Attack feat.

Skills and Feats: Bluff +, Concentration +25, Diplomacy +23, Hide +9, Intimidate +30, Jump +24, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +26, Move Silently +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +26; Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Improved Critical (greataxe), Iron Will, Mobility, Power Attack, Weapon Focus (greataxe).

Languages: Abyssal, Draconic, Infernal.

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

Improved Grab (Ex): To use this ability, a nycaloth commander must hit with both claw attacks. 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 attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth commander can lift Large or smaller opponents. A medium load is between 933 and 1,865 pounds. A heavy load is between 1,866 and 2,800 pounds. A nycaloth commander can't carry a load of more than 2,800 pounds.

Rake (Ex): Attack bonus +27, damage 1d8+6. A nycaloth commander that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *mirror image*, *see invisibility*, caster level 14th.

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

Active Spells: *mirror image* (CL 14), *see invisibility* (CL 14).

Possessions: +2 greataxe, +2 *breastplate*.

Physical Description: Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws

on the ends of its powerful fingers look like more than a match for all but the best armor.

Source: *Monster Manual III* 202

Ultraloth: CR 13; Medium outsider (evil, extraplanar, yugoloth); HD 18d8+90; hp 171; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural); Base Atk +18; Grp +19; Atk +22 melee (1d8+4/19-20, +3 *longsword*) or +22 ranged (spell, ray); Full Atk +22/+17/+12 melee (1d8+4/19-20, +3 *longsword*); SA hypnotic gaze, spell-like abilities, summon yugoloth; SQ damage reduction 15/good, darkvision 60 ft., immunity to acid and poison, resistance to cold 10, electricity 10, and fire 10, spell resistance 25, telepathy 100 ft.; AL NE; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +22, Concentration +26 (+30 casting defensively), Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray).

Languages: Abyssal, Draconic, Infernal.

Hypnotic Gaze (Ex): *Hypnotic pattern* as cast by an 18th-level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *greater teleport* (self plus 50 pounds of objects only) *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying*, *see invisibility*, *suggestion*, 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest*, *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22); caster level 18th.

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

Power-Up Suite (Prepared—*alter self*[pit fiend form]): Spd 40 ft., fly 60 ft. (average); AC 35, touch 12, flat-footed 32 (-1 size, +3 Dex, +23 natural); Grp +23; Atk +18 melee (2d8+1, claw) or +21 ranged (spell, ray); Full Atk +18/+18 melee (2d8+1, 2 claws) and +13/+13 melee (2d6, 2 wings) and +13 melee (4d6, bite) and +13 melee (2d8, tail slap); Space/Reach 10 ft./10 ft.

Active Spells: *alter self* (pit fiend form, CL 18), *see invisibility* (CL 18).

Possessions: +3 *longsword*.

Physical Description: Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long

head and bulbous eyes give its face an imposing, evil look.

Source: *Monster Manual III* 204

APPENDIX 2: OPTIONAL ENCOUNTER

ENCOUNTER 9: THE TRAITOR

Arryn Alcor: Male aasimar death knight fallen paladin 8/blackguard 10; CR 21; Medium undead; HD 18d10; hp 112; Init +3 (+9 with motivate Dexterity); Spd 20 ft., fly 40 ft. (good); AC 37, touch 16, flat-footed 35 (+3 Dex, +5 natural, +12 +4 *mithral full plate*, +4 +2 *heavy steel shield*, +3 *ring of protection* +3); BA/G +18/+24; Atk +26 melee (1d10+8/19-20, +2 *unholy bastard sword*) or +24 melee (1d8+8 plus 1 Con, touch); Full Atk +26/+21/+16 melee (1d10+8/19-20, +2 *unholy bastard sword*); SA abyssal blast 1/day, command undead 11/day, smite good 3/day, sneak attack +3d6; SQ aura of despair, aura of evil, DR 15/magic, dark blessing, *daylight*, *detect good*, fiendish servant, immunity to cold, electricity, polymorph, and turning, outsider traits, poison use, resistance to acid 5, undead traits; SR 28; AL CE; SV Fort +21, Ref +16, Will +18; Str 22, Dex 17, Con -, Int 15, Wis 21, Cha 26.

Skills and Feats: Concentration +10, Diplomacy +19, Handle Animal +13, Intimidate +18, Knowledge (nobility and royalty) +5, Knowledge (religion) +15, Listen +7, Ride +26 (+32 with motivate Dexterity), Sense Motive +16, Spot +7; Craft Magic Arms and Armor, Craft Wondrous Item, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Negotiator, Power Attack, Ride-By Attack, Spirited Charge.

Languages: Common, Celestial, Draconic, Elven.

Abyssal Blast (Su): 1/day, 20-ft. radius spread, range 1,120 ft., 18d6 fire/divine, DC 27 Reflex half.

Aura of Despair (Su): 10 ft., enemies take -2 penalty on saving throws.

Daylight (Sp): Arryn can use *daylight* once per day as a 18th-level sorcerer.

Fear Aura (Su): 15 ft., 5 HD or less, DC 27 Will negates, *fear*.

Smite Good (Su): 3/day, +8 to attack, +10 to damage against a good foe.

Blackguard Spells Prepared (4/3/3/2); 1st—~~corrupt weapon~~, *doom* (DC 16), *inflict light wounds* (2) (DC 16); 2nd—~~bull's strength~~, *death knell*, ~~eagle's splendor~~; 3rd—*inflict serious wounds* (DC 18), ~~protection from energy~~ (2); 4th—~~freedom of movement~~, *inflict critical wounds* (DC 19).

Active Spells: *bull's strength* (CL 10), *corrupt weapon* (CL 10), *eagle's splendor* (CL 10), *freedom of movement* (CL 10), *greater magic weapon* (bastard sword, CL 22), *heroes' feast* (CL 18), *magic vestment* (full plate, CL 22), *magic vestment* (shield, CL 22), *protection from energy (acid)* (CL 10), *protection from energy (fire)* (CL 10), *protection from energy (sonic)*

(CL 10), *spell resistance* (CL 22), *superior resistance* (CL 18).

Possessions: +4 *mithral full plate*, +2 *arrow deflecting heavy steel shield*, +2 *unholy bastard sword*, *ring of protection* +3, *gloves of dexterity* +2, *necklace of fireballs type V*, 3 *pearls of power* (1st), *pearls of power* (3rd), *winged boots*.

Powered-Up Suite (Prepared – *bull's strength*, *eagle's splendor*, *greater magic weapon*, *heroes' feast*, *magic vestment* [2], *spell resistance*, *superior resistance*): hp 125; AC 41, touch 16, flat-footed 38 (+3 Dex, +5 natural, +13 +5 *mithral full plate*, +7 +5 *heavy steel shield*, +3 *ring of protection* +3); BA/G +18/+26; Atk +32 melee (1d10+13/19-20, +5 *unholy bastard sword*) or +27 melee (1d8+10 plus 1 Con, touch); Full Atk +32/+27/+22 melee (1d10+13/19-20, +5 *unholy bastard sword*); SA command undead 13/day; SR 34; SV Fort +29, Ref +24, Will +26; Str 26, Cha 30.

Smite Good (Su): 3/day, +10 to attack, +10 to damage against a good foe.

Black Strider, Advanced Nightmare: Male nightmare marshal 1; CR -; Large outsider (evil, extraplanar); HD 9d8+45; hp 85; Init +1 (+7 with motivate Dexterity); Spd 30 ft., fly 60 ft. (good); unarmored base speed 40 ft., fly 90 ft. (good); AC 32, touch 10, flat-footed 32 (+1 Dex, +14 natural, -1 size, +8 full plate); Base Atk +8; Grp +18; Atk +14 melee (2d6+6 plus 1d4 fire, hoof); Full Atk +14/+14 melee (2d6+6 plus 1d4 fire, 2 hooves) and +9 melee (1d8+3, bite); SA flaming hooves, smoke; SQ astral projection, empathic link, etherealness, improved evasion, minor aura, share saving throws, share spells; AL NE; SV Fort +18, Ref +7, Will +10; Str 22, Dex 12, Con 20, Int 12, Wis 14, Cha 18.

Skills and Feats: Concentration +16, Diplomacy +9, Intimidate +16, Knowledge (the planes) +13, Listen +16, Move Silently +7, Search +12, Sense Motive +14, Spot +15, Survival +14 (+16 on other planes and following tracks); Alertness, Improved Natural Attack (hoof), Run, Skill Focus (Diplomacy)^B, Weapon Focus (hoof).

Languages: Abyssal, Common.

Flaming Hooves (Su): A blow from Black Strider's hooves sets combustible material alight.

Smoke (Su): free action 1/round, duration 1 round, 15 ft. cone, DC 19 Fort. save negates, -2 penalty on all attack and damage rolls for 1d6 minutes, concealment within 5 ft., total concealment at 10 ft.+, does not obscure Black Strider's vision.

Astral Projection and Etherealness (Su): These abilities as just like the spells of the same names (caster level 20th); Black Strider can use either at will.

Minor Aura (Ex): Black Strider may project one minor aura at a time.

Projecting an aura is a swift action. The aura remains in effect until Black Strider uses a free action to dismiss it or activates another aura of the same kind (major or minor). Black Strider can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before Black Strider takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. Black Strider sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, Black Strider's aura affects all allies within 60 feet (including himself) who can hear him. An ally must have an Intelligence score of 3 or higher and be able to understand his language to gain the bonus. Black Strider's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Active Spells: *bull's strength* (CL 10), *eagle's splendor* (CL 10), *freedom of movement* (CL 10), *heroes' feast* (CL 18), *magic vestment* (full plate, CL 22), *protection from energy (acid)* (CL 10), *protection from energy (fire)* (CL 10), *protection from energy (sonic)* (CL 10).

Possessions: masterwork full plate barding.

Powered-Up Suite (Prepared – *bull's strength, eagle's splendor, heroes' feast, magic vestment*): hp 98; AC 37, touch 10, flat-footed 37 (+1 Dex, +14 natural, -1 size, +13 +5 *full plate*); Grp +20; Atk +17 melee (2d6+8 plus 1d4 fire, hoof); Full Atk +17/+17 melee (2d6+8 plus 1d4 fire, 2 hooves) and +12 melee (1d8+4, bite); SQ immunity to fear and poison; SV Will + 11; Str 26, Cha 22.

Skills and Feats: Diplomacy +11, Intimidate +18.

Elite Spellstitched Wight: CR 5; Medium undead; HD 4d12; hp 26; Init +3 (+9 with motivate Dexterity); Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk +2; Grp +4; Atk +4 melee (1d4+2 plus energy drain, slam); SA create spawn, energy drain (DC 16), spell-like abilities; SQ DR 5/magic, turn resistance +2, undead traits; SR 19; AL LE; SV Fort +1, Ref +4, Will +6; Str 15, Dex 17, Con -, Int 10, Wis 14, Cha 18.

Skills and Feats: Hide +10 (+16 with motivate Dexterity), Listen +8, Move Silently +18 (+24 with motivate Dexterity), Spot +8; Alertness, Blind-Fight.

Languages: Common.

Spell-Like Abilities: +5 ranged touch; 3/day—*scorching ray*, 2/day—*haste, lightning bolt* (DC 17),

magic missile, ray of enfeeblement, 1/day—*false life*. Caster level 4th.

OR 3/day—*scorching ray*, 2/day—*fireball* (DC 17), *greater mage armor, magic missile, ray of enfeeblement*, 1/day—*false life*.

OR 3/day—*scorching ray*, 2/day—*fireball* (DC 17), *haste, magic missile, ray of enfeeblement*, 1/day—*false life*.

Active Spells: *false life* (CL 4), *greater mage armor* (CL 4), *haste* (CL 4), *heroes' feast* (CL 18).

Powered-Up Suite (Prepared – *false life, greater mage armor, haste, heroes' feast*): hp 48; Init +3; Spd 60 ft.; AC 24, touch 14, flat-footed 20 (+3 Dex, +4 natural, +1 *haste*, +6 *greater mage armor*); Atk +6 melee (1d4+2 plus energy drain, slam); Full Atk +6/+6 melee (1d4+2 plus energy drain, slam); SV Ref +5.

APPENDIX 3: THE BLEAK ETERNITY OF GEHENNA

It is a plane without charity, mercy, or pity.

It is the Oven of Perdition, the Fourfould Furnaces.

It is where yugoloths cavort on endless volcanic slopes. Gehenna's top layer borders Hades and the Nine Hells, so it is not a pleasant place. Floating in an impenetrable, infinite void are volcanic mountains seemingly without base or peak. They are only finite in the strictest sense of the word, measuring hundreds of thousands of miles in each direction. A single volcanic mountain dominates each of the four layers of Gehenna, though lesser volcanic earthbergs drift and sometimes smash into the greater mountains.

There is no naturally occurring level place in any of the layers; all the slopes are at least 45 degrees, and many are akin to sheer cliffs. Gehenna's fiendish inhabitants have carved artificial ledges, some large enough to entire cities, and switchback paths to connect them. But those edifices are not carved by native yugoloths or deities have a tendency to break apart, sending their builders on a long, sliding fall down the mountain.

Gehenna's four layers are Khalas, Chamada, Mungoth, and Krangath. Each layer is differentiated from the other by its degree of volcanic activity.

Powerful entities that possess realms on Gehenna include many lords of the yugoloths, as well as Melif the Lich-Lord and Memnor, deity of evil fire cloud giants. The realm of Maanzicorian, an illithid deity, was once located here. But Maanzicorian was slain by Tenebrous, the name taken by the demon lord Orcus when he first returned from supposed annihilation. Accordingly, Maanzicorian's realm has started to crumble, its deity gone.

GEHENNA TRAITS

Gehenna has the following traits (for a description of planar traits see the *DMG* page 147).

- **Normal Gravity:** Gravity is similar to the Material Plane, but naturally occurring volcanic mountains seem to float free in an infinitely larger void. Gravity is normal on the steep slopes of a mountain, and a fall tumbles victims many miles until a chance ledge catches them, or continued rolling abrasions of the fall completely shred the victim.
- **Normal Time.**
- **Infinite Size:** The impenetrable void of Gehenna is infinite, but each volcanic mountain is finite. Each is far larger than the largest known land mass on the Material Plane, however.
- **Divinely Morphic:** Memnor and other deities can alter Gehenna's mountainous landscape. Ordinary creatures find Gehenna is as alterable as the Material Plane.
- **No Elemental or Energy Traits.**
- **Mildly Evil-Aligned:** Good characters on Gehenna suffer a -2 penalty on all Charisma-based checks.
- **Normal Magic.**

GEHENNA LINKS

Like all the lower planes, Gehenna has the River Styx flowing through at least its first layer, Khalas. In fact, it is the biggest river on the layer, and it hurtles through gorges and canyons with breaktaking speed. Its cataracts are legendary, and the occasional ledge creates waterfalls of epic, if polluted proportion. Attempting to change planes via the Styx is a very dangerous thing indeed, on Gehenna.

Portals to other planes are fairly common, as are portals between layers of Gehenna. They usually appear as bottomless black chasms. Sometimes they are marked as portals, but sometimes yugoloths mark actual bottomless chasms as portals by mistake or with malice.

MOVEMENT AND COMBAT

Movement on Gehenna is much like movement on the Material Plane, though the mountainous, sloping nature of Gehenna imposes constant dangers.

Falling on Gehenna

Because every natural surface on Gehenna slopes at least 45 degrees (except for the occasional ledges and artificial constructions), moving from place to place is dangerous.

The description of the Climb skill in Chapter 4 of the *Player's Handbook* describes how characters move about on Gehenna's slopes. The DC for Climb checks on Gehenna varies from 0 for ordinary slopes to 15 for steep areas and 25 for sheer cliffs.

Creatures can move one-quarter speed as a move-equivalent action on the sloping surfaces, or at one-half speed as a full-round action. Attempting to move faster incurs a -5 penalty on the Climb check, as described in the *Player's Handbook*.

Those who fail their Climb checks make no progress. If they fail their Climb checks by 5 or more, they fall. If a fall occurs, the victim rolls, bounces, and rebounds off the endless steep slope of Gehenna. Falling characters get a chance to catch themselves by making a Climb check (DC 10 on a slope, 35 in a steep area, and 45 on a cliff).

If the fall occurs in a random location, the victim comes to a stop on a natural ledge some 10d10+100 feet farther below and takes 10d6 points of damage from the bouncing and bone-jarring descent. In some locations on Gehenna, a victim's fall could end sooner—in a river of lava.

Gehenna Combat

Combat on Gehenna is much like it is between two climbing foes on the Material Plane. Anyone on the surface of Gehenna's mountains loses his Dexterity bonus to AC and cannot use a shield. Attackers get a +2 bonus to attack climbers, even if they're climbing themselves.

A climber who takes damage must immediately make a new Climb check against the DC of the slope. If the climber fails, he immediately falls, taking damage as described in Falling on Gehenna, above.

FEATURES OF GEHENNA

Each layer of Gehenna (called a mount) is slightly different, but each burns with an evil will. The lava flows seem to seek out the casual traveler, and fissures open under a visitor's feet as if the ground itself hungers. As on Carceri, the slopping earth itself provides light, so shadows stretch upward.

Khalas

The air of Gehenna's first and lowest layer has a crimson tint near the ground, due to the magma flows and pyroclastic ash, but it quickly fades to black no more than a few dozen feet overhead. Strangely, the next mount, Chamada, is visible in the darkness overhead, though it is so far away that it burns like a small, bloody moon.

The slopes of Khalas are streaked with waterfalls and cloaked in steam. The falls never find the bottom of the layer, either evaporating or disappearing into fissures. The mightiest waterfalls are those made by the River Styx as it makes its tumultuous passage across this forbidding layer.

Chamada

The second mount of Gehenna is the most savage. The slopes burn with constantly flowing magma so thick that solid, cool ground is rare, and so bright that the glare blots out the sky itself. Cascading lava rivers sometimes harden and briefly dam the fiery flow, only to explosively burst forth in new directions. Vents unexpectedly open, spewing fresh ejecta, and miniature volcanoes are common. The air itself is usually filled with feather-soft gray ash, which falls everywhere like dread snow, often dropping visibility to zero.

Nimicri: From the slopes of Chamada, Nimicri appears as a small moon about 2,000 feet in diameter. It floats in splendid isolation above the burning mount, covered with spires, steeples, and less dramatic structures connected by a weblike network of streets. Everything is clean, the buildings are comfortable and in excellent repair, and every citizen of Nimicri is quite polite. Excellent goods of all sorts can be had at the trading post, and Nimicri is an established stop along several trading routes that crisscross the Outer Planes.

What most visitors never realize is that Nimicri—buildings, people and all—is one vast creature that mimics a town. Sometimes Nimicri absorbs a visitor into itself completely, but other times it allows visitors to leave completely unharmed. If even a single drop of a visitor's blood spills onto any surface in the city, Nimicri is able to duplicate that visitor exactly, including memories up to the point when the blood was spilled. If a "citizen" of Nimicri is ever forcibly removed from the town, it immediately dies like a limb severed from a body.

For more information on the plane of Gehenna, see the *Manual of the Planes*, pages 111-114.

Source: *Manual of the Planes* 111

APPENDIX 4: NEW RULES

SPELLS

Analyze Portal

Divination

Level: Bard 3, Portal 2, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 minute

Range: 60 ft.

Area: Cone-shaped emanation from you to the extreme of the range

Duration: Concentration, up to 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

Seeing with a magic eye, you sense the portal. Studying it, knowledge about the portal comes into your mind as though it was a memory you could not recall until now.

You can tell whether an area contains a magical portal or the effect of a *gate* spell. If you study an area for 1 round, you know the sizes and locations of any such portals in the area. Once you find a portal, you can study it. (If you find more than one portal, you can study only one at a time.)

Each round you study a portal, you can discover one property off the portal, in this order.

- Any key or command word needed to activate the portal.
- Any special circumstances governing the portal's use (such as specific times when it can be activated).
- Whether the portal is one-way or two-way.
- A glimpse of the area where the portal leads. You can look at the area where the portal leads for 1 round; the range of your vision is the spell's range. *Analyze portal* does not allow other divination spells or spell-like abilities to extend through the portal. For example, you cannot also use *detect magic* or *detect evil* to study the area where the portal leads while viewing the area with *analyze portal*.

For each property, you make a caster level check (1d20 + caster level) against DC 17. If you fail, you can try again in the next round.

Analyze portal has only a limited ability to reveal unusual properties as follows.

- Random Portals: The spell reveals only that the portal is random and whether it can be activated

now. It does not reveal when the portal starts or stops functioning.

- Variable Portals: The spell reveals only that the portal is variable. If you study the portal's destination, the spell reveals on the destination to which the portal is currently set.
- Creature-Only Portals: The spell reveals this property. If you study the portal's destination, the spell reveals where the portal sends creatures. If it is the kind of portal that sends creatures to one place and their equipment to another place, the spell does not reveal where the equipment goes.
- Malfunctioning Portals: The spell reveals only that the portal is malfunctioning, not what sort of malfunction the portal produces.

Material Components: A crystal lens and a small mirror.

Source: *Spell Compendium* 10

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible sheen of armor-shaped force surrounds you.

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

Source: *Spell Compendium* 136

Resistance, Greater

Abjuration

Level: Bard 4, cleric 4, druid 4, sorcerer/wizard 4

Duration: 24 hours

Just as you touch the spell's subject, a feeling of peace and watchful guardianship fills your being.

This spell functions like *resistance* (PH 272), except as noted here. You grant the subject a +3 resistance bonus on saves.

Source: *Spell Compendium* 174

Resistance, Superior

Abjuration

Level: Bard 6, cleric 6, druid 6, sorcerer/wizard 4

Duration: 24 hours

As you finish casting the spell, you feel imbued with the feeling that something greater than yourself is protecting you. When you touch your intended subject and release the spell, the feeling disappears.

This spell functions like *resistance* (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Source: *Spell Compendium* 174

PLAYER HANDOUT 1

A week ago, you were summoned in Groucester to appeal before her prominence, Viola the Dark. The vampire priestess met with you under cover of night in a distant location in the Bluff Hills, far from the safety of Groucester's walls. The information she revealed to you was intriguing.

"The war effort against the Pholtan bastards and those pitiful wasps of Stoink goes well. Our illustrious general, Arryn Alcor, has been leading the forces of the Northern Alliance to victory upon victory and within a few short weeks we will lay siege to Falschhiett itself. However, there are ill portents on the horizon. The leaders of the Northern Alliance have divined that the *knight's herald* can still be used to stop Arryn Alcor if a certain ritual is performed. We must first learn the nature of this ritual and then stop it at all costs. You are to infiltrate the Grand Theocracy of Dimre with a party of adventurers and mercenaries to volunteer to undertake the task. However, you will be a double agent. Do everything within your power to prevent the ritual from coming to fruition, and if there is any way you can hasten Arryn Alcor's arrival in the Dimrite capital, please do so.

"The Pale Lady will reward your efforts richly if you succeed. However, if you fail, know that the wrath of the Northern Alliance and the entire Empire of Iuz will fall upon you. You will never be welcome in the Northern Alliance's lands again, and my mistress will do everything within her power to see that you are hunted down. Do not fail."

With that, Viola fades away from view, dissolving into a barely discernable mist before disappearing altogether. Where she stood sits a hat and a single ring.

PLAYER HANDOUT 2

The following letter was delivered to you by a young page.

Dear Friend,

Greetings to you. Your exploits are known throughout the land and your skill is unmatched. I have dire need of your talents. I represent the Grand Theocracy of Dimre, but more importantly, I have portents of an imminent disaster that we must act upon quickly to prevent. Please hasten to the city of Falschheit so that we may speak of more. The fate of the entire Bandit Kingdoms may rest upon your shoulders. Please come.

May the Blinding Light seek the darkness wherever it lies,

Osilin Danris

Lord Inquisitor of Internal Affairs

Grand Theocracy of Dimre

PLAYER HANDOUT 3

The following letter was delivered to you by a young page.

To the Enemy of the Theocracy,

Your foul deeds, vile greed, and hideous corruption are known throughout the land. However, your skill is unmatched, and I have dire need of your talents. I represent the Grand Theocracy of Dimre, but more importantly, I have portents of an imminent disaster that we must act upon quickly to prevent. If you answer this call, any crimes you have committed against the state will be erased in thanks for your participation. However, we will take precautions to ensure you do not betray our trust. Please hasten to the city of Falschheit so that we may speak of more. The fate of the entire Bandit Kingdoms may rest upon your shoulders. Please come.

May the Blinding Light seek the darkness wherever it lies,

Osilin Danris

Lord Inquisitor of Internal Affairs

Grand Theocracy of Dimre

PLAYER HANDOUT 4

Knight's Herald: *holy avenger minor artifact*, AL LG; Int 10, Wis 18, Cha 18; Speech, telepathy, darkvision 120 ft., hearing, blindsense, *read magic*, read all languages, Caster level 20; Ego score 34.

Languages: Celestial.

Lesser Powers: *bless* 3/day, *cure moderate wounds* 3/day, *detect evil* at will, 23 ranks in Knowledge (the planes).

Greater Powers: *dispel evil* 1/day, *flame strike* 1/day.

Dedicated Power: When fighting a demon, the wielder gains a +2 sacred bonus to attacks, saves, and checks.

Artifact Powers: If the wielder is a paladin, they gain a +10 Enhancement bonus to Charisma as long as the Knight's Herald is in their possession.

Personality: Crafted by Barachiel, the Messenger, for his servant Arryn Alcor, this blade is over 500 years old. Knight's Herald is an exquisitely crafted, shimmering, cold iron blade that radiates a pure, white light as a torch when unsheathed. Haughty and proud, Knight's Herald's special purpose is to slay demons. In addition, it attempts to assert control over the wielder if the wielder ever attempts a Chaotic or Evil act. Otherwise, it incessantly uses its telepathy ability to suggest that the wielder take great pains to hunt demons and takes numerous occasions to imply that the wielder is not being as righteous as he or she could be. It is constantly searching out evil and refuses to back down from a fight against any creature with an evil aura of strong power or greater. Should its wielder back down from such a fight, an ego battle ensues.

Only a paladin can unlock its true powers, but it will communicate with lawful good, lawful neutral, or neutral good divine spellcasters, asking them to deliver it into the hands of a suitable paladin wielder, or encouraging them to become paladins themselves in order to realize their potential. In the hands of all others, the Knight's Herald silently functions as a +2 *cold iron longsword* while attempting to force them into delivering it to a paladin (see *Items Against Characters*, DMG pg. 271). Knight's Herald prefers to be wielded by its originally intended owner, Arryn Alcor (although as he is presently evil, the sword is not willing to serve him in his current state).

All characters of non-Lawful Good alignment suffer three negative levels if they handle this artifact. A character who is Evil instead suffers four negative levels if he handles this artifact. Although these negative levels never result in actual level loss, they remain as long as the sword is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the sword is stowed or leaves the wielder's possession. Knight's Herald cannot be fooled through the use of the Use Magic Device skill. Strong evocation [good, law]; CL 20th; Price n/a; Weight 4 lbs. Cannot be crafted.

CAMPAIGN CONSEQUENCES

If you are running this event as part of the premiere (Millenium Con 2006) or within one month of the premiere (i.e. before December 10th, 2006), please email the answers to these questions to airwalkrr@gmail.com.

Did the PCs successfully complete the ritual on Chamada and return the *knight's herald* to Falschheit?

Did the PCs attack and destroy Arryn Alcor?

If you answered "yes" above, did the PCs loot Arryn Alcor's corpse or have him resurrected?