

Entrapment

A Two-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

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Special Thanks: Dave Kayserman for his extra work on combat encounters, maps, and editing; Joseph Selby for completing his portions early; and Creighton Broadhurst for graciously putting up with missed deadlines.

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Old Wicked has set in motion a plot years in the making and two of the most powerful wizards on Oerth, once allies, seem to stand on different sides. You must choose between them; pray that you are correct. Part two of “Ascension”, the final core plot arc for the Living Greyhawk campaign and part four and the conclusion of “The Idyll of Tysiln”, a Sheldomar Valley plot arc. A two-round core adventure of investigation, danger, and wheels within wheels, set in the Free City of Greyhawk, the Valley of the Mage, and realms beyond for APLs 8 to 16.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Linquette], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn, Rich Burlew], *Elder Evils: Shothragot* [Robert J. Schwalb, www.wizards.com], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *TSR9577 Greyhawk – The Adventure Begins* [Roger E. Moore], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual IV* [Gwendolyn F. M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Linquette, Chris Sims, Owen K. C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Monster Manual V* [Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James “Grim” Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicolas Logue, Mike McArtor, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch], *Player's Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, 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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Most likely you ordered this adventure as part of an RPGA event 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 GM'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 session Dungeon Master (or usually just GM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session GM. 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, players and GMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the GM 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 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). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard Core adventure, set in Greyhawk City, the plane of shadow, and the Valley of the Mage. All characters pay 2 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 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

For the past several years, unbeknownst to all but a few of his most trusted servants, Iuz has been orchestrating a complicated coup of divine power. This plan started with his release of the Ether Threat, which was intended to cause heroes to lead him to the *Codex of Infinite Planes*.

After acquiring the *Codex*, Iuz began a war on the Abyss, during which he secured the layer of Torremor from Pazuzu. Iuz kept his victory a secret, however, even convincing his enemies that he was locked in a stalemate on the Abyss and unable to pursue other ventures. For nearly two years, Iuz has been planning and putting into action the next stage of his ascension, unfettered by the meddling of his common enemies. This portion of Iuz's plan has focused on researching different forms of magical prisons, particularly those of Zagig Yragerne, and securing sites and artifacts related to Tharizdun, the imprisoned god.

Recently, heroes have undone the Flight of Fiends, a powerful ritual that imprisoned or banished most of the fiends on Oerth. This has strengthened Iuz's military force on the Prime Material Plane. He has used these demons, and those he gained from his war on the Abyss, to cause distractions for the nations of Oerth, keeping their eyes away from his final moves.

Luckily, a few individuals have found out something about his actions. Tenser, always a force of Good and powerful opponent of Iuz, has been following the threads of Iuz's plots and putting everything together, though he has not yet figured out exactly what the endpoint is. As

he was nearing this epiphany, he was captured by Iuz in a prison on the Plane of Shadow.

Mordenkainen also seems to know something of Iuz's plots, possibly more than Tenser, though what he is doing about it is unknown. What is known seems to indicate that he has been using Bigby and Drawmij to eliminate Tenser's clones and might have given Iuz the information he needed to capture Tenser. Mordenkainen had compiled information on the troop locations, movements, and probable actions of all the military groups bordering the Empire of Iuz, and that information has recently fallen into the hands of Iuz. Mordenkainen's actions have never been scrutable to most mortals, but his recent actions seem more confusing than ever.

As the adventure begins, Tenser is trapped on the Plane of Shadow. His familiar, Skor, is attempting to find his master and free him. Drawmij, on orders of Mordenkainen, is looking for adventurers to hire for a 'research project', though astute PCs should realize that an archmage would not need to hire adventurers to go through books; they must be here for some other reason.

ADVENTURE SUMMARY

The PCs wait in line outside of the City of Greyhawk before "adventure" finds them. The archmage Drawmij has come to visit the Greyhawk library and has recruited the PCs to help with some research. While in the library, the PCs are attacked by servants of Old Wicked who feel that some subjects are better left unknown.

After dispatching their assailants the PCs flee the scene with some assistance from Tenser's familiar, Skor. He promises to help them with their research, if they agree to help find his master.

The PCs locate The Magic Box, a magically hidden tavern frequented by wizards and the secret location of Tenser's last clone. In the basement of The Magic Box, the PCs find a clue as to where Tenser may have gone: a residual footprint of a planar portal.

The PCs discover a way to re-open the portal and travel through, arriving within a tower on the Plane of Shadow. When they locate the prison that holds Tenser and two other powerful individuals, the PCs speak with its keeper, an Iuzian arcanist, who tells them they must seek three keys to unlock the prison.

After searching two demiplanes within the tower, the PCs return to the Iuzian to find they were tricked; they must fight him before unlocking the prison.

Once the PCs unlock the prison, they decide the fates of those contained inside and are quickly recruited to play a role in deciding the fate of the Flanaess, one that takes them to the Valley of the Mage.

At the behest of Jaran, the PCs seek out an audience with Tysiln San, the First Protector of the Valley. Speaking with Tysiln, the PCs discover that she secretly strives to restore her former lover, Jaran, back to power in the Valley. Now desperate, Tysiln discloses to the PCs the location of the Source of the Power of the Valley and begs

them to use it to bestow complete control over the Valley of the Mage to Jaran.

The PCs reach the Source's location and must battle through numerous sentinels that guard the Source before claiming it and choosing the way in which they will use its power. Their decision effectively ends this adventure and will significantly impact further adventures.

INTRODUCTION

Estimated Time: 5 minutes

PCs wait in line to enter the City of Greyhawk and learn rumors of current events.

1: MEETING DRAWMIJ

Estimated Time: 10 minutes

Drawmij helps the PCs into the city in exchange for their assistance researching a number of subjects in the Greyhawk library.

2: RESEARCH

Estimated Time: 20 minutes

PCs meet Drawmij in the Great Library of Greyhawk and conduct research on various topics.

3: WICKED LIBRARIAN

Estimated Time: 30 minutes

As they conduct their research, the PCs are attacked by a whisper demon and its minions at the behest of the librarian, an Iuzian spy.

4: MEETING A STRANGER

Estimated Time: 15 minutes

PCs choose whether to confront the guards called by the librarian or to trust a mysterious stranger and flee the scene. In either case, the stranger asks the PCs to help find his master in exchange for information on their research.

5: FOLLOWING A FOOL

Estimated Time: 20 minutes

PCs seek the location of magically hidden tavern called "The Magic Box" by following, bribing, tricking, or beating a deliveryman who knows the way.

6: THE MAGIC BOX

Estimated Time: 15 minutes

PCs interact with the colorful patrons of The Magic Box and discover that what they seek may be in the basement.

7: THE MAZE

Estimated Time: 40 minutes

PCs navigate the perilous maze of mirrors in the basement of The Magic Box, only to find that the clone of Tenser that once was there has disappeared. They locate a

footprint of a portal to the Plane of Shadow and discover the way to re-open it.

8: PAINFUL JOURNEY

Estimated Time: 25 minutes

PCs find themselves in a strange tower on the Plane of Shadow where a prison has been constructed to entrap Tenser, Jaran, and Evard. PCs interact with Garivex, the tower's keeper who informs them that they must obtain three keys to free the imprisoned wizards, Tenser among them.

9: JUBILEX'S GRASP

Estimated Time: 25 minutes

PCs proceed through a portal in the tower to a pocket dimension modeled after the 222nd layer of the Abyss. They fight a number of spawns of Jubilex before finding one of the three keys.

10: FOUNTAIN OF SCREAMS

Estimated Time: 25 minutes

PCs proceed through a portal in the tower to a pocket dimension modeled after the 245th layer of the Abyss. They fight a number of demons before finding one of the three keys.

11: THE PRISON

Estimated Time: 25 minutes

PCs return the two prison keys to Garivex, only to find out that they have been tricked. After defeating Garivex and his constructs, the PCs free the wizards from the prison and discover that Iuz is seeking something in the Valley of the Mage.

12: INTO THE VALLEY

Estimated Time: 25 minutes

PCs travel to the Valley of the Mage and meet with Tysiln San, the First Protector of the Valley, who asks the PCs to secure the Source of the Power of the Valley for Jaran.

13: THE RUINS

Estimated Time: 30 minutes

The PCs travel to the location of the Source, where they find an ancient temple complex. There is evidence of Iuzians also trying to reach the Source. The party must face some of the guardians of the complex before reaching the center.

14: THE KEEPER

Estimated Time: 15 minutes

PCs reach the center of the temple complex where they are confronted by the Keeper, a creature placed by the gods to guard the Source, also known as the *Spiral of Shothragot*. It explains some information about the *Spiral*

and the Valley and tells the PCs they must decide the fate of the Spiral.

15: THE SPIRAL

Estimated Time: 30 minutes

The PCs must dive into a corrupted pool to search for the *Spiral of Shothragot*, avoiding black cysts in the water. Once they have the *Spiral*, they must try to exert control over it.

CONCLUSION

Estimated Time: 10 minutes

The PCs must decide what to do with the *Spiral of Shothragot*.

PREPARATION FOR PLAY

This adventure encourages creative thinking by the players at several points, which requires you, as the GM, to use a good deal of discretion in adjudicating the results of the PCs' actions. Remember that the goal is for the players to have fun, so if they are struggling with a section that requires creative thinking, give hints to get them going and onto the next encounter. There should be resources available for any party to make it through all of the creative thinking sections of this adventure; do not end the adventure prematurely because the players can't figure out what to do.

The encounters in this adventure, particularly near the end and at higher APLs, can be quite challenging; this is intentional. As part of the core finale plot arc, we wanted to make the adventure feel dangerous and epic. Do not go out of your way to TPK the party, but try to use the provided creatures and tactics to make the players feel challenged.

Before beginning the adventure, find out if any of the PCs have had prior encounters with Drawmij, Tenser, Skor, or Tysiln. Use any such information to tailor the responses of NPCs in this adventure.

Read carefully through Encounters 7: **The Maze** and 15: **The Spiral**, as they utilize unique mechanics and can be somewhat confusing. If you are running this adventure at APL 14 or 16, read carefully the abilities of Scarecrow, as he has numerous abilities.

Encounters 4: **Meeting a Stranger**, 6: **The Magic Box**, 8: **Painful Journey**, 11: **The Prison**, 12: **Into the Valley**, and 14: **The Keeper** contain freeform roleplaying encounters. You should familiarize yourself with the characters involved, critical topics that might be discussed, and goals for the conversations.

If you have internet access, it may help your descriptions of **Encounter 13: The Ruins** if you take some time to look at the ruins of Bayon (<http://en.wikipedia.org/wiki/Bayon>). Imagine ruins similar to those, only with reliefs of eyeballs instead of faces.

INTRODUCTION

"Wheels within wheels" the bards say in their songs of Oerth. Machinations of kings, mages, and gods working together at one point and in opposition the next. Take, for example, the orc warlord, Turrosh Mak. His hordes have invaded six nations in ten years and not once have they so much as parlayed. Yet now, as rumors have it, he negotiates peace with the Lord Mayor of Greyhawk. To what end?

Will there be war or peace? No one knows for certain, but the countless soldiers, adventurers, and mercenaries impatiently waiting in line outside the Free City of Greyhawk do not seem to be worried that their services will no longer be needed. In fact, they do not speak of the Pomarj at all. Word has arrived from the west that the Flight of Fiends has been undone in the Archclericy of Veluna. Peace with the despot is of little regard these days; there is war enough in Veluna to sate even the most bloodthirsty of adventurers.

And here you stand, awaiting your turn to enter the city. Tall tales, rumors, and wild speculation spin all about you.

Depending on where the PCs call home and where they were last, they may be standing outside the east or west gates to the Free City of Greyhawk. There are at least 100 people in line ahead of them and things are slow going. Laws being enforced across the city limit what weapons may be brought into the city.

Players may realize that all the people in line (both in front of them and behind them) are dressed for battle, whether they are adventurers or mercenaries. Normally, the line would also include merchants, farmers, or the like.

There are a number of rumors the PCs overhear, regardless of whether they are attempting to Gather Information or not. There is additional information they might learn if they take the time to ask questions. Certainly they've got all the time in the world as long as the line continues to move slowly.

INFORMATION

The PCs automatically receive the following pieces of information: Adventurers recently undid the Flight of Fiends, releasing swarms of demons, devils, and other horrible creatures back onto Oerth. Veluna is overrun and the Old One's armies are as strong as they ever were during the Greyhawk Wars.

Gather Information

The PCs can learn of the following rumors on recent events with a Gather Information check that beats the DC listed:

- **DC 20:** It is rumored that the archmage Bigby was involved with the adventurers that undid the Flight of Fiends. As Bigby is a patron of Veluna, his involvement seems strange. Bigby has always been

devoted to Mordenkainen, though, and Mordenkainen's motivations have never been clear.

- **DC 25:** Rumor has it that the Iuzians have acquired records of all the military capabilities and movements of the nations bordering his Empire. With so much national instability across the Flanaess, it is questionable whether the nations could stand against Iuz in a repeat of the Greyhawk Wars.
- **DC 39:** It is said that the adventurers stumbled on a secret sanctum of the archmage Tenser. Within was a coffin with a clone of the former Circle of Eight member. After the adventurers left, Bigby destroyed the clone.

If the PCs want to know more about the *To Serve the Greater Good* series, you may give them *Adventure Resource 1*. This information details helpful backstory of those adventures but is not required knowledge for this adventure. Once the PCs have learned all they want to know, continue to Encounter 1.

1: MEETING DRAWMIJ

This encounter occurs on the morning of the 3rd of Wealsun as the PCs are standing in line, waiting for their turn to enter Greyhawk city. The wizard Drawmij walks past the line, searching for a group of able-minded researchers.

A young man with a pallid complexion, clearly disregarding the long line you are standing in, walks past. He wears wizardly robes woven of the finest elven silk and walks with his chin level and nose pointed forward. His wizened eyes, a deep blue—almost purple, have clearly seen more than his apparent age would suggest. He scrutinizes each person he passes, as though reading their very souls. Those in line behind you protest loudly. The man stops mid-stride, turns, and faces you.

[Drawmij]: *“Reply correctly and you will waste no more of your time in this ridiculous line.”*

He asks each PC to spell a different word from this list: planes, demiplanes, codex, infinite, coalition, imprisonment.

[Drawmij]: *“Spell <chosen word>.”*

Allow the players to spell the words. If they cannot, any character with an Intelligence score less than 10 must make a DC 10 Intelligence check to spell the word properly. Any character with an Intelligence score of 10 or more automatically spells the word correctly.

[Drawmij]: *“Yes, you are what I am looking for. Follow me.”*

Drawmij is under orders from Mordenkainen to recruit the PCs, so he does not protest if the whole group comes along regardless of whether they spelled the words correctly or not.

If the party does not follow, a person behind them says *“Don’t you know who that is? Better get a move on before he changes his mind!”* Players may make a DC 16 Knowledge (history, local: Core, or nobility and royalty) check or a DC 10 Bardic Knowledge check to recognize the archmage Drawmij, one of the members of the Circle of Eight. Refer to *Adventure Resource 2* for more details. If none of the party knows who he is, the adventurers around them begin to snicker and say, *“Well you better hurry up and go find out then, eh?”* while mumbling to themselves that young adventurers these days have no appreciation for what’s gone before, and that it is unfair that they should be chosen even when they don’t recognize the legend that chose them.

The guards stop the party when they reach the gates, attempting to restrict the kinds of weapons the PCs can take into the city. PCs may have a license to carry certain types of weapons from a previous adventure.

Drawmij intercedes on their behalf, telling the guards that they are his aids, to which the guards respond, *“Yes, Lord Drawmij.”* The PCs are free to enter the city with all of their weapons. If the PCs were not successful before, they may make a DC 11 Knowledge (history, local: Core, or nobility and royalty) check or DC 10 Bardic Knowledge check to recognize the archmage Drawmij. Refer to *Adventure Resource 2* for more details. Once they have passed through the gate, Drawmij provides the PCs with instructions:

[Drawmij]: *“You will assist me in researching a number of subjects you may have had some experience with during your adventures. You’ll be paid for your efforts and for any breakthroughs. Meet me in one hour in the main foyer of the Great Library of Greyhawk. Your task begins there.”*

And with that, he turns and walks down a side street, setting to his own business.

This is an opportunity for the party to stop at any shops they need to while traveling to the library. They may purchase anything permitted in the LGCS or ARs (any crafting, however, requires more time than they have and that will have to wait). Once they have purchased everything they need, continue to Encounter 2.

2: RESEARCH

This encounter occurs when the PCs enter the Great Library of Greyhawk.

As you make your way through Clerkborg, the granite façade of the Great Library of Greyhawk comes into view. The ornate columns, stairs, and statues lend the appearance of grand antiquity to an otherwise bland building. It is said that the Great Library of Greyhawk is the largest repository of books and scrolls in the Flanaess and, judging by the size of this building, that very well may be true.

Drawmij is waiting for the party when they arrive. There is no charge to enter the library, although all weapons are normally checked at the door. Those accompanying Drawmij receive an exception (as the Circle has many enemies). All weapons must be peacebound (a DC 20 Use Rope check allows the PC to tie a slipknot so that the peacebind can be removed as a free action). No natural fire is permitted in the library at any time. Once the party understands these two basic rules, Drawmij escorts them to a restricted area of the library in the fifth wing.

A heavily-robed librarian waits for you outside a small enclave. Brass posts connected by a velvet rope serve as a cordon for the area. As Drawmij approaches, the librarian unfastens the rope and bows ceremoniously as the archmage passes. Once you are all within the boundaries of the restricted section, the librarian fastens the rope and takes his post, a literary bodyguard for your research.

The area is quiet. What little sound that exists is absorbed by the thick granite walls. Two wooden tables and four wooden benches fill the center of the room. Shelves jut from the walls at an angle, overflowing with books from top to bottom.

[Drawmij]: *"You are to search these books for any pertinent information related to the Codex of Infinite Planes, the Old One, the Mad Archmage, the wizard Tenser, Fading Lands, or any unique extra-dimensional spaces or dimensions. Alert me as soon as you have something relevant."*

If the PCs ask Drawmij why they are conducting this research, he provides them with reasons from the list below. Not all of the reasons he provides are entirely true. A DC 18 Sense Motive check determines that those items marked with an asterisk are not entirely true. If the PCs press him on these, he simply says, *"There are some things I cannot fully divulge."*

- The Circle of Eight has devised a plan to rid the word of a great threat.
- * An enemy of the Circle has learned of their agenda and is attempting to stop them.
- There is information in the library that could give the Circle information on this new enemy and their

plans, allowing the Circle to move forward with its agenda.

- Agents of evil are on the move. While he could certainly do all the research himself, he does not have time.
- NOTE: This is technically true. These are not the first researchers Drawmij has hired. The last two groups were murdered, so he is making an excuse to remain with them in the library rather than going about other business like he did the last two times.
- While the PCs are researching, he will be using various divinations to learn as much as he can about his adversaries' plans.
- * Failure in their goals could mean years of war and suffering.

Every 3 hours, the PCs may make a DC 20 Intelligence check. A character receives a cumulative +2 bonus to his roll if he has 5 or more ranks in Knowledge (arcana), Knowledge (religion), and/or Knowledge (the planes). Also, PCs may assist other PCs in their research (using any bonuses to meet the DC 10 assist roll and not to add to the primary roll). For each successful Intelligence check, the PCs find information detailed on one of the following handouts. Distribute Player Handouts 1, 2, 3, and/or 4 in order, as discoveries are made. If a PC is a member in good standing with the Greyhawk Library, he may make an Intelligence check every 2 hours rather than three. If a PC has *amanuensis* available, the process is significantly hastened, requiring only 1 hour per check for that PC and the PC automatically makes the Intelligence check.

For each bit of information that they discover and show to Drawmij, they receive a reward (see the Treasure section below); if they fail to learn something or do not share that information with Drawmij, cross that item off the AR. Information from Player's Handout 4 will have to be shared later, if the PCs wish to do so. Drawmij explains what the items do and how to use them; the PCs may use the items during the remainder of the adventure.

After Player's Handout 1 is found, the PCs may make a DC 10 Spot check to notice a number of books already on Drawmij's table with bits of paper marking various pages. A DC 25 Knowledge (the planes) check reveals that these books deal with demi-planes, extra-dimensional pockets, and Fading Lands. Some of the books were written by Zagig Yragerne himself.

After Player's Handout 2 is found, allow the PCs to make a DC 12 Wisdom check to notice a book on the shelves that they hadn't seen before. If they review the book and succeed at an Intelligence check (as above), they find Player's Handout 5. If all the PCs fail the Wisdom check, the librarian points out the book to the group, saying that they have consistently overlooked that particular book during their research.

After Player's Handout 3 is found, Drawmij leaves the library, saying he is going to check with some other resources in hopes of finding some better leads. He

leaves them a small stone and tells them, if they need to contact him, to concentrate on the stone to activate it and it will send up to 25 words to him; the stone is usable 2/day. In any case, he will return in the morning. One hour after Drawmij leaves, Diysen (a librarian) leaves to contact the creatures from Encounter 3.

After Player's Handout 4 is found, have the PCs make Spot checks. The highest Spot check in the party notices a robed figure (not a librarian) in the stacks outside of their restricted section. While he appears to be looking at a book, his posture suggests that he's looking at what the PCs are doing as well. If a PC investigate, the robed man mysteriously disappears in the stacks. A DC 30 Spot check discovers the robe hidden beneath a bookshelf but the figure is nowhere to be seen.

While the PCs are investigating the robed figure or, if they refuse to investigate, while they continue their research, the creatures summoned by Diysen arrive to eliminate the PCs. Continue to Encounter 3.

Treasure: Refer to the Treasure Summary to determine what items are given as rewards by Drawmij for shared handouts:

3: WICKED LIBRARIAN

This encounter occurs during the night, after Drawmij has left the PCs to continue their research. The PCs are attacked by a number of whisper demons and their spawn at the behest of the librarian. Refer to GM Aid 2 for a layout of this encounter.

Diysen, the librarian, is an Iuzian spy who serves Sunifarel Brightrobe, a Boneshadow. He has been instructed to have any who research particular topics – the very topics being researched by the PCs – killed. A number of whisper demons serve him and assassinate any targets that he specifies. The whisper demons and their spawn specialize in leaving behind no evidence of their involvement, often driving their victims mad and forcing them to kill themselves.

Creatures: The whisper demon is an insubstantial, demonic creature that delights in driving its victims insane and converting them to allips under its command. It prefers to keep to keep out of sight and poison its victims' minds with its maddening whispers while its elite allip soldiers pick apart what remains of their shattered psyches.

APL 8 (EL 11)

- **Whisper Demon:** hp 138; Appendix 1.
- **Advanced Allip (2):** hp 108; Appendix 1.

APL 10 (EL 13)

- **Advanced Whisper Demon:** hp 180; Appendix 1.
- **Advanced Allip (4):** hp 108; Appendix 1.

APL 12 (EL 15)

- **Advanced Whisper Demon:** hp 202; Appendix 1.
- **Advanced Allip Fighter 2 (4):** hp 123; Appendix 1.

APL 14 (EL 17)

- **Advanced Whisper Demon:** hp 202; Appendix 1.
- **Advanced Allip Fighter 4 (4):** hp 138; Appendix 1.

APL 16 (EL 20)

- **Advanced Whisper Demon:** hp 244; Appendix 1.
- **Advanced Allip Fighter 6 (4):** hp 171; Appendix 1.

Preparation: Neither the whisper demon nor the allips take any steps to prepare for this combat.

Tactics: At first, the whisper demon flies past the PCs, forcing them to make saving throws against its maddening whispers ability, always using Flyby Attack to move to and from total cover behind bookshelves. Once the PCs leave their restricted area to engage, the allips attack. The whisper demon continues to be elusive, relying on the allips to engage the PCs, but remains close enough to the PCs to ensure that they are subjected to its maddening whispers and close enough to the allips to ensure that they benefit from its Lifebond feat (its maddening whispers ability does not function if it is beneath the floorboards or somewhere else unreachable). It only engages a PC in melee that looks to be particularly close to death. The allips use Lifesense to pinpoint the location of PCs they attack. They utilize Spring Attack to begin and end their movement beneath the floorboards of the library. The allips do not focus on a single PC but rather, target as many PCs as possible in order to decrease the party's resistance to the whisper demon's maddening whispers. Their babble ability only has the potential to be effective at the lowest APL. If the party appears to be particularly resistant to maddening whispers, they begin focusing their attacks at that time.

When the PCs kill the whisper demon, its control over the allips breaks and the allips flee in madness.

APL 8: Same as above.

APL 10: Same as previous APLs except the whisper demon uses its Elusive Target feat to avoid extra damage from the Power Attack feat.

APL 12: Same as previous APLs except note that the whisper demon has the Necromantic Presence feat, making the allips even more difficult to turn.

APL 14: Same as previous APLs except the allips now have Empowered Ability Damage and benefit from the whisper demon's Necromantic Might feat.

APL 16: Same as previous APLs except the allips utilize their Bounding Assault feat to take two attacks instead of one during a Spring Attack.

Treasure: No treasure can be gained from this encounter.

Development: If the PCs use the stone to contact Drawmij, he responds with: *“Search librarian’s office. Vacate library immediately after. Guards likely en route. Follow any leads.”*

The PCs may head to the librarian’s office immediately after the combat, even without contacting Drawmij. If they do, they find a desk piled with papers and no sign of the librarian. Searching the librarian’s desk reveals Player Handout 6. The letter is written in Cold Tongue and encoded. If none of the players speak Cold Tongue, a DC 20 Decipher Script check translates the letter (if the PCs look for a Cold Tongue dictionary in the library, they find one, giving them a +4 Circumstance bonus to their roll). *Comprehend languages* and similar effects also translate the letter, but not decode it. After translating the letter, a DC 30 Decipher Script check is required to decode the letter. If the PCs are unable to Decipher Script, they can find a sage in the city, during Encounter 5, to translate and/or decode it for a fee of 50 gold pieces.

Once the letter has been translated, they find the name at the bottom. A DC 30 Knowledge (local: Iuz) or DC 25 bardic knowledge check recalls the name was heard at some point in connection with Iuz, but the PC is unsure in what way. A DC 35 Knowledge (local: Iuz) or DC 30 Bardic Knowledge reveals that Sunifarel Brightrobe is a member of Iuz’s Boneshadow, a group of Iuz’s six most deadly spies. A DC 40 Knowledge (local: Iuz) or DC 35 Bardic Knowledge check recalls the details of Sunifarel listed in Adventure Resource 2.

In any case, a few minutes after the combat, proceed to Encounter 4.

4: MEETING A STRANGER

This encounter occurs in the middle of the night immediately after the combat in the library. Tenser’s familiar, Skor, who had been watching them in the library, communicates with the PCs telepathically.

Within minutes of the attack, a voice reaches out to you from within your own mind.

[Skor]: *“Well done adventurers, but Iquander does not tolerate violence in the library. The city guard has been alerted and will be there momentarily. You are the only ones with weapons in the library. If you are found, you will be jailed. There is more to this than Drawmij is telling you. Meet me across the street.”*

MEETING SKOR

This voice is Scorimongishaz (nicknamed Skor), the pseudodragon familiar of Tenser. He is able to communicate telepathically. He was the robed figure watching them in the stacks. Now he watches the front entrance as the guards arrive. If the PCs should for some reason remain at the scene, they are arrested when the guards arrive (whether or not it was self defense is

irrelevant). They are fined $APL \times 500$ gp. If they are unable/unwilling to pay the fine, they are jailed for 1 TU per 200 gp not paid. If the party is jailed, the only way for them to continue the adventure is to call Drawmij to help them get out. They must still pay the monetary fine, but the TU penalty is waived; otherwise, the adventure is over. If they leave through the back or find some other means to escape before the guards arrives, continue with this encounter.

Once the PCs are outside, they need to decide whether or not they want to follow Skor’s directions. If they do not, and instead choose to contact Drawmij, continue to Encounter 5.

If the PCs follow Skor’s instructions and head across the street, Skor telepathically tells them to head to the alley to their right. If they do, PCs may make a DC 12 Spot check to notice a robed figure standing in the alley. Those that also saw the robed figure in Encounter 2 recognize this as the same robed figure. Once they get closer, however, they see that the robed figure has no feet and a small dragon’s muzzle that protrudes from under the hood of the robe. A DC 20 Spot check also reveals two holes in the back of the robe and the shimmer of invisibility where his wings should be. Players may make a DC 12 Knowledge (arcana) check to recognize him as a pseudodragon.

[Skor]: *“My name is Scorimongishaz, but you may call me Skor. I serve the archmage Tenser. The one called Drawmij bade you to his aid and the aid of his master. I must know more before you lead Oerth to a ruinous end.”*

Questioning the PCs

Skor does not fully trust the PCs at first and wants them to answer some questions so he can attempt to read just how involved they are with Mordenkainen, Bigby, and Drawmij. He first asks what they know of Bigby’s recent actions, prying to see if they had any knowing involvement in Bigby’s destruction of Tenser’s clone. He then asks what they were researching for Drawmij, attempting to see how much they know about what is going on.

Once he is satisfied that they are not knowingly involved in Mordenkainen’s apparent plots against Tenser, he shares some information with them to build trust. He tells them the following:

- Bigby destroyed Tenser’s clone in the Lortmils.
- Mordenkainen was gathering information on troop movements and military strategies of forces that oppose Old Wicked, and that the information has fallen into the hands of Old Wicked’s forces.
- The last two groups that Drawmij hired to help do research were killed mysteriously.
- Before he disappeared, Tenser was researching the same topics Drawmij now finds interesting.

Moving Forward

Once Skor trusts the PCs and has shared his information, he makes his pitch:

[Skor]: *"My master is all that stands between the Old One and Oerth. Mordenkainen has aligned himself against my master, for what possible schemes I do not know and he will not say. Mordenkainen never explains; he only expects you to follow orders without question. Give it ten years and he will have everyone calling my master Tenser the Traitor. Would you see my master destroyed, or will you help me save him?"*

"I have been researching the Codex, attempting to understand what has happened to my master. I hope that you might meet with greater success. My master's last replica is in the basement of a local tavern called The Magic Box, a favorite of the local wizardly elite. Only those that know how to get there can find the way, but most are magically blocked from showing others, including myself. However, I can tell you that tomorrow is the birthday of Ashima the barmaid, and she loves emerald orchids."

If the character participated in CORS8-01 *Whispers of the Obsidian Citadel* and did not earn the Disfavor of Tenser, the pseudodragon concludes:

[Skor]: *"If you meet me there, perhaps you can find the answers I cannot."*

If the character participated in CORS8-01 *Whispers of the Obsidian Citadel* and earned the Disfavor of Tenser, the pseudodragon concludes:

[Skor]: *"You stole from my master. Now you will repay that debt. Meet me there. Perhaps you will find the answers I cannot."*

If PCs with the ire of Tenser ask what Skor can do to them now that his master is missing, he reminds them that the city guard is just inside the library and would be happy to know who was responsible for the combat in the library. Whether the PCs agree to help him or not, they now know that the information they seek is in the basement of The Magic Box. Now they must figure out how to get there.

In any case, proceed to Encounter 5 once the PCs have finished interacting with Skor.

5: FOLLOWING A FOOL

This encounter occurs at some point after the PCs have spoken with Skor. The PCs have a number of options at this point and each is detailed below. Note that some of the options below require the PCs to wait until morning.

CONTACTING DRAWMIJ

If the PCs use the stone to contact Drawmij and they mention The Magic Box, he replies with: *"Foreign Quarter. Three buildings North of Baklunish Bounties. Optical illusions inside. Back of room, right of bed. Rest if needed."* Continue immediately to Encounter 6. (Adapt the read-aloud text to account for the fact that the group is not following Taras).

USING MAGIC

Spells such as *find the path* and *legend lore* do not help the PCs find their way to The Magic Box. However, *find the path* cast in conjunction with a *wish* or *miracle* spell reveals the path. Spells such as *commune* may help a character limit the area in which to search, but the tavern is not a place that can be found just by walking past it.

Because there is residue of a portal to the Plane of Shadow in the basement of The Magic Box, any PC traveling via the *shadow walk* spell (or similar effect) will notice a bright beacon of light in the basement of a fairly nondescript building. Any PC that passes through this beacon is pulled into Tenser's lab and then shunted into the basement by magical wards in the lab. Go to the beginning of Encounter 7. Shadow companions lack the understanding of the current situation to lead the PCs to the tavern in this fashion.

Gather Information

The PCs can learn of the following information on The Magic Box with a Gather Information check that beats the DC listed:

- **Under 30:** The Magic Box is an urban legend and certainly doesn't exist. Looking for the tavern is a lot like looking for a snipe. It's fun for everyone except the one doing the looking.
- **DC 30:** The Magic Box probably exists. There are rumors that the most powerful wizards in Greyhawk City go there to unwind.
- **DC 35:** The Magic Box is one of the best kept secrets in the city of Greyhawk. Arcanists with a flair for the dramatic and an appreciation for the history of magic like to go there and show off for one another.
- **DC 40:** The Magic Box has little actual magic about it, mostly just wards against divinations to help keep it a secret. The rest of its magic consists of optical illusions and the like. Try dispelling that! The most reliable information points to the Foreign Quarter.

No amount of information gathering reveals the exact location of the tavern. In fact, the PCs can't even learn what part of the city it's in.

KNOWLEDGE

A DC 20 Knowledge (nature) check reveals that emerald orchids grow only in the Amedio Jungle and bloom for only one month out of the year. It would take a rare goods importer to sell them in the city this time of year.

If the PCs fail this Knowledge check or are unable to make it, there are numerous scholars about town who might know for a modest payment. The PCs must choose which type of scholar they want to approach (which knowledge subject: arcana, religion, nature, etc.) and then pay a fee of 5 gp for a "scholar" (Knowledge +9 roll) or 50 gp for an "expert" (Knowledge +20 roll [automatic success]). Scholars are only able to make one Knowledge check, so if they fail their roll, they do not know the answer and the PCs must search out another scholar on the subject (each one takes an hour, although Skor gave them no time limit).

FOLLOWING THE HOOK

A DC 25 Gather Information check reveals that a company called the Black Kobold Trading Company imports emerald orchids for a local flower shop called Exotic Blooms. PCs incapable of making this check may obtain this information by greasing a few palms. If the PCs investigate the Black Kobold Trading Company, their small office is closed. The windows are shuttered and the door is locked. A small sign on the door simply reads "Abroad." Finding the location of Exotic Blooms is quite easy. When the PCs head to Exotic Blooms, read:

Exotic Blooms appears exactly as one might expect; a classic florist's shop nestled within a fairly large building. Entering the shop, you find that despite the size of the building, the shop feels cramped and small within. There is little room to walk, as pots of flowers cover the floor, fill the shelves, and hang from the ceiling. A pleasantly plump Oeridian woman beams at you from behind the counter.

The florist, Agador, has been magically compelled to keep The Magic Box's location secret, in addition to genuinely wanting to do so. If PCs ask for the location directly, her attitude towards them immediately shifts to unfriendly.

If the PCs are able to shift her attitude to friendly (DC 25 Diplomacy, DC 35 Bluff, or DC 34 Intimidate), she says that she would love to help them, but is incapable of doing so; perhaps they could follow someone there.

If the PCs are able to shift her attitude to helpful (DC 40 Diplomacy or DC 50 Bluff), she says the same as if she were friendly, and immediately suggest they buy some flowers for Ashima's birthday, which she can have delivered for them.

The PCs may also bribe her with 1,000 gp for the information (she earns a considerable amount of money from the patrons of The Magic Box and does not risk

their patronage lightly). They must subsequently make an opposed Charisma check to overcome the magical compulsion on Agador. Their opponent's Charisma is 30 (+10). Any spells used against Agador in an attempt to force her to reveal the information must also overcome the opposed Charisma check.

If the PCs order emerald orchids to be delivered to Ashima, they do not need to make a skill check to convince Agador to deliver to The Magic Box. The flowers and delivery cost 100 gp. Agador asks them if they want to write the birthday card themselves. She offers custom calligraphy for only 2 gp. Once the PCs have finished the card (if they make one), she heads to the back room and instructs her son to make the delivery. PCs may make a DC 25 Spot check to observe the delivery boy in the back room as the florist opens the door. A DC 15 Listen check allows them to eavesdrop:

[Agador]: ***"Taras, we have another delivery for Ashima. You still have chores to do around the shop, so don't stand there trying to flirt with her. She rubs elbows with mages and sages and wouldn't be interested in a simple flower boy. I expect you back in two hours."***

Even if the PCs did not succeed at their Spot checks, Taras is easy enough to spot when he leaves Exotic Blooms. The flowers are boxed, but "Exotic Blooms" is written in calligraphy on the box top. Taras is young and rebellious but also fragile and slow-witted. There are a number of ways to obtain the location of The Magic Box from him. A DC 30 Intimidate check, a DC 40 Bluff check, or a DC 40 Diplomacy check convince him to give up the information. The party may also bribe him 100 gp × players at the table. If the players use a spell such as *detect thoughts*, Taras only has no bonus to his Will save, but his surface thoughts all dwell on Ashima, a beautiful and buxom barmaid.

Taras does not take a direct route to the tavern. He doubles back more than once, so it is not possible for the players to extrapolate his destination. If they choose to follow him, they must succeed at Hide and Move Silently checks against his Spot and Listen checks. PCs may make a Knowledge (local: Core) check to gain a +5 bonus on their Hide and Move Silently checks. PCs with the Urban Tracking feat can make Gather Information checks instead of the skill checks mentioned above. The maximum distance from which an individual can follow Taras without losing him is 30 ft. It is acceptable for the party to have one PC or creature tail Taras while the rest of the group follows that PC at a distance, so the less stealthy PCs do not risk alerting Taras to their presence.

If any PC following Taras fails one of the skill checks listed above, Taras spots him and continues his indirect path, but leads them back to the flower shop. At this point, they must use a social skill or bribe the boy to get the location from him.

His initial attitude towards the PCs is indifferent, but it shifts to unfriendly if he notices them following. If

made friendly, he tells the PCs that he will reveal the location in exchange for one million gold or the promise of a date with Ashima. He does actually take far less than this, but he's not the brightest. His asking price drops substantially with Bluff, Diplomacy, or Intimidate checks, but never below 10 gp. You should roleplay a very poor haggling session here.

- DC 5: 100,000 gp.
- DC 10: 10,000 gp.
- DC 15: 1,000 gp.
- DC 20: 100 gp.
- DC 25: 10 gp.

If the PCs promise to get him a date, they must attempt to do so in the next encounter or have a Chaotic act marked on their AR.

If the PCs beat him, they receive a +10 cumulative bonus to their Intimidate check, but each PC that participates or does not attempt to stop the other PCs gains a Chaotic Evil act on their AR.

All APLs

♣ **Agador:** female human commoner 2/expert 8: hp 43; +23 v. Intimidate (including a +10 bonus from magical compulsion against revealing the location of The Magic Box).

♣ **Taras:** male human commoner 3: hp 8; +6 Listen, -1 Sense Motive, +6 Spot, +3 v. Intimidate.

When the PCs find their way to The Magic Box, continue to Encounter 6. If they fail to find The Magic Box using any of the means listed above, they may devise other ways of finding the tavern at your discretion. Keep in mind the extent to which the proprietors and patrons of The Magic Box go to keep their tavern secret. Use the methods described above as a baseline for creating other challenges for the PCs to overcome.

6: THE MAGIC BOX

This encounter occurs on the 4th of Wealsun when the PCs have located *The Magic Box*. The PCs have either located the tavern by following or convincing Taras or they were given directions by Drawmij.

If the PCs followed Taras, read:

Taras finally arrives at his destination, a nondescript, one-story home snuggled within Greyhawk's Foreign Quarter. He knocks on the door, pauses, and then enters.

If the PCs were given directions by Drawmij, read:

Following Drawmij's directions, you find yourself standing before a non-descript, one-story home snuggled within Greyhawk's Foreign Quarter.

Most of the neighboring buildings are street-side shops with apartments above. Only *The Magic Box* appears entirely residential: a stone, one-storey building with a flat roof and potted plants on the front step. If the PCs approach the building, allow them a DC 30 Spot check to notice an anomaly above the building. The structure actually has two stories, not one, but the second story is painted to appear as though it blends in with the neighboring buildings. It is impossible to paint the building so that it blends from all angles, though, allowing the most observant characters to notice the flaw. If a PC succeeds at the Spot check and decides to enter the tavern from the second floor instead of the first, he must succeed at a DC 15 Climb check, followed by a DC 40 Open Lock check to open the shutters and the windows. The windows lead to unoccupied bedrooms. The doors to the bedrooms require a key from either side, so a PC trying to exit a bedroom must succeed at another DC 40 Open Lock check or break the door down. There are no repercussions for PCs entering in this way. If they break into the second floor (destroying the shutters, glass, or bedroom door) the city guard is called. Adjudicate this situation accordingly.

If the PCs decide to enter through the front door, they find it closed with a sign on the front that says *Please Knock* ("knock" is italicized on the sign). If the PCs try the door, they find it is unlocked. It's a prank the tavern proprietor likes to play on young wizards coming to the tavern for the first time, to see whether or not they'll use magic before simply trying the knob.

Opening the front door of the Magic Box, you find anything but a tavern. Instead, you find yourself standing at the threshold of a small apartment, the kind adventurers know well: a straw bed, small table, wooden stool, and stove all within close proximity of one another. There is no hallway, trap door, or other form of exit. It's nothing more than a small box of a room. Taras is nowhere to be seen.

The majority of "protections" that hide *The Magic Box* in plain sight are merely optical illusions. There is very little magic about the tavern or its front room (the foyer). The front room is 20 × 20 with the bed taking up a 5 × 10 rectangle and the table and stove each occupying a 5-foot square. The PCs may approach the foyer in a number of manners. Ask them if they walk into the room. If they do not enter immediately, they may make a number of observations. A PC with the Track feat may make a DC 20 Survival check to notice that Taras' footprints lead to the back wall of the room and to the right of the bed. Also, any character with the trapfinding ability may make a DC 25 Search check to detect the room for what it is – a forced-perspective optical illusion. While it may look like a normal apartment, the back wall is actually a series of unaligned panels. Once a character has moved 10 feet into the room, the forced perspective is broken and the gaps in the wall become obvious. There is no door into the tavern, only the openings in the wall. The interior of

The Magic Box is under the effects of a permanent invisibility purge and any invisible PC that enters is immediately subjected to its effects.

Once the PCs have crossed the room and entered the tavern, read:

A name like The Hunter's Horn might have been a more appropriate name for this tavern. The walls are colored with robust browns and reds that depict verdant forest scenes. The moldings on the support beams appear to be the heads of deer, foxes, and wild boars. However, as you take a few steps forward, the light reflects differently off the angular cuts of the moldings and the deer, foxes, and boars suddenly appear as medusas, slaadi, and minotaurs. The woodland scenes reveal themselves as murals of the Circle of Eight's greatest adventures and one immense mural of Sir Robilar and the Imprisoned Nine.

The tavern uses little magic. It is an experiment in optical illusion; an homage to "mundane magic". A detect magic spell reveals only the magical items worn by various patrons and a faint aura of evocation magic. If the PCs experiment, they can find the point where the view of the moldings and murals changes. They can step back and forth, changing what they see from woodlands to the Circle of Eight and back. A DC 10 Spot check notes that the furniture seems to be moving as the party changes position. Patrons that appeared to be sitting together appear separate when viewed from a different perspective. Of the patrons (see Adventure Resource 3), Jahan Makalen, Lusha Makalen, and Mahra Moonblossom are seated together and Mercer and Stroth are seated together. Everyone else is seated separately.

Once the PCs have crossed from the entrance into the main area of the tavern, Devadas welcomes them. His initial attitude is friendly.

[Devadas]: *"Newcomers! Welcome to The Magic Box! I am Devadas, owner, bartender, cook, and storyteller. Times are few and far between when we have visitors unescorted by one of our regulars. Congratulations to you for having found us. The first drink is on the house."*

The rest of the tavern joins Devadas in polite applause. The tavern owner does not ask them how they found The Magic Box, but the look on his face makes it obvious that he's curious. He does not press the matter, but does bring up the various ways previous patrons have discovered the tavern in hopes that the party tell him how they did.

OTHER PATRONS

The wizard patrons love to fool with new visitors, especially if those visitors appear as anything but arcanists. They challenge newcomers to drinking contests, using spells like prestidigitation to cheat. They do not take advantage of the new guests, but merely have a

little fun at their expense. Anyone not participating in the drinking game can catch the wizards cheating with a DC 18 Spot check. It gives the room a good laugh.

The patrons are very social and happily talk about most topics. They do not care to talk about other patrons, but can be coerced into spilling a few bits of information. Anyone who participated in the drinking game receives a +10 circumstance bonus on any Gather Information checks he makes in the tavern.

GATHER INFORMATION

The PCs can learn of the following rumors within The Magic with a Gather Information check:

- **DC 20:** An inordinate number of adventurers have been finding The Magic Box of late. All of them seem to have questions to ask. Just three years ago, a group of adventurers followed Taras to the tavern.
- **DC 25:** While The Magic Box is officially the property of Devadas, the man does not use the basement. Tenser rents the area and Devadas does not bother him.
- **DC 30:** "Everyone" knows that Tenser has hidden something in the basement. Skor has been bringing books in and out of the basement for weeks now, but no one has seen Tenser. None of the patrons have ever seen the pseudodragon without his master for more than a day or two before. Something must be amiss.

DEVADAS

Devadas's initial attitude towards the PCs is friendly. If the PCs tell him that Drawmij sent them, his attitude shifts to unfriendly. A DC 15 Sense Motive check allows PCs to notice that Devadas flinches at hearing Drawmij's name. If the PCs tell him that Skor sent them, his attitude immediately shifts to helpful. The following lists the information that Devadas shares depending on his attitude towards the PCs:

- **Indifferent:** Devadas reveals little to no information. If asked about Drawmij, Devadas reveals that a very generous patron of The Magic Box is not fond of Drawmij, to say the least.
- **Friendly:** Tenser is a generous patron of The Magic Box. He rents and maintains the basement beneath The Magic Box. Devadas does not bother him or go down there.
- **Helpful:** Devadas shows the PCs how to enter the basement. He points to the mural of Sir Robilar and the Nine Imprisoned Gods (see Adventure Resource 2). He instructs the PCs to place their hand on the god each most identifies with (each god Zagig captured represented one of the nine alignments; PCs may make a DC 15 Knowledge [religion] check to know the alignments of the gods pictured). There is no magic involved in this test or any kind of alignment detection; Devadas simply wants to know the kind of adventurers he's dealing with. Once all the PCs are touching their respective choices, he

steps on a pedal behind the bar that unlocks the door (DC 40 Spot check to notice). He tells them to push. When they do, the wall panel rotates backward, revealing a secret passage. Continue to Encounter 7 as soon as the PCs enter the basement.

All APLs

◆ **Devadas:** male human bard 4/expert 4; hp 42; Will +10, Sense Motive +14, +13 vs. Intimidate.

SEARCHING THE TAVERN

PCs may try to search the tavern. A DC 30 Search check reveals the mural of Sir Robilar and the Nine Imprisoned Gods to be a secret door. The door can be opened with a DC 40 Open Lock check. If the PCs open and proceed through the door, continue to Encounter 7.

Should a PC cast *detect magic* on the entrance to The Magic Box basement, a DC 24 Spellcraft check reveals overwhelming conjuration (creation) magic. A DC 24 Knowledge (arcana) check suggests that the entrance may be a passage to another plane, like a dimensional gate.

SECOND FLOOR

Devadas tells the PCs that all rooms on the second floor are currently leased and visitors must be escorted by the tenants. There is not enough concealment for someone to Hide and sneak upstairs and *invisibility* does not function within the tavern. Only creatures with the Hide in Plain Sight ability can successfully make their way upstairs, where they find nothing of interest.

FORCED PERSPECTIVE

Unless a person/object is in the same square as a PC, there is a chance that it is not where it appears to be. At 5 feet, there is a 5-in-6 chance that the object is where it appears. At 10 feet, there is a 3-in-6 chance. At 15 or more feet, there is a 1-in-6 chance. This only applies to tables, chairs, and the tavern patrons. The walls, support beams, bar, stairs, and doors are all where they appear to be.

ROLEPLAYING

This encounter consists almost entirely of roleplaying. It can last as short or as long as the players want it to last. They may order food or drink (the tavern is well stocked from across the Flanaess). They may speak to Devadas, Ashima or any of the patrons currently in the tavern. See Adventure Resource 3 for information on the various NPCs present.

Devadas loves to tell stories of the Circle of Eight. He is so well versed in Circle lore that he can tell tales all the way back to the original Citadel of Eight (and can explain the difference between the two if players have questions). His favorite stories are those associated with the nine murals painted on his wall. Refer to Adventure Resource 2 for story-telling material.

Feel free to free-form this encounter as much or as little as you see fit. *The Magic Box* is both intriguing and

mundane at the same time. It is meant to be a private place to unwind for people who live their lives often in a very public position. If they order drinks, Ashima informs them that while they are free to inform whomever they wish about the tavern, the establishment respectfully requests their discretion in matters of tavern's secrecy.

If the PCs do not know how to find the basement, prompt them by having either Devadas or Ashima asking the PCs if there is anything else they can offer them. Continue to Encounter 7 when the PCs somehow find their way into the basement.

7: THE MAZE

This encounter occurs on the when the PCs have entered the basement of *The Magic Box*. The PCs find themselves standing at the entrance to what appears to be a maze constructed entirely out of green-hued mirrors.

Encounter Summary:

PCs arrive in the Entrance Area

PCs must find the exit or disable the trap

PCs must navigate the maze

If PCs fail step 3, return to step 1.

The *Magic Box's* basement is a demiplane, a pocket dimension that is no larger than what is described in the encounter. If the PCs have any item or ability that is dependent on being on Oerth, it does not function here. Likewise, if they have some item or ability that tells them when they're no longer on the material plane, it is triggered here. This plane functions in all other respects just like the material plane.

As you reach the bottom of the stairs, the stone passage gives way to a world encased in glass and crystal. You stare back at yourself from every direction, albeit with a slight green tint.

Everything seems to radiate a faint green aura. Shortly after entering the maze, the PCs' brains adapt and filter out the green, making the maze appear normal. *Detect magic* reveals an over-whelming aura; a DC 23 Spellcraft check reveals that a green aura is typically the visual effect of spells such as *dimensional anchor* or *dimensional lock*, neither of which would radiate overwhelming magic. The basement is under the effect of a *dimensional lock*; the overwhelming aura is the result of the magic on the glass itself, which protects and repairs the glass. The floor, walls, and ceiling are all covered in faceted glass so every direction the characters look they see themselves. It is impossible to determine distance.

Depending on whether the PCs agreed to help Skor or not, this encounter can be very simple or very difficult. If the PCs agreed to help Skor, he has left marks throughout the maze to assist them; this grants a +2 bonus on the checks to navigate the maze and find the exit from the entrance area, described below. If the PCs did not agree to help Skor, there are no such marks and

navigation of the maze becomes significantly more difficult.

ENTRANCE AREA

The first area of the maze is similar to the other areas, but for one aspect: the *prismatic rays* that are periodically emitted and bounce off the mirrored surfaces, creating a high likelihood of hitting most of the occupants. Exiting the area requires a DC 40 Spot check or blind trial and error to find the exit amongst the confusing mirrors and prisms. If using trial and error, a PC has a 5% chance to stumble across the exit (a natural 20 on a d20). Multiple PCs may try this each round. If a PC finds the exit thusly, he may use the rest of his movement to leave the room; unless it is specifically stated that particular PCs are staying together or assisting the PC that found the exit, each other PC is assumed to be 1d6 × 10 ft. from the exit when it is found. The maze of mirrors requires PCs to move at half-speed.

PCs may attempt a Spot check each round and gain a cumulative +2 circumstance bonus on such checks each round after the first, as they become more familiar with the room. When the exit is spotted, each PC is assumed to be 1d6 × 10 ft. from the exit. The maze of mirrors requires PCs to move at half-speed.

Disabling the *prismatic rays* is possible, but difficult. Finding the origin point requires a successful Search check and 2d4 rounds spent per attempted Disable Device check, while the rays continue to fire. Refer to the associated stat block for details.

Suddenly, multi-colored beams of energy fly out in every direction, ricocheting off the surrounding glass at an alarming speed, turning this section of the maze into a full-spectrum warzone.

GM Note: The lack of a battle map may frustrate some players. Explain to them that they appear to be in a bounded area, maybe 100 feet to a side, but that the mirrors make it difficult to locate the actual edges of the room. Make the PCs' options very clear to them: they may attempt Spot checks, blindly search for the exit, or search for the trap. Randomly smashing mirrors – while easy and satisfying – does not achieve much as there are so many such items in the chamber. Do NOT tell the players the DCs they need to beat; just tell them about the cumulative bonus on Spot checks and if they succeed or fail. Use your discretion for adjudication of creative thinking by the players. For example, the PCs may find a corner and cast *wall of force* to protect themselves while one PC searches for the trap.

Trap: This chamber is located at the entrance to the maze of mirrors located in the cellar of *The Magic Box*. Any who enter or fail to navigate their way through the maze of mirrors inevitably find themselves here. The chamber consists entirely of magically enhanced mirrors that serve to not only make it difficult to find one's way out of the chamber, but also to conceal a turret that fires

numerous prismatic ray spells throughout the chamber. The mirrors within the chamber reflect *prismatic ray* spells cast within the chamber until each ultimately strikes (or misses) a victim.

APL 8 (EL 10)

↗**Prismatic Ray Trap:** Appendix 1.

APL 10 (EL 12)

↗**Prismatic Ray Trap:** Appendix 1.

APL 12 (EL 14)

↗**Prismatic Ray Trap:** Appendix 1.

APL 14 (EL 16)

↗**Prismatic Ray Trap:** Appendix 1.

APL 16 (EL 18)

↗**Prismatic Ray Trap:** Appendix 1.

Development: Once the PCs find their way out of the entrance area (described above), they are no longer subjected to this trap. Proceed to the Navigating the Maze section that follows. Note that if the PCs fail to successfully navigate the maze, they will once again find themselves in this chamber and must once again deal with the trap contained within unless they have successfully disarmed it, though they will gain a +2 bonus on Spot checks to find the exit due to familiarity.

NAVIGATING THE MAZE

Navigation of the maze requires a series of successful Intelligence and/or Wisdom checks over the course of three rounds. This section of the encounter uses points that reflect how close the party is to finding their way out of the maze. The party starts with 5 points and gains more points with successful checks; each member of the party needs to decide whether or not to participate, and if so, whether to attempt an Intelligence or Wisdom check (only one), and what difficulty to attempt: easy, medium, or hard. "Assisting" is not allowed; it is emulated by attempting an easy check. If the party reaches 20 points within 3 rounds, they find the entrance to Tenser's clone room.

Failure of a check causes the party to lose points. If the party does not reach 20 points within 3 rounds or falls to 0 points at the end of any round, they arrive back at the entrance area. They must then deal with the encounter trap again before proceeding, at which time they start anew with 5 points. On subsequent attempts, all party members gain a +2 bonus on checks to Spot checks to find the exit from the entrance area and checks to navigate the maze, due to familiarity.

If they have found and taken the time to successfully disable the encounter trap in the entrance area, the 3 round limitation does not apply; in this case, if they do not reach 20 points within 3 rounds, they find the entrance on the 4th round, but do not gain full experience.

Once the party has successfully navigated the maze, do not require them to do so in the future. If they wish to leave and return, simply skip over this section. While this may require some suspension of disbelief, it would be tedious and boring to run the maze again.

Difficulty	DC	Success	Failure
Easy	10	+1	-2
Medium	15	+2	-2
Hard	20	+3	-2

Bonus Summary: PCs can gain bonuses, up to +6, for any combination of the following. Use your discretion for similar skills or abilities. These are active bonuses, not passive; the player must ask if particular skills or abilities help.

- 5+ ranks in Concentration: +1 to Intelligence and Wisdom checks.
- 5+ ranks in Disable Device: +2 to Intelligence checks.
- 5+ ranks in Knowledge (architecture and engineering): +1 to Intelligence checks.
- 5+ ranks in Knowledge (dungeoneering): +2 to Intelligence checks.
- 5+ ranks in Listen: +1 to Wisdom checks.
- 5+ ranks in Search: +2 to Intelligence checks.
- 5+ ranks in Spot: +2 to Wisdom checks.
- 5+ ranks in Survival: +1 to Wisdom checks.
- Blind-Fight feat: +1 to Wisdom checks.
- Investigator feat: +4 to Intelligence and Wisdom checks.
- Tracking feat: +2 to Wisdom checks.
- Every attempt to navigate the maze, after the first attempt: +2 to Intelligence and Wisdom checks.

Example: Upon first leaving the entrance area, the PCs begin making checks. Three of the PCs decide to participate. They did not agree to help Skor.

Round 1: PC A attempts a medium Intelligence check and fails. PC B attempts an easy Wisdom check and succeeds. PC C attempts a hard Wisdom check and fails. The party has lost a total of 3 points, bringing their total to 2.

Round 2: PC A attempts an easy Intelligence check and fails. PC B attempts a medium Wisdom check and succeeds. PC C attempts a hard Wisdom check and succeeds. The party has gained a total of 4 point, bringing their total to 6. The order does not matter. Though PC A rolled first and failed, which would bring the total to 0, the loss of points is not applied until the end of the round.

Round 3: PC A attempts a medium Intelligence check and succeeds. PC B attempts a hard Wisdom check and succeeds. PC C attempts a hard Wisdom check and succeeds. The party has gained a total of 8 points, bringing their total to 14. They have not reached 20 points within 3 rounds; therefore, they find themselves

back in the Entrance Area, though they gain a +2 bonus on all checks in the Entrance Area or Maze, due to familiarity.

TENSER'S CLONE ROOM

For the first time since you entered the basement, you reach something that is not comprised of glass. Indeed this door is made of stone, with a large symbol carved in its center.

A DC 20 Spellcraft check reveals the symbol as an *arcane mark*. A DC 20 bardic knowledge check or Knowledge (nobility and royalty) check reveals this as the mark of Tenser.

The door is locked but with no visible keyhole. A DC 20 Search check reveals a hole one centimeter in diameter that could be a keyhole for a magical key. The door can be unlocked in one of the following ways: two *knock* spells cast concurrently, a *dispel magic* spell overcoming a 20th-level caster, or up to two Use Magic Device checks (activate blindly using something other than the appropriate key and, if necessary, emulate lawful good alignment – the player must state that they are emulating alignment and which alignment; they are not given the requirements freely). The door has 100 hp and 10 hardness so if all else fails the PCs can simply bash it down.

The final chamber in the basement is small, no more than 50 feet square. A brass coffin with a glass lid rests in the center of the chamber. Clothing and equipment are folded and stored neatly on a table at its side. The figure within is less a body and more a silhouette. Shadows ripple across its skin. Its eyes are wells of utter darkness. Large tomes litter the floor, with piles of loose pages between them. Skor, his snout buried in a book, looks up at you.

If the PCs refused to help Skor, he growls at them and says:

[Skor]: *"You cannot kill this clone. It has long since been replaced with this shadowy replica. Mordenkainen wasted your time."*

While he is the familiar of one of the most powerful mages in the Flanaess, Skor knows he is incapable of defeating a party of adventures by himself. He does not stop the party if they investigate the body or the books. If they attempt to take his master's possessions, he grabs them, turns invisible, and flies away.

If the PCs agreed to help Skor, he welcomes them and says:

[Skor]: *Now you know my secret. My master is missing. All his clones have been destroyed but this one. Something happened to it three months ago. I cannot figure out what is happening, but I suspect Mordenkainen.*

Since they were researching for Drawmij, he hopes they can look through the materials he's gathered here and find something he can't. There are five large tomes on the floor, along with a number of loose pages scattered between them. If the PCs investigate them for at least one hour, they may attempt a DC 25 Intelligence check. A character receives a cumulative +2 bonus to his roll if he has bardic knowledge (or an equivalent class ability), 5 or more ranks in Knowledge (arcana), (local [Core] or [Iuz]), (religion), and/or (the planes). PCs may make the roll individually or assist another PC (assisting PCs' bonuses from Knowledge skills apply to the DC 10 assist roll, not the primary roll). They may attempt this roll every 3 hours, but the DC increases by 2 each time. If they are successful, give them Player's Handout 7.

If the party investigates the coffin, they can determine that the body isn't a body at all; it is a shadow-replica of Tenser's body. If examined closely, they can look all the way through the translucent form. A DC 22 Knowledge (arcana) or (the planes) check or a DC 30 Spellcraft check determines that this is some sort of shadow construct, a perfect replica of Tenser as the body was found in the coffin. A *detect magic* spell reveals an overwhelming aura on the body; A DC 25 Spellcraft check identifies the aura as Conjunction (creation).

In order to proceed, the PCs must find the lingering aura from the planar rift, discover the nature of the aura, learn how to reopen the rift, and do so. Valid methods for each step are listed below. There is a pressurized seal on the coffin, so there is no access to the field without opening the coffin. To open the coffin, a character must first succeed at a DC 25 Disable Device check to break the seal or deal 15 points of damage to the glass (hardness 0).

GM Note: Use your discretion in the following sections. The point is to provide a dynamic encounter through which the players must think creatively. If the players come up with something clever that you think should work, give them the benefit of the doubt. This encounter should not serve as a roadblock unless the players simply refuse to participate or are woefully untalented.

GM BACKGROUND INFORMATION

This situation is the remnant of Iuz's plot to capture Tenser in his trap on the Plane of Shadow. Iuz first created the trap on the Plane of Shadow. He next found the locations, somehow, of all of Tenser's clones and had them destroyed, all but one. Iuz was worried that the nature of the trap might block Tenser's spirit from entering the clone if the clone was placed directly into the trap. Using his deific powers and the *codex of infinite planes*, Iuz placed this last clone, in the basement of *The Magic Box*, under the effects of a powerful planar manipulation. This enchantment effectively co-located the clone in both the trap on the Plane of Shadow and its original location in the basement of *The Magic Box*. Finally, Iuz had Null seek out and kill Tenser, forcing his soul to seek the last clone, in *The Magic Box*, attempting to

enter the 'body' there, and jumping into the true location of the body inside the trap on the Plane of Shadow.

FINDING THE AURA

The aura may be found with any of the following methods. Use your discretion for alternative ideas proposed by the PCs. Success notices a sophisticated magical field around the body, unlike anything they have ever seen before. If mentioned out loud, Skor says that Tenser placed no traps on the coffin.

- DC 35 Search check by a PC with trapfinding.
- *Detect magic* or similar spells or effects; a successful DC 25 Spellcraft check identifies overwhelming transmutation, illusion, conjuration, and universal auras. Spells or abilities that identify the exact spells used to create an effect are unable to do so for the field.
- *Legend lore*, *analyze dweomer*, or similar spells or effects.

NATURE OF THE AURA

The nature of the aura may be discovered with any of the following methods. Use your discretion for alternative ideas proposed by the PCs. Success reveals that the field is the remnant of some sort of planar rift, that there seems to be a sliver of a connection still active, and that it possibly could be reopened. Powerful spells, such as *analyze portal* or *legend lore*, may provide extra details about the portal, as described in the GM Background Information, above.

- DC 45 Search check by a PC with trapfinding.
- *Legend lore*, *analyze dweomer*, *analyze portal* or similar spells or effects.
- *Arcane sight* or similar spells or effects.
- DC 30 Knowledge (the planes), Knowledge (arcana), Bardic Knowledge check, or similar abilities or effects.

LEARNING HOW TO REOPEN THE RIFT

The PCs may gain clues as to how to reopen the rift with any of the following methods. Each distinct type of action provides one of the methods for reopening the rift. For example, a *legend lore* spell and *find the path* spell will reveal two methods, but two *legend lore* spells will only provide one method. Weaker versions, such as low level spells, provide slight clues to a method, while more powerful versions, such as a high skill check, provide greater detail. Use your discretion for alternative ideas proposed by the PCs. The players are free to guess and attempt methods without learning them through this section.

- *Legend lore*, *analyze dweomer*, *analyze portal* or similar spells or effects.
- *Find the path* or similar spells or effects.
- Greater arcane sight or similar spells or effects.

- DC 40 Knowledge (the planes) check, Knowledge (arcana) check, bardic knowledge check, or similar abilities or effects.

REOPENING THE RIFT

The rift may be reopened using a combination of the following methods. Three distinct types of the following methods must be used. Using spells, abilities, or effects that perform this exact function (opening a portal or rift) count as two or three simultaneous methods, depending on the power of the spell, ability, or effect, at your discretion. Use your discretion for alternative ideas proposed; encourage creative thinking by the players.

- DC 35 Disable Device check.
- Open/close or similar spells or effects.
- Inserting into the field a *ghost touch* item or an item with a similar enchantment.
- Manual attempts to force the portal open by a creature under the effects of *shadowwalk* or otherwise partially or fully on the Plane of Shadow.
- Planeshift or similar spells or effects.

When the rift has been reopened, read:

Wind rustles your clothing as it rushes past you. The air in front of you bends and warps, pulsing with an inky black light. It turns and twists, spinning like a whirlpool until a hole in reality opens and a portal hovers in the air above Tenser's coffin. The body dissolves into shadow like wisps of smoke, wafting upward through the portal. Following the wisps, the color in the room seems also to drain into the rift, making the lab an almost grey version of its former state.

No light comes out of the portal; it seems to draw light into it. It must be extra-planar given that the party is in a pocket dimension. Following some observation, characters may make a DC 20 Knowledge (the planes) to learn that the portal leads to the Plane of Shadow. Characters that succeed at a DC 24 Spellcraft check know that *dimensional lock* prevents spells as powerful as *gate*, so any portal opened here had to have been created using powerful magic.

Skor does not know where it goes and is certain that it is not a creation of his master. If the party agreed to help him, he asks that they follow the portal to its destination and rescue his master's clone. It may be all that remains of Tenser.

If the party did not agree to help Skor and he is still present, he takes his master's items and goes through the portal himself. They can follow through the portal, or they can leave the basement and use Drawmij's summoning stone.

CALLING DRAWMIJ

If the PCs are unable to open the portal themselves, or to even discover the portal, or they do not wish to go

through the portal, they may call Drawmij; he comes to the PCs immediately, arriving within 15 minutes. Devadas, the patrons of *The Magic Box*, and Skor are horrified and offended when Drawmij arrives; however, Drawmij is able to analyze the situation and get the party to the other side.

Drawmij confirms that the portal leads to the Plane of Shadow. If the portal has been opened, Drawmij asks the PCs to travel to the other side, either using the portal or his custom *well of many worlds*. If the portal has not been opened, he does not do so himself, but he allows the PCs to use his *well of many worlds*. This *well* is more powerful than the normal variety, as it can go wherever the user desires, even if the destination is not clearly known.

He asks that the party determine the location of Tenser and, while there, if they should learn any information on a wizard named Jaran Krimeeah, to follow those leads as well. Players may recognize this name from the library if they received Player Handout 4. Players who participated in SHE3-01 *Have Tome, Will Travel*; SHE4-07 *A Matter of Trust*; or SHE5-02 *Take a Giant Step Forward* may make a DC 15 Intelligence check to remember that Jaran is the former Black One from the Valley of the Mage.

Once the party has made its decision, continue to Encounter 8.

8: PAINFUL JOURNEY

This encounter occurs immediately after the PCs have stepped through the portal in *The Magic Box* in Encounter 7. The PCs find themselves in a strange chamber within a tower on the Plane of Shadow where the trap is hidden that Iuz has constructed to imprison Tenser, Jaran, and Evard.

Years ago, Iuz discovered a great source of power on the Plane of Shadow. In order to fuel that power source, he constructed a prison designed to trap three powerful individuals and feed off of their energies. The first individual, Jaran Krimeeah, former Black One of the Valley of the Mage, found this power source after researching sites similar to the Valley of the Mage, and fell into Iuz's hands when he came to investigate. The second, a conjurer from Bissel, known to many as Evard (the real one), was captured by Iuz nearly six years ago with the help of Evard's niece Saralind Markavan. Tenser was the last to be taken. Three months ago, Iuz found and imprisoned his last remaining clone by pulling it through a portal (the same portal that the PCs have re-opened and passed through) and arranged for the archmage to be assassinated, forcing his soul to be transferred to the imprisoned clone upon his death. While Iuz has already achieved whatever his dark goal may have been in this place, he has left the three wizards imprisoned for his own amusement.

Your surroundings blur and spiral around you, making it impossible to tell whether you are

traveling at an incredible speed or not at all. Color drains from sight into a vortex of white, black, and gray. You feel the hard embrace of stone upon your body as you are released into something solid and unforgiving. You catch a glimpse of something... or someone... beside you before being driven through solid stone by some unimaginable force for what seems an eternity, accompanied by an agonizing pressure on your very bones. The sudden rush of stale air upon your face is a welcome relief before you realize you have been expelled into a free-fall.

Pause for a moment to allow any PCs with a feather fall spell prepared to cast it if they wish.

The cold stone floor greets you forcefully, putting an abrupt end to your painful journey.

PCs may attempt a DC 20 Spellcraft check to identify the fact that this occurrence may have been caused by appearing inside of a solid object via extra-dimensional or extraplanar travel.

PCs may also attempt a DC 15 Wisdom check to recall that they saw a human male trapped within the stone where they first appeared. Any PC that has seen Tenser or makes a DC 15 bardic knowledge check recognizes the individual as Tenser the Archmage.

The PCs have been shunted into the vestibule of the tower (despite the name, there is no other way into this chamber). They take 1d6 points of damage from being shunted through 5 feet of solid stone, and an additional 1d6 points of damage from falling 10 feet. A successful DC 10 Tumble check negates the falling damage.

VESTIBULE

You find yourself standing in a forty by forty foot square stone chamber. Swirling gray pools of some unknown substance form doorways on the east and west walls of the chamber and a narrow, circular stairwell leads up through the ceiling. It takes mere moments to realize that something isn't quite right about your surroundings. All that surrounds you is entirely void of color. The walls, floor, and even torchlight emitted by the wall sconces appear in shades of white, gray, and black. Your clothing and possessions show some hint of color, but even they are strangely muted.

PCs may identify various properties of this plane or their surroundings with a Knowledge (the planes) check that beats the DC listed. Provide information associated with all DCs beaten.

Knowledge (the planes)

- **DC 15:** This is another plane, one that is similar in many respects to the Material Plane.
- **DC 25:** This is the Plane of Shadow (the PC recalls the properties associated with the Plane of Shadow described in GM Aid 3: Plane of Shadow).

A detect magic spell reveals overwhelming abjuration magic present in the entire area.

The two "swirling gray pools" on the walls are actually portals to pocket dimensions created by Iuz while he was experimenting with the *codex of infinite planes*. Each mimics a location on one of the Infinite Layers of the Abyss. Both portals require a command word to activate.

The portal in the east wall leads to a pocket dimension that mimics the 222nd layer of the Abyss: The Slime Pits. In order to activate this portal, the following command word must be spoken: "Jubilex."

The portal in the west wall leads to a pocket dimension that mimics a location on the 245th layer of the Abyss: The Fountain of Screams. In order to activate this portal, the following command word must be spoken: "Fountain." An *analyze portal* spell identifies the destination of both of these portals, the command word required to activate them, and fact that they are one-way portals, as per the description of the spell. PCs may try to activate either portal blindly with a DC 35 Use Magic Device check. A PC with 5 or more ranks in Knowledge (planes) gains a +2 circumstance bonus on this check.

Unless the PCs somehow find a way to activate these portals and then decide to travel through them, their only option at this point is to ascend the stairwell.

GARIVEX'S SANCTUM

As you crest the top of the narrow stairwell, an immense, dimly-lit chamber comes into view. Three large stone spheres form a triangle in the center of the chamber. Coruscating gray energy flows in beams between a pedestal that stands in the center of the triangle and each of the spheres, surrounding them in a dull glow. Two immense automatons stand motionless in two corners of the room. A frail, balding Suloise man in a deep red robe sits behind a desk piled with papers on the other end of the room, gently caressing a crystal ball placed in the center of the desk. As he notices you, he stands from his chair and smoothes the creases in his robe, grinning at your party as you reach the top of the stone stairs.

[Garivex]: *"So you're the ones that popped in so unexpectedly, eh? Is there something you seek, or are you just lost?"*

Allow the PCs to respond as they see fit. Garivex tries to appear as non-threatening as possible. He does not wish to instigate combat with the PCs just yet.

Roleplay a conversation between Garivex and the PCs. Despite being insane, Garivex is highly intelligent and manipulative; he is also an excellent liar, and masks his lies by speaking the truth quite liberally and making mundane, obvious lies to hide his more important ones. Garivex knows what the PCs are after and knows that it is his duty to stop them. His goal is to convince the PCs that to open these 'cells', they must obtain two keys from

the pocket dimensions linked to this tower. As such, he tries to dissuade hostile PCs from attacking him by reminding them that they need the keys, and to get the keys they need the command words to activate the portals to the pocket dimensions in which the keys are located. The 'keys' located in these dimensions are actually quite unnecessary, but he hopes that the PCs perish obtaining them (or are significantly drained of resources when they return). While Garivex is an excellent liar, he purposefully lies poorly in the beginning of his interactions with the PCs in order to fool them into believing his lies about the necessity of the keys. Note that Garivex is wearing a *mask of lies* and, thus, his alignment is not detectable. PCs with *true seeing* notice that he is in fact wearing a strange mask over his face, though the rest of his appearance is the same.

Garivex can provide additional information if the PCs ask. Likely questions and answers are provided here:

- Who are you? *"I'm Garivex – the keeper of this place."*
- Why are you here? *"Well, someone has to watch over this place. I take down observations, record fluctuations in planar convergences, things you probably wouldn't understand."* (True)
- What is this thing? *"It's a prison of sorts, a rather powerful one."* (True)
- Who's inside the prison? *"Oh I'm not at all sure... powerful individuals I suppose."* (Obvious lie)
- Is Tenser in one of these cells? *"Who? Uh... I've never heard of him. Tinsel you said?"* (Obvious lie)
- How does it work? *"They're sealed inside of these stone spheres by temporal energy. It's quite indestructible, I assure you. But don't worry, they're held in stasis, so they don't actually feel any pain or discomfort."* (True)
- How can we get them out? *"The prison is operated by a set of three keys. Two can be found in the pocket dimensions connected to this place, one in each. I have the third. If you can bring me both of the other keys, I'll gladly help you unlock the prison. I assure you, even with the keys, I'm the only person here who knows how to unlock it."* (Lie)
- How do we get to the pocket dimensions? *"The portals downstairs each lead to one of the dimensions. If you agree to retrieve the keys, I'll tell you the command word to activate each portal, one at a time."* (True)
- What will we find in these dimensions? *"Now what's the fun in me telling you that? Nothing you can't handle, I'm sure."* (True)
- Why would you help us? *"I've been here for over a decade and not once have I seen some of the individuals inside. I can't say I'm not curious. Besides, I don't think my master has any more use for them. And anyway, He instills in us a strong urge to betray."* (True)

- Why doesn't he have a use for them? *"If I was privy to all of my master's plots and schemes, I would likely be serving him from Dorakaa, not from this isolated tower."* (Mostly True)
- Who is your master? *"Why, Old Wicked, of course."* (True)
- Couldn't we just figure out a way to open the prison without the keys? *"You're welcome to try, of course. I'm fairly certain that the prison's architect made sure such a feat would be quite impossible."* (True)
- Who built this prison? *The man grins at you, revealing rows of crooked, yellow teeth. "Let's just say it wasn't me."* (True)
- Are those golems? *"Why yes they are. I'm afraid I'm just too old to be moving this heavy furniture around by myself."* (True)

If the PCs insist on initiating combat with Garivex, proceed to the combat detailed in Encounter 11. Grant a surprise round to neither side in this case.

If the PCs agree to retrieve the keys, Garivex asks them which portal they would like to pass through first. Once the PCs respond (though the decision is rather arbitrary), he provides them with the appropriate command word and send them on their way. Proceed to either Encounter 9 or Encounter 10, depending on which portal the PCs decided to enter.

Garivex can watch the PCs' activity anywhere within this tower or one of the pocket dimensions through his crystal ball and, thus, is aware of their abilities and tactics, as well as whether or not they take any time to buff before heading back up to his sanctum. If they do so, he and his guardians do the same. When determining which PCs would be protected from his divinations, note that the divination effect created by the crystal ball is identical to a *clairaudience* spell and *clairvoyance* spell, not a *scrying* spell.

9: JUBILEX'S GRASP

This encounter occurs when the PCs have activated and entered the east portal in the vestibule. The PCs fall into the slime pits, a pocket dimension created by the *Codex of Infinite Planes*. Refer to GM Aid 4: Map of Jubilex's Grasp for a layout of this encounter.

The insubstantial gray substance swirls around you, engulfing you as you step into the portal. Surprisingly, you feel nothing more than a warm breeze as you drift deeper into the unknown. A brief feeling of vertigo washes over you as the world stands on its side and you fall face first into a dark, viscous liquid. You can't help but gag from the foul taste as the sludge finds its way into your nose and mouth.

As you regain your bearings and pull yourself out of the slime, you find yourself standing in three

feet of what can only be described as a bubbling morass of ooze and sludge. Swirling clouds of oily gray fumes blot out the sky – if a sky there is – overhead and thick patches of fungus squish beneath your boots. Slime flows over the edge of the ground in this place to some unknown destination on all sides as though falling off the edge of the world. Despite the constant overflow, the slime never seems to decrease in depth.

This pocket dimension has been created to mimic the 222nd layer of the Abyss: The Slime Pits. Upon entering the dimension, spellcaster PCs may make DC 20 Spellcraft checks to recognize the fact that their ability to cast certain types of spells may be impaired here. The following is a list of planar traits of this pocket dimension:

- This dimension is mildly chaos-aligned and mildly evil-aligned. Lawful and Good creatures receive a -2 circumstance penalty on all Charisma-based checks. This penalty stacks with itself for Lawful Good creatures.
- This dimension possesses Limited Magic. Spells of the transmutation school that enhance movement speed or mode (such as granting a fly speed or swim speed) simply do not function on this dimension. This includes items that emulate a transmutation spell or effect, such as *boots of speed* or *winged boots*.

The following is a list of physical features of this area:

- The cavern is 80 feet square. Any creature that moves (or falls) off the edge reappears in the vestibule in 8: Painful Journey. Read:
You begin falling into an endless abyss. Just as panic begins to take hold, you crash onto the familiar floor of the chamber you were just in. The portal that leads to the slime pits looms before you.
- The slime is 3 feet deep. Movement is reduced to 5 feet for medium creatures. Small creatures must make DC 10 Swim checks to move 5 feet as a move action. Creatures cannot run or charge in the slime. Creatures with swim speeds may swim at half their normal swim speed. Creatures with a *freedom of movement* effect may move freely through the slime.
- Slippery mushroom patches are interspersed throughout this area, hidden beneath the slime. The mushroom patches are impossible to see. If a creature steps on a square with a mushroom patch (as indicated on GM Aid 4: Map of Jubilex's Grasp), he must make a DC 10 Balance check or fall prone in the slime.
- The slime is prone to vicious riptides and undercurrents occurring entirely at random. At the start of each round, roll 1d6. On a 5 or a 6, a strong current carries all medium or smaller creatures in the slime 1d8 × 10 feet in a random direction (but not diagonally). A successful Fortitude save DC 11 +

APL halves the distance (if the creature so chooses). Creatures that beat the DC by 5 are entirely unaffected (but can choose to be affected if the creature desires).

This dimension is home to numerous horrific elementals called spawns of Jubilex. When the PCs enter the dimension, the spawns are hiding in the muck, which grants them a +40 modifier on their Hide checks. Allow PCs to make Spot checks to notice the spawns and assume the spawns take 10 on their Hide checks. Note that the spawns are not susceptible to the movement disadvantages listed above and are not affected by the hidden mushroom patches.

One round after the PCs enter the dimension, the spawns burst out of the muck and attack. Any PCs that spot the hiding spawns may act during the surprise round. Read:

Suddenly, giant masses of dark liquid rear upward, spraying the area with globs of slime. These creatures – if creatures they are – well up before you, bubbling and oozing. Chunks of un-nameable sludge twist through their forms and their surfaces spatter and heave. A single red eye dominates the center of each creature, and dozens of smaller eyes scattered throughout their putrid forms glare at you hungrily.

Creatures: The spawns of Jubilex are giant masses of dark liquid dotted with dozens of red eyes that hungrily consume all in their paths. The EL of this encounter has been increased by 1 due to their advantageous circumstances.

APL 8 (EL 10)

➤ Lesser Spawn of Jubilex (3): hp 68; Appendix 1.

APL 10 (EL 12)

➤ Greater Spawn of Jubilex: hp 126; Appendix 1.

➤ Lesser Spawn of Jubilex (2): hp 68; Appendix 1.

APL 12 (EL 14)

➤ Greater Spawn of Jubilex (3): hp 126; Appendix 1.

APL 14 (EL 17)

➤ Elder Spawn of Jubilex (2): hp 216; Appendix 1.

APL 16 (EL 19)

➤ Elder Spawn of Jubilex (4): hp 216; Appendix 1.

Tactics: The spawns of Jubilex use fairly straightforward tactics when attacking the PCs, alternating between making slam attacks against low AC opponents and using their sludge form ability when the PCs cluster together.

Treasure: There is no treasure here.

Development: The key sought by the PCs was engulfed into the form of one of the spawns of Jubilex long ago. In order to obtain the key, the PCs have to dig through the sludge remains of the spawns until they find it.

The PCs may leave this dimension at any time simply by falling over the edge. Once they do so, they appear back in the vestibule. If they have not yet obtained the second key, proceed to Encounter 10 when they enter the west portal. If they have already obtained both keys, proceed to Encounter 11 when they proceed up the stairwell.

10: FOUNTAIN OF SCREAMS

This encounter occurs when the PCs have activated and entered the west portal in the vestibule. The PCs find themselves standing on an island of black glass in the middle of a sea of acid, a pocket dimensions created by the *Codex of Infinite Planes*. Refer to GM Aid 5: Map of the Fountain of Screams for a layout of this encounter.

The insubstantial gray substance swirls around you, engulfing you as you step into the portal. Surprisingly, you feel nothing more than a warm breeze as you drift deeper into the unknown. Suddenly, you find yourself standing on the shores of an island comprised entirely of a strange black glass. A vast sea of acid stretches endlessly behind you. What appears to be a village built out of the same black glass looms ahead in the distance.

This pocket dimension has been created to mimic the 245th layer of the Abyss. This dimension is mildly chaos-aligned and mildly evil-aligned. Lawful and Good creatures receive a -2 circumstance penalty on all Charisma-based checks. This penalty stacks with itself for Lawful Good creatures.

There is nothing of interest on this pocket dimension except what lies in the center of the village. The “acid sea” is very real and any PC that decides to test it out is subjected to the effects of immersion in acid (DMG 302). As the PCs enter the village, allow them to make DC 15 Listen checks to hear the faint sounds of screaming from the distance. Read:

Approaching the village, it becomes obvious that it is little more than a desolate ruin. Fractured glass buildings stand grimly, crowned with black, jagged edges. To your horror, you can make out what appear to be people trapped within the glass all around you, frozen in expressions of extreme agony. Humans, elves and what could be half-elves stare at you from beneath the streets and within the sides of buildings, their mouths open as if to utter one final scream.

The PCs can hear the screaming more distinctly as they enter the village. Describe in agonizing detail that the screaming seems to have gotten louder. With some effort,

PCs may break one of the former inhabitants of this place out of the glass, though they are all long dead. A DC 15 Heal check reveals that these humanoids have been dead for centuries but have been preserved perfectly in the glass. A successful *speak with dead* spell reveals that these people were once slaves to a powerful demon lord who one day entombed them for his own amusement. PCs may make another DC 15 Listen check to notice that the screaming seems to be originating from deeper within the town. When the PCs proceed to check out the source, read:

Following the sounds of the screaming, you come to an open square, in the middle of which stands an immense fountain, beautifully constructed of the same black glass as the rest of the town. Acid spews from the spout and cascades down into the basin in a spectacular display. It is evident that the screaming seems to be originating from inside the fountain. However, it seems you were not the first to arrive here, as a number of wicked-looking creatures sneer at you, exposing rows of razor-sharp teeth.

These demons were trapped here by Iuz when he created this dimension. While they were not expecting the PCs, they are certainly happy to have the company. The fountain is truly a cursed thing – driving creatures that can hear its endless screaming to madness. It duplicates the *maddening whispers* (SpC) spell as a sonic, mind-affecting effect (CL 20th).

Roll initiative for the fountain (+1/2 APL initiative modifier). On the fountain's initiative, every creature within 75 feet of the fountain must make a DC 14 + APL Will save or suffer the effects of the “violent hallucinations” condition of the *maddening whispers* (SpC) spell until he can no longer hear the screaming coming from the fountain. At the start of each round after the first, roll 1d6. On a 5 or a 6, the fountain triggers again. Note that unlike the spell, this effect is an evocation (sonic) effect and thus, spells like *protection from evil* do not protect a creature from it, but creatures that cannot hear or are within the effects of a *silence* are immune. The demons here have long since become familiar with the fountain's effects and now wear ear plugs to ignore them. PCs that come within 30 feet of any of the demons may notice the ear plugs with a DC 20 Spot check.

PCs are likely to believe that there is someone inside of the fountain that needs help. While there is in fact no one inside, any PC that comes within 5 feet of the fountain or flies closely overhead notices a shining key at the bottom.

Creatures: The demons in this area vary heavily by APL. The EL of this encounter has been increased by 1 due to their advantageous circumstances.

APL 8 (EL 10)

☛ **Babau** (3): hp 68; MM 40.

APL 10 (EL 13)

➤ **Hezrou:** hp 131; MM 44.

➤ **Vrock:** hp 113; MM 48.

APL 12 (EL 15)

➤ **Glabrezu (2):** hp 162; MM 43.

APL 14 (EL 17)

➤ **Mature Nabassu:** hp 214; Appendix 1.

➤ **Glabrezu:** hp 162; MM 43.

APL 16 (EL 19)

➤ **Mature Nabassu (3):** hp 214; Appendix 1.

Preparation: Babaus begin combat with *see invisibility* active. Vrocks and glabrezus begin combat with *mirror image* active. Mature nabassu begin combat with *unholy aura* and *true seeing* active.

Tactics: The demons' tactics vary by APL.

APL 8: The babaus work together to flank PCs in order to apply sneak attack damage to their attacks. They alternate using their *dispel magic* spell-like ability on any PCs that prove themselves to be difficult to hit, or to dispel any *silence* effects the PCs create to protect themselves from the fountain.

APL 10: The hezrou opens combat with a *blasphemy* while the vrock takes its first action to cast *heroism* on itself. In future rounds, the hezrou casts *unholy blight* every round when possible while the vrock closes with the nearest PC, using its stunning screech when multiple PCs cluster together, and releasing its spores every three rounds as a free action. If the PCs prove to become difficult targets, the hezrou follow up with its second or even third uses of *blasphemy*. If a PC fails his save against banishment from *blasphemy*, he is returned to the Vestibule and must spend 2 rounds getting back to the combat.

APL 12: The glabrezus open combat with *power word stun* on targets that appear to have low hit points, such as spellcasters. On following rounds, they use melee attacks against any creatures that they can full attack or they cast *reverse gravity* on targets that do not appear to be able to fly.

APL 14: The glabrezu follow the same tactics as above.

The mature nabassu open combat with a *blasphemy* and uses its spell-like abilities to its advantage in following rounds. Note that the nabassu is an extremely intelligent and potent combatant – it tries to stay out of reach until it can establish a vampiric link with its most powerful melee opponent (or archer), and it uses its *energy drain*, following by *enervation* spell-like abilities on spellcasters in order to make them lose spells. It relies on the glabrezu to provide it with a flank when it chooses to enter melee so that it can take advantage of its sneak attack damage. If a PC fails his save against banishment from *blasphemy*, he is returned to the Vestibule and must spend 2 rounds getting back to the combat.

APL 16: One mature nabassu opens with a *blasphemy* while the others target PCs with their *energy drain* abilities (preferably casters). In future rounds, the nabassu establish vampiric links with PCs that appear to have low Will saves and wait until the PCs are sufficiently weakened before entering into melee combat and providing flanks for one another in order to sneak attack. They make liberal use of their *enervation* and *greater dispel magic* spell-like abilities and attempt to kill spellcaster targets with their death-stealing gaze once they have suffered numerous negative levels. If a PC fails his save against banishment from *blasphemy*, he is returned to the Vestibule and must spend 2 rounds getting back to the combat.

Treasure: There is no treasure here.

Development: The key sought by the PCs can be seen at the bottom of the fountain basin, which is 10 feet deep and filled with acid. In order to obtain the key, a PC has to be immersed in the acid (DMG 302). Alternatively, a *telekinesis* spell or a simple *mage hand* spell could be used to obtain the key (as the key is non-magical).

The exit to this pocket dimension is disguised by an illusion beneath the acid in the fountain. A *detect magic* spell reveals powerful evocation magic originating from the spout and faint illusion magic originating from the fountain's basin. In order to get out, PCs have to dive into the acid, at which point, they find themselves standing in the vestibule. It is possible that if a PC dives in to obtain the key, he may accidentally exit the dimension.

If they have not yet obtained the second key, proceed to Encounter 9 when they enter the east portal.

If they have already obtained both keys, proceed to Encounter 11 when they proceed up the stairwell.

11: THE PRISON

This encounter occurs when the PCs have obtained both keys and have returned to Garivex's sanctum on the top floor of the tower. Alternatively, this encounter may occur if the PCs chose to attack Garivex outright. Refer to GM Aid 6: *Map of the Prison* for a layout of this encounter.

If the PCs return to Garivex's sanctum with the keys, read the following:

Garivex grins as you once again reach the top of the narrow stairwell.

[Garivex]: “*Well done, heroes... well done indeed. I must say I'm impressed. I was hoping I wouldn't have to get my hands dirty, but I must say you've proven yourselves to be more resilient than I had expected. Welcome to your oblivion, adventurers.*”

If the PCs chose to attack Garivex outright in Encounter 8, read:

[Garivex]: *I was hoping to have a bit of fun with you first, but I suppose this will have to do. Welcome to your oblivion, adventurers.*

In either case, ask the PCs to roll initiative. At all APLs, one of the constructs stands beside Garivex, protecting him with its guard ability, while the other has activated its shield other ability to absorb half (or $\frac{3}{4}$ at every APL except 8) of the damage that Garivex would take.

The energy that flows into each of the spheres is quite dangerous to any creature that comes in contact with it. Any creature that passes through one of the beams is subjected to the effects of a *temporal stasis* spell, DC 35 (CL 20th). PCs may attempt to jump over a beam with a DC 20 Jump check (5 feet high), but failure results in coming into contact with the beam. Garivex is aware of these effects and avoids the beams at all costs, making sure his constructs do the same.

Creatures: Garivex is a frail, balding old man who cackles maniacally as he casts his spells. Despite his madness, he is a devious opponent and takes full advantage of the protections provided by his constructs. At APL 8, the shield guardians both have a *repair critical damage* (SpC) spell stored within them. Note that Garivex's *shadow conjuration* and *shadow evocation* spells are much more effective due to the planar traits of the Plane of Shadow.

APL 8 (EL 11)

✦ **Garivex:** human illusionist 7/lorekeeper 2: hp 73; Appendix 1.

✦ **Shield Guardian (2):** hp 112; MM 223.

APL 10 (EL 13)

✦ **Garivex:** human illusionist 7/lorekeeper 4: hp 98; Appendix 1.

✦ **Runic Guardian (2):** hp 139; Appendix 1.

APL 12 (EL 15)

✦ **Garivex:** human illusionist 7/lorekeeper 6: hp 126; Appendix 1.

✦ **Advanced Runic Guardian (2):** hp 172; Appendix 1.

APL 14 (EL 17)

✦ **Garivex:** human illusionist 7/lorekeeper 8: hp 143; Appendix 1.

✦ **Advanced Runic Guardian (2):** hp 204; Appendix 1.

APL 16 (EL 19)

✦ **Garivex:** human illusionist 7/lorekeeper 10: hp 156; Appendix 1.

✦ **Advanced Runic Guardian (2):** hp 237; Appendix 1.

Preparation: At every APL except 8, the constructs have *mage armor*, *see invisibility*, and *false life* active all day, and one has been commanded by Garivex to cast *haste* on the three of them before the PCs reach the top of the stairs.

These are all reflected in their associated stat blocks. Garivex's active spells are noted in the "power-up suite" section of his stat block for each APL. At all APLs, Garivex has activated the *shield other* ability of one of his constructs prior to combat (the one on the other end of the chamber). At APL 10 and higher, Garivex has an active *contingency* spell – as soon as he is the target of any attack that requires an attack roll, a *mirror image* spell activates.

Tactics: Garivex uses his spells to maximum effect, focusing on crowd-control spells if the PCs appear relatively uninjured and on damaging spells if he believes he can finish any PCs off. Garivex shouts commands at his constructs throughout the combat. Note that every spell Garivex has prepared is prepared as a Sanctum spell (effectively heightened by 1 level). Garivex's sanctum extends throughout the entire tower.

The constructs protect Garivex at all costs. They make slam attacks against PCs that they can full attack or if no enemies are within reach, they activate one of their spell-like abilities and close with the nearest PC. Remember that the constructs are mindless.

APL 8: Garivex takes advantage of his ability to fly and remains out of reach. If one of his constructs is in danger of dying, he heals it with a *repair critical damage* spell. Garivex uses his *laughing skull* of Iuz in response to any *silence* effects generated by the PCs.

APL 10: Same as previous APLs and Garivex casts *shadowy grappler* on any casters he finds to be particularly troublesome.

APL 12: Same as previous APLs and Garivex casts *solipsism* against any PCs that appear to have poor Will saving throws. He activates his *ring of mystic lightning* before casting *chain lightning* spells. Note that his caster level is increased by 1 for all spells with the lightning subtype.

APL 14: Same as previous APLs except Garivex begins combat with a *lightning ring* active. Note that he has used his Sudden Maximize feat on the *lightning ring* and thus, all of his free-action *lightning bolt* effects deal maximum damage and any PC adjacent to him when he begins his turn is subject to maximum electric damage (60).

APL 16: Same as previous APLs except Garivex uses his *moment of prescience* to grant himself a bonus of +17 to his initiative check. He attempts to begin combat with a *time stop* and then proceeds to increase his defenses as much as possible. During the *time stop*, he replicates a *delayed blast fireball* with his *greater shadow evocation*.

Treasure: Refer to the Treasure Summary to determine what treasure Garivex carries.

Development: In addition to the treasure above, PCs find a third key on Garivex's person. Unlike the other keys, this key radiates strong transmutation magic. PCs that search Garivex's desk find a torn sheet of paper with the words "fountain" and "Jubilex" scribbled upon it, another sheet on which notes describing the PCs' combat

tactics from their combats in the pocket dimensions were hastily scribbled, and decades of notes on his research regarding the prison. Describe these notes in abstract to the players as mostly illegible notes alluding to the fact that the prison is fueled by the balance created by the opposing life force energies of those trapped within. Garivex concludes his analysis with ***“Data corroborates Old One’s theory of nine setup in balance would exponentially increase power.”*** Any PCs that look into the crystal ball see the last location that the PCs were in before they came here.

OPENING THE PRISON

The prison consists of three stone spheres in which the three wizards are entombed and a central console that keeps each of three spheres (and whomever is inside) under effects similar to the *temporal stasis* spell. While this is active, the spheres are indestructible and PCs that attack one of the spheres are subjected to the *temporal stasis* effect described above. The flow of energy to any one of the spheres can be disabled simply by inserting the key (that Garivex carried on his person) into one of the three slots in the top of the console. The slots are arranged in a triangle, each slot corresponding to the sphere in the same position in the room with reference to the triangle. Inserting the key into a slot causes the flow of energy to the appropriate sphere to cease immediately. Attentive PCs may notice at this time that the two keys they recovered from the pocket dimensions don’t have any effect on the prison – they were merely diversions. Iuz is the god of trickery, after all! Once the flow of energy has been disabled, PCs have to smash each stone sphere open to release the imprisoned wizards. Each sphere has hardness 8 and 45 hit points.

Ideally, we would leave all decisions in the hands of the PCs, but for the sake of the plot of this adventure, PCs release the wizards in the following order, regardless of which spheres they choose: Evard, Jaran, then Tenser. Roll a die when the PCs open a sphere and pretend that the result of the die determined which wizard was released.

The remainder of this encounter is relatively open-ended, as the PCs begin freeing the wizards and interacting with them. All of the wizards are quite disoriented from their imprisonment and only know pieces of what has happened to them. They are likely to ask what year it is. While some are long-time foes of one another, they have no desire to fight at this time. Each can provide valuable information to the PCs if asked. Note that all three of these wizards are epic level and far more powerful than the PCs can handle. They have no interest in combat and easily escape if attacked (even in the face of powerful effects such as *antimagic field* or *dimensional lock*).

The following sections provide descriptions of each of the three wizards and details regarding their interaction with PCs.

When discussing the Valley of the Mage and the power contained therein, you should emphasize the idea

that Jaran might be the most knowledgeable person in all of Oerth about the Valley; that knowledge could make him the most likely person to be able to control whatever the Valley’s power really is.

When discussing Mordenkainen, you should emphasize that he typically knows everything that is going on and almost always knows more than anyone else about the machinations of the great powers of Oerth.

When discussing Tenser, you should emphasize that he always fights for Good and this has sometimes made him the sole enemy of evil, particularly when he was on the Circle.

EVARD

The terrible yet renowned conjurer, Evard, one of Mordenkainen’s greatest adversaries and creator of one of the most fearsome spells known, disappeared in 591 CY when his niece betrayed him and helped Iuz capture him for his own diabolical purposes. With Evard gone, his niece, Saralind, a powerful necromancer, used much of Evard’s power and notoriety to conquer Bissel’s capital, Thornward, before she was overthrown and killed in 595 CY during the famed Battle Under the Dome.

As the stone sphere crumbles, a humanoid form begins to stir from beneath the rubble. A tall, thin man rises before you, wiping dust and debris from his black silk robes. His pale skin is pulled tightly over his gaunt face and his shoulder-length black hair hangs freely. Ornate rings adorn each of his long, bony fingers. The man gives you a chilling smile as he thanks you for freeing him.

Upon freeing Evard, PCs may not immediately recognize him. Any PC that makes a DC 15 bardic knowledge or DC 20 Knowledge (history) check recognizes the man. Once PCs know Evard’s identity, they may recall additional information about him with a Bardic Knowledge or Knowledge (history) check that beats the DC listed. Provide information associated with all DCs beaten:

Bardic Knowledge/Knowledge (history)

- **DC 15:** A one-time minor noble in Bissel, Evard quickly rose in power as he accumulated knowledge and secrets in a quantity that only the most erudite sages could rival.
- **DC 25:** Evard has always been one of Mordenkainen’s greatest adversaries.

Despite his evil nature, Evard is thankful for the rescue and is willing to converse with the PCs briefly before taking his leave of this place. Unless attacked, he sticks around just long enough to see who emerges from the last sphere before smiling and using *planeshift* to escape. His attitude on certain subjects is as follows:

General: Evard knows that Iuz captured him with the help of his own niece, though he does not know how long he has been imprisoned or what has transpired

since. He does not know what Iuz wanted with him. If told about the events that transpired in Bissel, he tries his best to hide his anger, stating that his conniving niece received her just desserts. He does not disclose the way in which he was captured, though he mentions that there was a spiraling metal object in the middle of the three spheres that is now missing.

Valley of the Mage: It contains a great but hidden power. His many attempts to discover this power were stopped by the Black One of the Valley, a man named Jaran Krimeeah – one of the few mages on Oerth whose power matched his own. Jaran was able to control the Power of the Valley to an extent unrivaled by any before or since.

Mordenkainen: Evard has tremendous respect for Mordenkainen, his greatest adversary. He admits that none truly know what Mordenkainen is up to until it is already done – the man manipulates people and nations as if they were pawns on a chess board; but he's always right and always seems to know more about what's going on than anyone else.

Tenser: Evard sees Tenser as both meddling and single-minded. He focuses too much on what is 'Good' instead of what needs to be done. Evard acknowledges Tenser's power and influence, but admits that he preferred it when Tenser was still in the Circle of Eight, as Mordenkainen was more able to keep him in check.

JARAN

Little is known of this former Mage of the Vale, other than the fact that he disappeared nearly a decade ago; Jaran's nature and intentions are shrouded in mystery. Some say that he has been slowly gathering some unknown power within the Valley of the Mage in order to someday conquer Oerth, while others say he guards the Valley's power to keep it out of the hands of those that would abuse it.

Another human gets to his feet from under the debris of the second sphere. His skin is tan and his dark hair clings to his scalp in tight curls. He wears a dark green tunic, embroidered with silver filigree. The creases around his eyes belie what his otherwise youthful countenance may suggest.

Upon freeing Jaran, PCs may not immediately recognize him. Any PC that makes a DC 20 bardic knowledge or DC 25 Knowledge (history) check recognizes the man. Once PCs know Jaran's identity, they may recall additional information about him with a bardic knowledge or Knowledge (history) check that beats the DC listed. Provide information associated with all DCs beaten:

Bardic Knowledge/Knowledge (history)

- **DC 20:** Jaran Krimeeah was once the Black One of the Valley of the Mage. Since his disappearance, a man named Elock has taken over.

- **DC 25:** Jaran's former lover, Tysiln, a drow wizard, remains the First Protector of the Valley, even in his absence, and works to locate Jaran.

Jaran remains in the tower unless threatened by the PCs. His attitude on certain subjects is as follows:

General: Jaran had arrived at this location to investigate a strong yet unknown source of power that was somehow related to the Power of the Valley of the Mage. He found this tower being constructed and was confronted and incapacitated by Iuz himself before he could escape. He is anxious to discover what has become of the Valley of the Mage in his absence but is unwilling to travel there until he has more information.

Valley of the Mage: Jaran speaks little of the Valley of the Mage for now, except to say that he is certain that his lover is still loyal to him. If the PCs would go and inform her that he is alive and well and will return soon, he will see to it that they are paid well for their services.

Mordenkainen: Jaran is not a friend to Mordenkainen, who sees the Valley of the Mage as one of the few things he cannot manipulate or control, and Jaran knows this. His keeping of the Valley's secrets out of Mordenkainen's hands has not made the archmage happy with the former Black One; it may be one of the few topics on which Mordenkainen is not the most knowledgeable person in Oerth.

Tenser: Jaran has little interaction with Tenser. He knows that Tenser always works in favor of the forces of good – a mindset that Jaran sees as being somewhat closed-minded; however, he sometimes is the only person to stand against some evils.

TENSER

Since leaving the Circle of Eight, Tenser has focused on working to counter the machinations of Rary and Iuz.

Emerging from the rubble of the third sphere is a striking man in vibrant blue robes embroidered with scimitar patterns along the trim. His brown hair is streaked with gray, suggesting his age to be in the mid-sixties. His eyes are a deep, dark brown and a prominent, aquiline nose juts out from his angular face.

Upon freeing Tenser, PCs may not immediately recognize him. Any PC that makes a DC 10 bardic knowledge or DC 15 Knowledge (history) check recognizes the man. PCs who have already met him recognize him immediately.

Tenser wants to know how long he was missing as well as any other information the PCs can provide so that he can piece together what happened. Tenser's attitude on certain subjects is as follows:

General: Before his capture, Tenser had been desperately but unsuccessfully trying to hide the location of his clones from Mordenkainen and Bigby. With only one clone remaining, he was attacked by the Greater Boneheart Null and the last thing he remembered was

the pale green ray of a *disintegrate* spell burning towards him before waking up here. He quickly realizes that his clone must have been captured and he must have been killed to have awoken alive in this prison.

Valley of the Mage: Before being assassinated, Tenser had reason to believe that Iuz was searching for something in the Valley of the Mage, a great power. He urges the PCs to go to the Valley of the Mage, discover what Iuz may be after, and find it before he does.

Mordenkainen: Tenser believes that Mordenkainen has finally gone too far – that he has thrown his lot in with Iuz and must be opposed at any cost. He believes that the only way Iuz could have known precisely when Tenser had but one clone remaining was with Mordenkainen's help.

Development: This is a very open-ended encounter. Tenser and Jaran are likely to have many questions for the PCs and as some light is shed on the current machinations, the two wizards (and hopefully the PCs) will begin to see that their objectives for the time being are as one. At this point in the adventure, all signs point to the Valley of the Mage.

After hearing what Tenser has to say, Jaran admits that the Valley of the Mage holds a source of power, but that it is not what people think. Jaran had suspicions about the fabled Power of the Valley and was seeking more information before attempting to gain full control of it. His searches led him to the Plane of Shadow, where Iuz was building this device. In the middle of the device was a large metal spiral, suspended in mid-air, which is now gone.

Jaran says that his research indicated that the Source of the Power of the Valley was more than it seemed; it was a key to a powerful prison. Jaran used to not know where the Source of the Power was; no one did. Now, however, he can already feel it calling to him in his head whenever he thinks about it; it's as if the Source wants to be found. Jaran believes that removing the Source would jeopardize the Power of the Valley and, possibly, the prison as well. He feels that the Source should remain where it is. Jaran feels that, if the PCs were to contact him when they find the Source, he might be able to channel some of his remaining magical influence over the Valley into a magical protection that cloaks the Source. He gives them a *sending* stone for that purpose and says that the stone will work only once.

Tenser disagrees and thinks that the Source needs to be removed to keep Iuz and his minions from finding it and gaining control over its powers and the Power of the Valley. He insists that the Iuzians are searching for it, which means that it can be found. If it can be found, the PCs must find it first.

After Jaran and Tenser argue these points for a while, Jaran offers to send the PCs to the Valley of the Mage if they agree to seek out Tysiln and learn of the current state of affairs within the Valley. He wants them to leave the Source where it is, but knows he cannot force the

issue in his current state. If asked why he does not go himself, he admits that it may not be safe for him to return, as Tysiln is likely being watched closely by whoever this Elock character is. If the PCs agree, Jaran opens a *gate* for the PCs:

With a slight gesture and a brief incantation, Jaran completes a spell that creates a small inky-black rift in mid-air. Within moments, the rift grows to the size of a doorway and the blackness begins to fade, revealing hints of color. As the rift grows even larger, reaching the ceiling at its highest point, the blackness gives way entirely to a view of lush grasslands with the majestic Barrier Peaks on the horizon.

12: INTO THE VALLEY

This encounter occurs when the PCs are *gated* into the Valley of the Mage by Jaran.

The exit for the *gate* was intentionally placed by Jaran near the headquarters of the First Protector of the Vale, Tysiln San. He wants them to contact her as soon as possible and, thus, made sure they would be noticed. As soon as they arrive, the PCs are spotted by some of Tysiln's scouts, a group of valley elves. The scouts gather reinforcements before attempting to ambush the PCs and capture them. Read:

As you step through the gate into the dense grasslands beyond, the sudden return of color to the world seems to assault your sense. As you acclimate yourself, you can see a keep in the distance.

Ten minutes after arriving in the Valley, or sooner if they are trying to leave the area in a manner that might get them off-track for the adventure, allow the PCs to make DC 35 Spot and Listen checks. Any who succeed notice movement in the thickets all around them. Five rounds later, the elves are in position.

Without warning, arrows come arcing through the sky from the thickets around you, striking the ground all around you. Or, perhaps that is the warning. A voice calls out in elven.

The voice demands that the PCs identify themselves and state their reason for coming to the Valley of the Mage. If no one responds, the demand is repeated in Common.

If the PCs mention Tysiln or Jaran, they are asked to explain their connection to either of the individuals in more detail. If the PCs say that they have information on Jaran's location, have worked with Tysiln before, or that they seek an audience with Tysiln, they will be escorted to the keep under guard. The PCs *must* relinquish their weapons, spell component pouches, and holy symbols; they may only keep their weapons with a DC 50 Diplomacy check or if, for some reason, they are

physically incapable of parting from the weapon. In either case, the weapons are bound by the elves. Loosing the weapon requires a DC 30 Use Ropes check and a full-round action.

After collecting anything that might be deemed threatening, the valley elves lead you to the keep you saw in the distance. Throughout the two-hour march, the sentries keep you boxed in, still wary of any actions you might take.

A large number of valley elves and a handful of gnomes defend the keep, and they all eye you suspiciously as you are marched swiftly through the courtyard, into the main structure, down to a basement level, and into a large room. While the room is well-appointed and obviously intended for guests, it is also meant to contain those guests. The heavy door has an outer keyhole, brackets for a bar on the outside, and neither on the inside.

Your elven guard ushers you inside and brusquely commands you to wait here until the First Protector is ready to see you. It is not as if you have a choice in the matter, though, as you hear a bolt thrown and a bar placed on the outside of the door.

COUNTERINFORMATION

One hour after being left in their suite, the PCs are approached by a spy in the employ of Elock, a valley elf named Ruyel. Elock has told Ruyel that Tysiln has become frustrated by her inability to find Jaran and has turned to outside aid. According to Elock, Tysiln has recently begun following the orders of Eclavdra, in exchange for her assistance finding Jaran. In addition to being the high priestess of Lolth, Eclavdra has been in the City of Skulls, Dorakaa, for the last several years as an envoy to Iuz. Ruyel worries that Tysiln may betray the Vale, that she might seek the Power of the Valley for herself, Eclavdra, or even Iuz himself. He says that Elock is a good man that has tried to protect the Valley from outsiders. Ruyel worries what would have happened to them after Jaran disappeared if Elock had not shown up.

None of this is true. Elock is actually Sunifarel Brightrobe, a member of Iuz's Boneshadow, a group of his six most deadly spies. Sunifarel was sent by Iuz to research the Valley and find a way to subvert its powers for the Old One's use. He has been working on this for several years, but is continually stymied by Tysiln and the protections Jaran left on the Valley before leaving. Ruyel does not know these details, however; he believes what he has been told and, thus, is not lying when he shares these rumors. He does not reveal his source unless magically compelled.

AUDIENCE WITH TYSILN SAN

The next morning, the PCs are led to an audience chamber to meet Tysiln San, First Protector of the Vale. Modify the following text to suit what the party told the valley elf scouts. Read:

You are left alone in what is effectively your lavish cell until the next morning. Shortly after dawn, the elves return. They bring with them a meager breakfast and tell you to eat it as you walk to the audience chamber.

A short walk later, you enter a spartan chamber. Sitting at one end is a drow female. As soon as she sees you, she leaps to her feet.

[Tysiln]: *"You have news of Jaran?! Quickly, tell me everything!"*

Tysiln has been searching for her lost lover, Jaran, for several years. The years of loneliness and failure have been slowly driving her mad. She has become paranoid and delusional and craves revenge on any that may have been involved in Jaran's disappearance. Her condition has been worsening significantly over the past few months, partially due to the work of Elock, who is attempting to make her crack completely so he can finally be rid of her.

Tysiln has learned the location of the Source, but will not share it with anyone. The PCs must cajole her, barter information, or openly inform her of everything they know of Jaran.

If the PCs ask about the location of the Source, Tysiln grips her staff tightly and glares at them. She accuses them of working for "him", but does not say who "he" is or what exactly she means. You should make it obvious that she knows where the Source is, but does not share the information.

If the PCs mention Elock, Tysiln seems to lose her focus and slip into a loosely controlled rage.

[Tysiln]: *"Elock! Elock. He is behind this, I know it! He showed up soon after Jaran disappeared, looking for the Power of the Valley! I supported him at first, but lately he has been thwarting my attempts to find Jaran... everyone stands in my way! He is a servant of the Old One, here to seek the Power for Old Wicked! His spies are everywhere..."*

Tysiln begins looking furtively about the room, as if she expects to be attacked at any moment.

If the PCs question her about how she would know that Elock serves Iuz, she explains that he looks evil, his face looks a bit like a skull, and he smiles a lot. That seems to be conclusive proof to her.

If the PCs mention Jaran, Tysiln shifts to a strangely sweet attitude as she asks the PCs to please share anything they know of Jaran. Unless the PCs reveal the full story of the Plane of Shadow, she soon begins scowling at them as she suspects them of lying or holding back information. If the PCs do share the full story of Jaran, either freely or as part of a bargain, Tysiln becomes ecstatic, but with an odd glint in her eyes.

[Tysiln]: *"Oh, this is fantastic news! Jaran is alive and will return to me soon! We must start preparing; there is so much to be done."*

Her smile twists into a cruel shape as she continues.

[Tysiln]: *"We must secure the full Power of the Valley for Jaran. He will need it in the coming weeks. There are many that must pay for their hand in this! We will seek them all out and destroy them! After we make them talk, tell us their secrets, tell us who else helped..."*

Tysiln then shares the location of the Source with the PCs, a large complex of ruins two days' ride to the southeast. She asks them to bring the Source back to her so she can give it to Jaran.

If the PCs mention that Jaran wants the Source left alone, Tysiln gets a confused look on her face and seems to think for a few moments before speaking.

[Tysiln]: *"So. Even he has betrayed me. I knew it would come to this; I knew he had left me. Fine, you must secure the Power for ME and I will do what is necessary. I will make them pay, even him."*

Development: She does not calm down after this point. She continues to either rant about being betrayed and abandoned or talk about how happy she is, depending on what the PCs said to her. The PCs should leave her to her madness and slip out of the audience chamber.

13: THE RUINS

This encounter occurs when the PCs reach the ruins that contain the Source. It is a two-day ride from Tysiln's keep, though the PCs may use other modes of travel that are faster. The inhabitants of the valley do not hinder them on this journey – in fact the PCs see almost no one before they reach the Source.

Dense forests and heavy undergrowth have been the norm for the last portion of your journey; however, a clearing ahead and what lies there indicate that you have reached your destination.

Amidst the large clearing, or what used to be a clearing, are the ancient ruins of a temple complex. The trees began their assault centuries ago, their roots and branches slowly tearing apart the ruins, brick by brick. The central pillars and buildings seem mostly intact though lacking ceilings in most places. Reliefs of eyes adorn most surfaces, with ten-foot wide carvings on each side of the central tower.

Just inside the clearing are the corpses of two humanoids. Sounds of battle can be heard echoing through the complex.

Imagine the ruin complex as something similar to the ruins of Bayon, only with eyeballs instead of faces

(<http://en.wikipedia.org/wiki/Bayon>). A DC 10 Knowledge (religion) check identifies the eyes as symbols of Boccob.

The two bodies are Iuzians that were killed by the guardians. They carry skull symbols, but the rest of their possessions have been looted by the other Iuzians that came later. The first body looks desiccated; a DC 15 Heal check shows that he seemed to die of old age. The second body has been beaten to a pulp; a DC 10 Heal check shows that he died from bludgeoning weapons.

As the PCs explore the ruins, describe obvious sounds of combat around them. They should come across occasional Iuzian corpses and strangely placed piles of rubble. If you wish to draw a map, you may do so, but it is not necessary for the exploration of the ruins. As the PCs near the central building, they are attacked by guardians of the complex, a ruin chanter and ruin elementals. Refer to GM Aid 7: Map of the Ruins for the layout of this encounter.

As you work your way through the ruins, you notice one of the walls begin to move and take form. From a shadowed archway, you see a lanky creature emerge.

Creatures: Scarecrow guards this particular section of the ruins dutifully, killing or chasing off intruders as ordered by his master, the Keeper. He has called a number of ruin elementals to serve him. The ruin elementals pummel any who enter this area, following Scarecrow's commands unquestioningly.

APL 8 (EL 12)

➤ **Scarecrow:** de-evolved ruin chanter: hp 102; Appendix 1.

➤ **Ruin Elemental:** hp 120; Appendix 1.

APL 10 (EL 14)

➤ **Scarecrow:** ruin chanter: hp 190; Appendix 1.

➤ **Ruin Elemental:** hp 120; Appendix 1.

APL 12 (EL 16)

➤ **Scarecrow:** ruin chanter: hp 190; Appendix 1.

➤ **Advanced Ruin Elemental:** hp 325; Appendix 1.

APL 14 (EL 18)

➤ **Scarecrow:** ruin chanter seeker of the song 3: hp 264; Appendix 1.

➤ **Advanced Ruin Elemental (2):** hp 325; Appendix 1.

APL 16 (EL 21)

➤ **Scarecrow:** ruin chanter seeker of the song 6: hp 299; Appendix 1.

➤ **Advanced Ruin Elemental (2):** hp 435; Appendix 1.

Preparation: At APL 12 and higher, Scarecrow begins combat with his inspire courage ability active (already reflected in appropriate stat blocks). At APL 14, he has

combined songs to also include a *dirge of the frozen loss*. At APL 16, he has a *hymn of spelldeath* active in place of the *dirge*, making it extremely difficult for any PCs in the chamber to cast spells.

Tactics: Scarecrow uses his bardic abilities to enhance and motivate the elemental(s) that serve him and his superior flight and Tumble skill to avoid melee combat at all costs. He uses his infirmity of mind and infirmity of body abilities intelligently and liberally, selecting the best targets for each. Additional tactics vary by APL. The ruin elementals follow relatively straightforward tactics, pummeling nearby PCs with melee attacks and throwing rocks at PCs they cannot reach. The ruin elementals will use their Shockwave ability as often as possible in an attempt to prevent PCs from being able to take full attacks.

APL 8 - 10: Same as above.

APL 12: Same as previous APLs except the ruin elemental is now capable of using Awesome Blow to knock PCs away from Scarecrow if given the opportunity.

APL 14: Same as previous APLs except Scarecrow uses his seeker music abilities to maximum effect, combining them with his other bardic music abilities and alternating between songs most useful to any given situation. A favored tactic is to make use of the *dirge of frozen loss*, refrain as a swift action every round to deal cold damage to the PCs and cause them to become fatigued.

APL 16: Same as previous APLs except Scarecrow keeps his *hymn of spelldeath* active at all times, preventing any PC that can hear it from casting spells (unless that PC is able to make an abnormally high Concentration check). He uses his combine songs and subvocalize abilities to utilize his other offensive songs as swift actions while consistently targeting PCs with Infirmity of Mind and Infirmity of Body.

Treasure: Refer to the Treasure Summary to determine what treasure the Scarecrow carries.

Development: After fighting the ruin guardians, the PCs are free to continue to the central building and Encounter 14.

14: THE KEEPER

This encounter occurs after the PCs have defeated the ruin's guardians and continued to the central building. They find a stairway that leads to an underground chamber containing the Keeper of the Source.

You proceed down the stairs at the center of the temple complex. The narrow width and low ceiling make it a bit uncomfortable, but the passage soon opens into a chamber. Several mummified corpses litter the floor, all within a few feet of the entrance. As your gaze moves past the corpses, you see a creature similar to the one you just fought, yet with an indefinable ominous appearance. It seems older,

its pointed hat and cloak archaic, yet intact. The creature seems less vibrant than the other, merely watching you with calm, glowing eyes. It speaks to you with a voice somehow reminiscent of sand falling through an hourglass.

[Keeper]: *"Welcome mortals. I am the Keeper of the Spiral of Shothragot, what you call the Source of the Power of the Valley, which is not far from the truth, though it is far from the full truth. The gods have told me of your coming. Unlike any that have come before, since the time of the Great Pact of Gods, I am to let you pass. You must decide the fate of the Spiral. Their magicks no longer contain it."*

Roleplay the Keeper explaining the information listed below. The Keeper is an enigmatic and reserved creature that shares what knowledge it has, if asked.

Sometime during the roleplaying, read:

As you parlay with the Keeper, he suddenly raises his hand and points, seemingly at you. Behind, though, you hear a soft thud. A human dressed in black silks, apparently attempting to sneak into the room, lies on the ground, convulsing. As you watch, she seems to age before your eyes, quickly passing from middle to old age. Within a minute the human is no longer recognizable, merely another mummy amidst the other corpses.

The Keeper has been tasked by the gods with defense of the Spiral and has maintained his vigil for over a thousand years, using his advanced infirmity abilities to kill any who made it this far. However, the Spiral of Shothragot slowly has been accumulating power and has recently reached a level where it can directly contact any who seek it. The Keeper has recently been instructed by the gods that the Spiral can no longer be protected. Apart from direct divine intervention, it will be impossible to keep the Spiral of Shothragot hidden and safe for much longer. Mortals must be allowed to determine the Spiral's fate. The gods hope their decision does not jeopardize Tharizdun's prison, but their pact keeps them from intervening directly, for now.

If asked about the Spiral of Shothragot and its effects on the Valley, the Keeper explains that the Spiral infuses the rivers of the Valley of the Mage with an essence of itself, flowing forth from the pool in the next room. The Black One of the Valley can exert influence over these powers, gaining unique magical abilities by channeling the essence of the Spiral of Shothragot. Destruction or removal of the Spiral would likely eliminate this effect.

Development: After their discussions with the Keeper, he allows them to proceed past him to the room that contains the Spiral of Shothragot.

15: THE SPIRAL THE POOL

This encounter occurs after the PCs have talked to the Keeper and moved on to the next room.

Following the sole passage behind the Keeper, you soon arrive in a chamber that houses an underground pool from which a stream flows into the bedrock. The water is an unnaturally dark, purple color and is completely opaque. There is nothing else of interest in the room, though you hear strange whisperings as you move closer.

For purposes of this encounter, the pool is 50 feet square and 50 feet deep. The Source is located in an arbitrary square at the bottom; choose the Source's location square at the beginning of the encounter.

The "Source" that is coveted by so many is in fact a large spiral of purple metal that rests at the bottom of this pool. What the PCs should have figured out by now is that the *Spiral of Shothragot* is in fact one of the keys to the prison that contains Tharizdun. In addition to serving as a key to Tharizdun's prison, the *Spiral* contains the essence Shothragot, an elder evil and chief creation of Tharizdun, the dark deity himself. Weak and nearly powerless after years of undisturbed slumber, it siphons power from the prayers of its unwitting servants in the Valley of the Mage, biding its time until it gains the strength it needs to set in motion the final events that would see its master free. That time now draws near and, thus, Shothragot has allowed itself to be found (which is why Tysiln and Elock know of its location). Its presence in the Valley is not without side effects; the raw power or the *Spiral of Shothragot* has saturated the water in this pool, which feeds all the rivers of the entire Valley. Whosoever serves as the Black One of the Valley of the Mage is able to tap into the power within the rivers that flow throughout the Valley, unknowingly channeling a small fraction of Tharizdun's essence.

It should be clear to the PCs at this point that there is only one place the *Spiral of Shothragot* could be – within the pool. While it may not appear so, the liquid in the pool is actually water. It has been turned an opaque purple by the taint of the essence of Shothragot. Furthermore, the pool is filled with hundreds of black cysts that have been spawned by the essence of Shothragot. These cysts cannot be seen from the surface of the water. Any PC that casts *detect evil* within this chamber is stunned for one round due to the overpowering nature of the evil within the pool. A *detect magic* spell reveals overwhelming abjuration magic radiating from the pool.

Apart from the color, the water within the pool is otherwise normal. For purposes of using the Swim skill, the water is considered calm (DC 10). Rules for holding one's breath apply as normal. PCs may choose to sink to the bottom of the pool in 2 rounds, rather than swimming, but they hit all the cysts on the way down, forcing a Fortitude save for each 5 foot square through which they pass.

Note that, due to the color of the pool, vision is reduced to 5 feet. This means that PCs can only see adjacent squares, which means they must move to a square adjacent to the *Spiral* in order to see it. A DC 15 Spot check is required to notice the *Spiral* even when in a square adjacent to it. PCs in the same square as the *Spiral of Shothragot* automatically find it.

The Cysts

As noted in the trap entry below, each square within the pool contains a black cyst floating within the water. See the trap entry below for their abilities and effects. In addition, the sheer quantity of cysts floating in the water makes it very difficult for PCs to move through the water. Movement through squares containing cysts is reduced to one quarter normal (minimum 5 feet). While a *freedom of movement* effect may enable a PC to move freely through the water, it does not permit a PC to overcome the movement restriction imposed by the cysts.

Trap: The pool in this chamber is fifty feet square and fifty feet deep. The hundreds of black cysts floating within the pool wield a small portion of Shothragot's power, capable of transforming those they come in contact with into amorphous, gibbering masses and of releasing devastating arcane energy upon those nearby. The EL of this encounter has been increased by 2 due to the movement and visibility restrictions within the pool and the additional powers of the essence of Shothragot contained within the *Spiral*.

GM Note: The *Spiral of Shothragot* and cysts are epic level creations; mortal magic and abilities do not negate or prevent any of the direct effects of the trap or the *Spiral* (likewise, none of the effects are nullified in the presence of *antimagic field*). However, secondary effects, such as the energy exploding from the cysts, can be reduced, such as by using *resist energy*. For similar reasons, the *Spiral* cannot be detected by any means other than visual contact within 5 feet and cannot be lifted by *mage hand*, *telekinesis*, or similar effects; it must be picked up by hand.

APL 8 (EL 12)

- ✧Black Cysts: Appendix 1.
- ✧Elemental Seepage: Appendix 1.

APL 10 (EL 14)

- ✧Black Cysts: Appendix 1.
- ✧Elemental Seepage: Appendix 1.

APL 12 (EL 16)

- ✧Black Cysts: Appendix 1.
- ✧Elemental Seepage: Appendix 1.

APL 14 (EL 18)

- ✧Black Cysts: Appendix 1.
- ✧Elemental Seepage: Appendix 1.

APL 16 (EL 20)

- ✧Black Cysts: Appendix 1.
- ✧Elemental Seepage: Appendix 1.

The Spiral

The *Spiral* that contains the essence of Shothragot rests at the bottom of the pool. A portion of Shothragot's madness manifests itself within a 30 foot radius of the spiral. Any creature that comes within 30 feet of the *Spiral of Shothragot* must succeed at a Will save each round (DC 12 + APL) or suffer 1 point of Wisdom drain.

A PC that comes in contact with the *Spiral of Shothragot* (typically by picking it up) becomes linked with the essence of Shothragot and is instantly filled with the memories of untold suffering the being endured as it fled the dreadful magic of the Baklunish and Suloise, the madness it embraced as its body reformed into its horribly bloated state, and its agony of being trapped within this vessel with only a fraction of its true power.

Once a PC has the *Spiral of Shothragot* in hand, it becomes obvious that the power contained within it is too great for him to control for more than a few moments. While holding the *Spiral*, any PC instantly knows that he has the ability to grant the power contained within the *Spiral* to any individual, including himself. It will become obvious to any PC with ranks in Spellcraft that the power of the *Spiral of Shothragot* can only be controlled by an extremely powerful spellcaster. Shothragot wants the PCs to grant its power to Elock (Sunifarel Brightrobe), knowing full well that Elock's master, Iuz, will try to use it to harness the essence of Tharizdun and possibly provide a chance for Tharizdun to escape in the process. If a PC attempts to grant the *Spiral's* power to Elock, Shothragot does not resist. If the PC attempts to grant the power to anyone else, it resists. Do not tell the players what the *Spiral of Shothragot* wants; just have the *Spiral* react appropriately based on their actions.

Contest of Wills

In order to perform an action that is against Shothragot's wishes, a PC in possession of the *Spiral* must succeed in a contest of wills with the essence of Shothragot contained within. Unlike against normal intelligent items, the PC must win successive ego battles (DMG 271) against the *Spiral of Shothragot*; it has an ego of 23. The PC must make a new check each round until either he succeeds three times or fails three times. Each success provides a cumulative +2 bonus to future checks and each failure provides a cumulative -2 penalty to future checks. If he succeeds, he wins the contest of wills and may grant the power of the *Spiral* to whomsoever he wishes, including himself. If he fails, the *Spiral of Shothragot* wins and forces him to grant the power of the *Spiral* to Elock. Note, this process does not grant the power directly, it merely allows the wielder to grant the power.

Whosoever controls the power of the *Spiral* is immediately aware of this fact and can use this power to summon the *Spiral of Shothragot* to his possession.

Contacting Jaran

If the PCs contact Jaran, he directs them to grasp the *Spiral* with one hand, the stone he gave them with the other, and think the word 'obfuscate'. He says that this should mask the *Spiral's* location as long as it stays where it is, but that the masking will break if it leaves the pool or Valley.

If the PCs wish to follow his instructions, they must make their way to the *Spiral* through the pool, as above.

Development: Once a PC has gained control of the *Spiral*, the black cysts cease their attacks and the trap becomes effectively disabled. Proceed to the Conclusion, where the PCs determine who gets the power of the *Spiral of Shothragot*.

CONCLUSION

This encounter occurs after the PCs have recovered the *Spiral*.

Removed the *Spiral*

If the PCs removed the *Spiral* of Shothragot from the pool, read:

Soon after the Spiral of Shothragot is removed from the pool, the water begins to clear, returning to a more natural state. You can see now the black cysts within the water, though it is apparent that they will not survive long without the Spiral to feed their malignant nature. However, the psychotic whispering you felt when you first entered the room, apparently a telepathic effect of the Spiral, shows no signs of weakening.

The PCs must now decide what to do with the *Spiral* of Shothragot. If they confer its powers to anyone other than another PC at the table, read:

Moments after your decision to confer the Spiral's power, it disappears, apparently called by its new owner.

If the PCs confer the power to a PC at the table, address the following to that PC.

The will of the Spiral seems to embody both destruction and a cold emptiness. Though you have managed to exert control over it, for now, you can still feel whatever power is contained within, struggling to escape or perhaps consume you.

The player may still, if they wish, transfer control of the *Spiral* to someone else. If they do so, read the applicable section above.

Obfuscated the *Spiral*

If the PCs helped Jaran hide the *Spiral* of Shothragot within the pool, read:

Though you have done exactly as Jaran asked, you sense no changes; the pool is still the same eerie, opaque purple color and the psychotic whispering you felt when you first entered the room, apparently a telepathic effect of the Spiral, shows no signs of weakening. Hopefully, Jaran's magic has done something.

If they no longer wish to leave the *Spiral* where it is, the PCs may go back into the pool to retrieve the *Spiral* and confer its powers to someone. Do not run them through the pool trap effects again; Jaran's magic has temporarily suppressed those effects.

Exiting the Ruins

As the PCs exit the ruins, read:

As you exit the ruins, you note that the area is strangely devoid of any creatures, the Keeper, his guardians, or the Iuzians. Thanks to your actions, perhaps the Spiral is now safe.

CAMPAIGN CONSEQUENCES

If this adventure is played before July 1st, please complete the questionnaire on the last page. Submit the results to your convention coordinator and/or iuzcircle@gmail.com.

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.

3: Wicked Librarian

Defeat the incorporeals

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

7: The Maze

Disable or escape the trap

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

9: Jubilex's Grasp

Defeat the spawns of Jubilex

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	510 XP
APL 16	570 XP

10: Fountain of Screams

Defeat the demons

APL 8	300 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

11: The Prison

Defeat Garivex and his guardians

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

13: The Ruins

Defeat the ruin chanter and ruin elementals

APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP
APL 16	630 XP

15: The Spiral

Recover the *Spiral of Shothragot* from the pool or help Jaran mask the *Spiral*

APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP
APL 16	600 XP

Story Award

[Navigating the maze (7: The Maze) on the first attempt and within 3 rounds] OR [Navigating the maze on the first attempt within 5 rounds, if the trap was disabled]

APL 8	450 XP
APL 10	540 XP
APL 12	630 XP
APL 14	720 XP
APL 16	810 XP

Navigating the maze (7: The Maze) on the second attempt within 3 rounds:

APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

Total Possible Experience

APL 8	2730 XP (2250 max)
APL 10	3270 XP (2700 max)
APL 12	3780 XP (3150 max)
APL 14	4320 XP (3600 max)
APL 16	4860 XP (4050 max)

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.

2: Research

APL 8: M: 1206 gp, Handout #1 – *crest of valor* (166 gp), #2 – *bracers of accuracy* (333 gp), #3 – *chronocharm of the uncaring archmage* (41 gp), #4 – *greater demolition crystal* (500 gp), #5 – *amulet of teamwork* (166 gp); Total 1206 gp.

APL 10: M: 2775 gp, Handout #1 – *periapt of valor* (333 gp), #2 – *helm of the hunter* (750 gp), #3 – *greater crystal of arcane steel* (500 gp), #4 – *rapier of desperate measures* (776 gp), #5 – *horn of resilience* (416 gp); Total 2775 gp.

APL 12: M: 3159 gp, Handout #1 – *gauntlets of war* (333 gp), #2 – *bow of songs* (1027 gp), #3 – *circlet of mages* (416 gp), #4 – *rod of cats* (883 gp), #5 – *torc of heroic sacrifice* (500 gp); Total 3159 gp.

APL 14: LM: 5173 gp, Handout #1 – *tabard of valor* (1333 gp), #2 – *quiver of energy (cold)* (1250 gp), #3 – *third eye penetrate* (666 gp), #4 – *boots of tracklessness* (916 gp), #5 – *dove's harp* (1008 gp); Total 5173 gp.

APL 16: M: 7816 gp, Handout #1 – *greater boots of the mountain king* (1791 gp), #2 – *goggles of the ebony hunter* (1500 gp), #3 – *greater metamagic rod of substitution (electricity)* (2025 gp), #4 – *badge of the svirfneblin* (1250 gp), #5 – *banner of the storm's eye* (1250 gp); Total 7816 gp.

11: The Prison

APL 8: M: 3294 gp, Garivex's spellbook 1 (550 gp), *headband of intellect* +4 (1333 gp), *laughing skull of Iuz* (466 gp), *mask of lies* (375 gp), *potion of glibness* (2) (175 gp), *potion of cure serious wounds* (62 gp), *vest of resistance* +2 (333 gp); Total 3294 gp.

APL 10: M: 4260 gp, *amulet of health* +2 (333 gp), Garivex's spellbook 2 (275 gp), Garivex's spellbook 3 (491 gp), *headband of intellect* +4 (1333 gp), *laughing skull of Iuz* (466 gp), *mask of lies* (375 gp), *potion of glibness* (2) (175 gp), *potion of cure serious wounds* (62 gp), *vest of resistance* +3 (750 gp); Total 4260 gp.

APL 12: M: 6060 gp, *amulet of health* +2 (333 gp), *deathguardian bracers* (500 gp), Garivex's spellbook 4 (450 gp), Garivex's spellbook 5 (658 gp), *gloves of dexterity* +2 (333 gp), *headband of intellect* +4 (1333 gp), *laughing skull of*

Iuz (466 gp), *mask of lies* (375 gp), *potion of glibness* (2) (175 gp), *potion of cure serious wounds* (62 gp), *ring of mystic lightning* (625 gp), *vest of resistance* +3 (750 gp); Total 6060 gp.

APL 14: M: 7835 gp, *amulet of health* +2 (333 gp), *deathguardian bracers* (500 gp), Garivex's spellbook 5 (658 gp), Garivex's spellbook 6 (558 gp), *gloves of dexterity* +2 (333 gp), *headband of intellect* +6 (3000 gp), *laughing skull of Iuz* (466 gp), *mask of lies* (375 gp), *potion of glibness* (2) (175 gp), *potion of cure serious wounds* (62 gp), *ring of mystic lightning* (625 gp), *vest of resistance* +3 (750 gp); Total 7835 gp.

APL 16: M: 11026 gp, *amulet of health* +2 (333 gp), *deathguardian bracers* (500 gp), Garivex's spellbook 5 (658 gp), Garivex's spellbook 7 (833 gp), *gloves of dexterity* +2 (333 gp), *headband of intellect* +6 (3000 gp), *laughing skull of Iuz* (466 gp), *mask of lies* (375 gp), *metamagic rod of quicken (lesser)* (2916 gp), *potion of glibness* (2) (175 gp), *potion of cure serious wounds* (62 gp), *ring of mystic lightning* (625 gp), *vest of resistance* +3 (750 gp); Total 11026 gp.

13: The Ruins

APL 8: M: 442 gp, +1 *adamantine light mace* (442 gp); Total 442 gp.

APL 10: M: 942 gp, +2 *adamantine light mace* (942 gp); Total 942 gp.

APL 12: M: 942 gp, +2 *adamantine light mace* (942 gp); Total 942 gp.

APL 14: M: 3578 gp, +2 *adamantine light mace* (942 gp), +2 *mithral shirt* (437 gp), *badge of valor* (116 gp), *cloak of charisma* +4 (1333 gp), *vest of resistance* +3 (750 gp); Total 3578 gp.

APL 16: M: 6911 gp, +2 *adamantine light mace* (942 gp), +3 *mithral shirt* (854 gp), *badge of valor* (116 gp), *cloak of charisma* +6 (3000 gp), *ring of protection* +2 (666 gp), *vest of resistance* +4 (1333 gp); Total 6911 gp.

Treasure Cap

APL 8: 2,600 gp; **APL 10:** 4,600 gp; **APL 12:** 6,600 gp; **APL 14:** 13,200 gp; **APL 16:** 19,800 gp

Total Possible Treasure

APL 8: 4,942 gp; **APL 10:** 7,977 gp; **APL 12:** 10,161 gp; **APL 14:** 16,586 gp; **APL 16:** 25,753 gp

ADVENTURE RECORD ITEMS

Guidelines: If the PCs defeat Garivex, they receive the appropriate spellbooks and the *laughing skull of Iuz*.

For each wizard freed from the trap on the Plane of Shadows, the PCs receive the associated Favor.

If the PCs recovered or hid the *Spiral of Shothragot*, they receive Path of Legends and Fate of the Spiral.

Every PC gets AR 1. Only PCs playing APL 14 or 16 or that get access to garivex's spellbooks gets AR 2.

☛ **Path of Legends:** You walk a path that thousands walked before, and only six survived. The Mythic Exemplar and Squire of Legend prestige classes (*Complete*

Champion) are Open for you; you do not need to become a member of the Disciples of Legend.

☛ **Garivex's spellbooks:** You have recovered one or more spellbooks from the wizard in the Plane of Shadow. See the special AR for more details.

☛ **Favor of Tenser:** Tenser is extremely grateful for your actions in freeing him from Iuz's insidious trap. In return, he improves your item access. You may change the access of any three items below to "Any" (from any APL you have access to). Alternatively, you may change the access of any one item from a previous AR from "Adventure" to "Any". Applicable purchase limits still apply.

☛ **Favor of Jaran:** Jaran removes any one curse or similar negative effect from any other AR. This works on anything short of direct, deific curses.

☛ **Favor of Evard:** The most erudite information broker in Oerik has given you a *sending* stone that will function 3 times. Each time you use it, he will answer one question for you, allowing you to automatically succeed on one Knowledge check.

☛ **Laughing Skull of Iuz:** Created by Iuz's Bonehearts as rewards for unswerving loyalty and service, these trinkets are prized by all spellcasters that serve Old Wicked.

Description: This human skull has been polished to a dull shine. Gleaming round emeralds are set in the eye sockets and lend it an eerie pallor.

Activation: A laughing skull of Iuz must be held in order to function, typically requiring a move action to retrieve. Once per day as a swift action, its wielder may mentally will it to begin cackling.

Effect: Once activated, the skull's mouth swings open and the skull emits a terrible, shrill cackling sound. This negates any *silence* effects within a 10-foot emanation of the skull, as per *joyful noise* (SpC). The effect lasts for 4 minutes.

Moderate Abjuration; CL 4th; Craft Wondrous Item, *joyful noise* (SpC), *sonorous hum* (SpC); 5,600gp.

☛ **Fate of the Spiral:** Your party hid the *Spiral of Shothragot* or conferred its power to someone. Note which and any details below:

- *Chronocharm of the uncaring archmage* (Adventure; MIC)
- *Demolition crystal, greater* (Adventure; MIC)
- *Laughing skull of Iuz* (Adventure; see above)
- *Mask of lies* (Adventure; MIC)
- *Periapt of valor* (Adventure; CC)
- *Potion of glibness* (Adventure; DMG; CL 7; 1050 gp)

APL 10 (all of APL 8 plus the following):

- *Crest of valor* (Adventure; CC)
- *Crystal of arcane steel, greater* (Adventure; MIC)
- *Helm of the hunter* (Adventure; MIC)
- *Horn of resilience* (Adventure; MIC)
- *Rapier of desperate measures* (Adventure; MIC)

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

- *Bow of songs* (Adventure; MIC)
- *Circlet of mages* (Adventure; MIC)
- *Deathguardian bracers* (Adventure; MIC)
- *Gauntlets of war* (Adventure, CC)
- *Rod of cats* (Adventure, MIC)
- *Torc of heroic sacrifice* (Adventure, MIC)
- *Ring of mystic lightning* (Adventure; MIC)

APL 14 (all of APLs 8-12 plus the following):

- +2 *mithral shirt* (Adventure; DMG; 5250 gp)
- *Badge of valor* (Adventure; MIC)
- *Boots of tracklessness* (Adventure, MIC)
- *Dove's harp* (Adventure, MIC)
- *Quiver of energy, cold* (Adventure, MIC)
- *Tabard of valor* (Adventure, CC)
- *Third eye penetrate* (Adventure, MIC)

APL 16 (all of APLs 8-14 plus the following):

- *Badge of the svirfneblin* (Adventure, MIC)
- *Banner of the storm's eye* (Adventure, MIC)
- *Boots of the mountain king, greater* (Adventure, MIC)
- *Goggles of the ebon hunter* (Adventure, MIC)
- *Metamagic rod of substitution, greater, electricity* (Adventure, MIC)
- *Metamagic rod of quicken, lesser* (Adventure; DMG)

Garivex's Spellbooks:

APL 8: Garivex's Spellbook 1

APL 10: Garivex's Spellbooks 2 and 3

APL 12: Garivex's Spellbooks 4 and 5

APL 14: Garivex's Spellbooks 5 and 6

APL 16: Garivex's Spellbooks 5 and 7

Garivex's Spellbook 1

5th—*overland flight*, *shadow evocation*; 4th—*heart of earth* (CM), *greater invisibility*, *repair critical damage* (SpC), *shadow conjuration*, *solid fog*; 3rd—*displacement*, *fireball*, *haste*, *lightning bolt*, *heart of water* (CM); 2nd—*bull's strength*, *false life*, *glitterdust*, *mirror image*, *scorching ray*, *see invisibility*; 1st—

ITEM ACCESS

APL 8:

- +1 *adamantine light mace* (Adventure; DMG; 5305 gp)
- *Amulet of teamwork* (Adventure; MIC)
- *Bracers of accuracy* (Adventure; MIC)

grease, mage armor, protection from good, ray of enfeeblement, shield, silent image; o—detect magic, mending, prestidigitation
Cost: 6500 gp

Garivex's Spellbook 2

6th—contingency, disintegrate, shadowy grappler (SpC); 5th—friend to foe (PH2), overland flight, shadow evocation
Cost: 3300 gp

Garivex's Spellbook 3

4th—dimension door, heart of earth (CM), greater invisibility, repair critical damage (SpC), shadow conjuration, solid fog; 3rd—displacement, fireball, haste, lightning bolt, heart of water (CM); 2nd—bull's strength, false life, glitterdust, mirror image, scorching ray, see invisibility; 1st—grease, mage armor, protection from good, ray of enfeeblement, shield, silent image; o—detect magic, mending, prestidigitation
Cost: 5900 gp

Garivex's Spellbook 4

7th—forcecage, solipsism (SpC); 6th—chain lightning, contingency, disintegrate, shadowy grappler (SpC), superior resistance (SpC)
Cost: 5400 gp

Garivex's Spellbook 5

5th—friend to foe (PH2), overland flight, shadow evocation, wall of force; 4th—dimension door, heart of earth (CM), greater invisibility, repair critical damage (SpC), shadow conjuration, solid fog; 3rd—displacement, fireball, haste, lightning bolt, heart of water (CM); 2nd—bull's strength, false life, glitterdust, mirror image, scorching ray, see invisibility; 1st—grease, mage armor, protection from good, ray of enfeeblement, shield, silent image; o—detect magic, mending, prestidigitation
Cost: 7900 gp

Garivex's Spellbook 6

8th—greater shadow evocation, lightning ring (SpC); 7th—forcecage, solipsism (SpC), spell turning; 6th—chain lightning, contingency, disintegrate, shadowy grappler (SpC), superior resistance (SpC)
Cost: 6700 gp

Garivex's Spellbook 7

9th—time stop; 8th—greater shadow evocation, lightning ring (SpC), moment of prescience, superior invisibility (SpC); 7th—forcecage, solipsism (SpC), spell turning, stun ray (SpC); 6th—chain lightning, contingency, disintegrate, shadowy grappler (SpC), superior resistance (SpC)
Cost: 9900 gp

SPECIAL AR

If a PC keeps the *Spiral of Shothragot*, they must take this special AR.

Spiral of Shothragot

Price (Item Level): N/A (N/A)

Body Slot: - (held)

Caster Level: 20th

Aura: Overwhelming; (DC 25) conjuration and evil

Activation: As spell used

Weight: 4 lb.

This one-foot diameter spiral is made of an unidentified purple metal. The area around the spiral is unnaturally cold and the spiral is constantly covered in a thin layer of purple frost, no matter the ambient temperature.

The *Spiral of Shothragot* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- Endless slumber (CM)
- Insanity
- Storm of fire and ice (CM)
- Wall of force

While you control the *Spiral of Shothragot*, it continually whispers in your mind, speaking of destruction, oblivion, and madness. You suffer a -6 penalty to Wisdom.

Any NPC with ranks in Knowledge (religion) automatically treats you two categories less friendly than they otherwise would.

Once per day, at a time chosen by the GM, the *Spiral* assaults your mind, forcing a DC 23 Will save versus insanity.

If you are ever more than 33 feet from the *Spiral of Shothragot* while you control it, it teleports back to you, even across planar boundaries and within effects that would normally block such transport, such as *antimagic field* or *dimension lock*.

If you attempt to take an action that directly conflicts with the interests of Tharizdun (GM's discretion), the *Spiral* initiates a prolonged ego battle (Ego 23, see DMG 271). Unlike normal ego battles, this battle continues with a new check each round until you either win three times or lose three times. Each success provides a cumulative +2 bonus to future checks and each failure provides a cumulative -2 penalty to future checks. If the spiral wins, it immediately teleports away to an unknown location.

If you wish to rid yourself of the *Spiral*, once per adventure, at the end of the adventure, you may attempt to transfer control of the *Spiral of Shothragot* to an NPC of your choice. In order to do so, you must succeed at a prolonged ego battle, as described above. If you succeed, the *Spiral* teleports away the next round. List the NPC in the Play Notes section and keep this AR for future reference. You may also spend the **Favor of Jaran** to bypass the ego battle in order to transfer control of the *Spiral*.

The *Spiral of Shothragot* is an epic-level creation; thus, mortal magics and abilities do not harm it or prevent its negative properties. It cannot be destroyed by any known means.

APPENDIX 1: APL 8

3: WICKED LIBRARIAN

ELITE WHISPER DEMON*

CR 10

* *Monster Manual IV* 46

Male whisper demon (elite array)

CE Medium outsider (chaotic, evil, extraplanar, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Aura maddening whispers (60 ft., DC 25)

Languages Common

AC 23, touch 23, flat-footed 17; Dodge, Mobility (+6 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 138 (12 HD); **DR** 5/cold iron or good

Immune *confusion*, electricity, *hypnotism*, insanity, poison, Wisdom damage and drain

Resist acid 10, cold 10, and fire 10

Fort +13, **Ref** +14, **Will** +15

Speed fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 incorporeal touches +18 (3d6)

Base Atk +12; **Grp** –

Atk Options aligned strike (chaotic, evil), Flyby Attack

Abilities Str –, Dex 23, Con 20, Int 10, Wis 6, Cha 25

SQ create spawn, incorporeal traits, madness

Feats Ability Focus (maddening whispers), Dodge, Flyby Attack, Improved Natural Attack (incorporeal touch), Mobility

Skills Bluff +22, Hide +21, Intimidate +24, Knowledge (arcana) +15, Knowledge (religion) +15, Listen +13, Sense Motive +13, Spot +13

Maddening Whispers (Su) Any living creature within 60 feet of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 25 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demon's maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma-based. This ability does not allow a whisper demon to exercise mental control over a creature, and thus the *protection from evil* spell does not provide immunity to this effect. Demons are immune to a whisper demon's maddening whispers.

Create Spawn (Su) A living creature that kills itself within 60 feet of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created by a whisper demon in excess of this limit arise free-willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to *confusion* and *insanity* effects. In addition, anyone targeting a

whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Description An insubstantial, ghostly, demonic creature lurks and leers. Though humanoid in shape, it has distorted features. Its brow looms over its face, and its distorted chin thrusts forward. Its flesh is a mottled green.

ELITE ALLIP

CR 6

Advanced 12 HD allip (elite array)

NE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Lifesense; Listen +16, Spot +16

Aura babble (60 ft., DC 23)

Languages Common

AC 20, touch 20, flat-footed 17; Dodge, Mobility (+3 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 108 (12 HD)

Immune incorporeal immunities, undead immunities

Resist turn resistance +2

Fort +4, **Ref** +7, **Will** +9

Speed fly 30 ft. (6 squares) (perfect); Spring Attack

Melee incorporeal touch +9 (1d4 Wisdom drain)

Base Atk +6; **Grp** –

Atk Options Spring Attack, wisdom drain

Abilities Str –, Dex 16, Con –, Int 13, Wis 12, Cha 25

SQ incorporeal traits, madness, undead traits

Feats Dodge, Lifebond, Lifesense, Mobility, Spring Attack

Skills Hide +18, Intimidate +22, Listen +16, Search +16, Spot +16

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 23 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su) An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Description The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

7: THE MAZE

PRISMATIC RAY TRAP

CR 10

Description This chamber is located at the entrance to the maze of mirrors located in the cellar of the Magic Box tavern. Any who enter or fail to navigate their way through the maze of mirrors inevitably find themselves here. The chamber consists entirely of magically enhanced mirrors that serve to not only make it difficult to find one's way out of the chamber, but also to conceal a turret that fires numerous prismatic ray spells throughout the chamber. The mirrors within the chamber reflect *prismatic ray* spells cast within the chamber until each ultimately strikes (or misses) a victim.

Search DC 35; **Type** Magical

Trigger proximity (*true seeing*); **Init** +5

Effect *prismatic ray* (SpC) (+10 ranged touch, DC 17, cast at every PC in the chamber, CL 10th); re-roll if result is a 6 (*plane shift*)

Recharge 4 (at the beginning of each round after the first, roll 1d6 – on a 3 or lower, the trap does not trigger on that round)

Duration 13 rounds

Destruction AC 20; hp 25 (each mirror; reduce the Search DC by 2 and a cumulative 5% miss chance on all rays for each mirror broken); mirrors magically self-repair after 5 rounds

Disarm Disable Device DC 30 (disarming the central turret disables the entire trap); time required to disarm is doubled

9: JUBILEX'S GRASP

LESSER SPAWN OF JUBILEX*

CR 8

**Monster Manual V* 162

CE Large elemental (extraplanar, water)

Init +1; **Senses** blindsense 60 ft., darkvision 60 ft.;

Listen +7, Spot +6

Languages Aquan

AC 18, touch 10, flat-footed 17

(-1 size, +1 Dex, +8 natural)

hp 68 (8 HD); **DR** 5/–

Immune elemental immunities

Fort +10, **Ref** +3, **Will** +3

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +12 (2d8+7 plus slimy infestation)

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

Base Atk +6; **Grp** +17

Atk Options Cleave, Power Attack

Special Actions slimy infestation, sludge form

Abilities Str 25, Dex 12, Con 19, Int 4, Wis 13, Cha 10

SQ elemental traits

Feats Cleave, Improved Natural Attack (slam), Power Attack

Skills Climb +15, Hide -3, Jump +11, Listen +7, Spot +6

Sludge Form (Ex) A spawn of Jubilex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If a lesser spawn of Jubilex enters a living creature's space, that creature must attempt a DC 18 Fortitude save. On a failed save, the creature takes 2d6 points of damage and is sickened for 1 round. On a successful save, the creature takes half damage and is not sickened. This ability is effective against a given creature only once per round. The save DC is Constitution-based.

Slimy Infestation (Su) When a spawn of Jubilex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if not other creatures are in reach). It makes a slam attack with an attack bonus of +12, deal damage equal to 1d8+3. A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

Skills A spawn of Jubilex has a +8 racial bonus to Climb checks as a result of having a Climb speed.

Description A giant mass of dark liquid rears upward, its surface heaving as it spatters the area around it with globs of slime. Dozens of small red eyes dot the creature's surface, glaring at you like beacons of hunger and hate.

11: THE PRISON

GARIVEX, THE KEEPER

CR 9

Male human illusionist 7/loremaster 2

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Abyssal, Draconic, Fiendish, Undercommon

AC 20, touch 12, flat-footed 18
(+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +1 dodge [*haste*])

hp 40 (plus 33 temporary) (9 HD)

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

Speed 60 ft. (10 squares) [*haste*], base movement 30 ft., fly 70 ft. (average) [*haste*]

Base Atk +4; **Grp** +3

Atk Options Sanctum Spell, Sudden Empower, Sudden Silent

Combat Gear *headband of intellect* +4, *mask of lies*, ~~*potion of glibness*~~, *potion of cure serious wounds*, *vest of resistance* +2

Wizard Spells Prepared (CL 9th):

5th—~~*sanctum overland flight*~~, *sanctum shadow evocation* (2)

4th—~~*sanctum heart of earth* (CM)~~, *sanctum greater invisibility*, *sanctum repair critical damage* (SpC), *sanctum solid fog*

3rd—*sanctum displacement*, *sanctum fireball*, *sanctum lightning bolt* (2), ~~*sanctum heart of water* (CM)~~

2nd—~~*sanctum false life*~~, *sanctum glitterdust*, *sanctum mirror image*, *sanctum scorching ray*, ~~*sanctum see invisibility*~~

1st—*sanctum grease*, ~~*sanctum mage armor*~~, ~~*sanctum protection from good*~~, *sanctum ray of enfeeblement* (2), ~~*sanctum shield*~~, *sanctum silent image*

0—*detect magic*, *mending* (2), *prestidigitation*

Abilities Str 8, Dex 13, Con 14, Int 21, Wis 12, Cha 10

SQ familiar (rat), lore +9, the lore of true stamina

Feats Alertness, Sanctum Spell, Scribe Scroll, Skill Focus (Knowledge [the planes]), Spell Focus (illusion), Sudden Empower, Sudden Silent

Skills Bluff +41, Concentration +14, Knowledge (arcana) +17, Knowledge (the planes) +20, Knowledge (history) +13, Spellcraft +19

Possessions combat gear plus *potion of glibness* (2), prison key

Spellbook spells prepared plus 2—*bull's strength*, 3—*haste*, 4—*shadow conjuration*

Description A frail, balding Suloise man in a deep red robe grins at you, exposing rows of yellow teeth.

Power-Up Suite: The following active spells are currently reflected in Garivex's stat block: *disguise self*, *mage armor*, *protection from good*, *shield*, *false life*, *see invisibility*, *glibness*, *haste*, *heart of water*, *heart of earth*, *overland flight*.

13: THE RUINS

SCARECROW

CR 10

Male de-evolved ruin chanter*

**Monster Manual V* 132

CN Medium fey (air, earth)

Init +9; **Senses** Listen +17, Spot +17

Languages Common, Sylvan, Terran

AC 26, touch 15, flat-footed 21; Combat Expertise, Dodge, Mobility
(+5 Dex, +11 natural)

hp 102 (12 HD); **DR** 10/cold iron and magic

Immune disease, poison

SR 19

Fort +8, **Ref** +13, **Will** +10

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +1 *adamantine light mace* +10/+5 (1d6+4)

Base Atk +6; **Grp** +9

Atk Options infirmity of body, infirmity of mind

Special Actions bardic music (countersong, *fascinate* 3 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 1 creature)

Spell-Like Abilities (CL 12th):

3/day—*crushing despair* (DC 19), *rusting grasp* (+9 melee touch, DC 19), *spike stones* (DC 19)

Combat Gear +1 *adamantine light mace*

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

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Skill Focus (perform [singing])

Skills Hide +20, Knowledge (arcana) +11, Knowledge (architecture and engineering) +17, Knowledge (history) +8, Listen +17, Move Silently +20, Perform (sing) +20, Spot +17, Tumble +20

Possessions combat gear

Bardic Music (Su) A ruin chanter has the bardic music ability of an 10th-level bard (*PH* 29)

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a –4 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 21 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 21 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

RUIN ELEMENTAL*

CR 10

**Monster Manual V* 134

N Large elemental (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9

Languages Terran

AC 23, touch 9, flat-footed 23

(-1 size, +14 natural)

hp 161 (14 HD)

Immune elemental immunities, spike stones

Fort +16, **Ref** +4, **Will** +6

Speed 40 ft. (8 squares)

Melee 2 slams +19 (1d8+9)

Ranged rock +19 (2d6+9)

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

Base Atk +10; **Grp** +22

Atk Options Improved Bull Rush, Improved Sunder, Power Attack, shock wave

Special Actions rock throwing

Abilities Str 28, Dex 10, Con 24, Int 9, Wis 15, Cha 10

SQ elemental traits

Feats Brutal Throw, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (slam)

Skills Hide -1, Listen +9, Spot +9

Rock Throwing (Ex) Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.

Shock Wave (Ex) Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent. A typical ruin elemental has a +17 bonus on the opposed check against Medium creatures, +21 against Small creatures, and +13 against Large creatures. Creatures that fail the opposed checks are pushed back 5 feet and knocked prone.

Skills Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.

Description What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.

15: THE SPIRAL

BLACK CYSTS

CR 8

Description Hundreds of pulsating globs of impenetrable blackness float in the dark purple water of the pool. From each spills a knot of writhing tentacles.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +4

Effect *corporeal instability (SpC)* (+8 melee touch, DC 18)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 18; hp 20 (each cyst); **Regenerate** 5 (at the beginning of each round, roll 1d6 – on result of 5 or higher, all destroyed cysts regenerate)

Disarm Disable Device DC 29 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

ELEMENTAL SEEPAGE

CR 8

Description The bloated globs swell and heave before spraying a blast of coruscating purple energy in every direction.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +4

Effect blast of purple energy (automatically hit, 2d6 acid damage + 2d6 cold damage + 2d6 electricity damage + 2d6 fire damage, DC 18 Reflex half); PCs not sharing a square containing a cyst or adjacent to a square containing a cyst are not subject to this effect

Recharge 4 (at the beginning of each round, roll 1d6 – on a result of 3 or lower, the cysts do not release any energy that round)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 18; hp 20 (each cyst)

Disarm Disable Device DC 29 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

APPENDIX 1: APL 10

3: WICKED LIBRARIAN

ELITE WHISPER DEMON*

CR 12

* *Monster Manual IV* 46

Male advanced whisper demon (elite array)

CE Medium outsider (chaotic, evil, extraplanar, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +17, Spot +17

Aura maddening whispers (60 ft., DC 27)

Languages Common

AC 24, touch 24, flat-footed 17; Dodge, Elusive Target, Mobility

(+7 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 180 (16 HD); **DR** 5/cold iron or good

Immune *confusion*, electricity, *hypnotism*, insanity, poison, Wisdom damage and drain

Resist acid 10, cold 10, and fire 10

Fort +15, **Ref** +17, **Will** +17

Speed fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 incorporeal touches +23 (3d6)

Base Atk +16; **Grp** –

Atk Options aligned strike (chaotic, evil), Flyby Attack

Abilities Str –, Dex 24, Con 20, Int 10, Wis 6, Cha 25

SQ create spawn, incorporeal traits, madness

Feats Ability Focus (maddening whispers), Dodge, Elusive Target, Flyby Attack, Improved Natural Attack (incorporeal touch), Mobility

Skills Bluff +26, Hide +26, Intimidate +28, Knowledge (arcana) +19, Knowledge (religion) +19, Listen +17, Sense Motive +17, Spot +17

Maddening Whispers (Su) Any living creature within 60 feet of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 27 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demon's maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma-based. This ability does not allow a whisper demon to exercise mental control over a creature, and thus the *protection from evil* spell does not provide immunity to this effect. Demons are immune to a whisper demon's maddening whispers.

Create Spawn (Su) A living creature that kills itself within 60 feet of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created by a whisper demon in excess of this limit arise free-willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to *confusion* and

insanity effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Description An insubstantial, ghostly, demonic creature lurks and leers. Though humanoid in shape, it has distorted features. Its brow looms over its face, and its distorted chin thrusts forward. Its flesh is a mottled green.

ELITE ALLIP

CR 6

Advanced 12 HD allip (elite array)

NE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Lifesense; Listen +16, Spot +16

Aura babble (60 ft., DC 23)

Languages Common

AC 20, touch 20, flat-footed 17; Dodge, Mobility (+3 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 108 (12 HD)

Immune incorporeal immunities, undead immunities

Resist turn resistance +2

Fort +4, **Ref** +7, **Will** +9

Speed fly 30 ft. (6 squares) (perfect); Spring Attack

Melee incorporeal touch +9 (1d4 Wisdom drain)

Base Atk +6; **Grp** –

Atk Options Spring Attack, wisdom drain

Abilities Str –, Dex 16, Con –, Int 13, Wis 12, Cha 25

SQ incorporeal traits, madness, undead traits

Feats Dodge, Lifebond, Lifesense, Mobility, Spring Attack

Skills Hide +18, Intimidate +22, Listen +16, Search +16, Spot +16

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 23 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su) An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Description The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

7: THE MAZE

PRISMATIC RAY TRAP

CR 12

Description This chamber is located at the entrance to the maze of mirrors located in the cellar of the Magic Box tavern. Any who enter or fail to navigate their way through the maze of mirrors inevitably find themselves here. The chamber consists entirely of magically enhanced mirrors that serve to not only make it difficult to find one's way out of the chamber, but also to conceal a turret that fires numerous prismatic ray spells throughout the chamber. The mirrors within the chamber reflect *prismatic ray* spells cast within the chamber until each ultimately strikes (or misses) a victim.

Search DC 37; **Type** Magical

Trigger proximity (*true seeing*); **Init** +6

Effect *heightened prismatic ray* (SpC) (+12 ranged touch, DC 19, cast at every PC in the chamber, CL 12th); re-roll if result is a 6 (*plane shift*)

Recharge 4 (at the beginning of each round after the first, roll 1d6 – on a 3 or lower, the trap does not trigger on that round)

Duration 15 rounds

Destruction AC 22; hp 30 (each mirror; reduce the Search DC by 2 and a cumulative 5% miss chance on all rays for each mirror broken); mirrors magically self-repair after 5 rounds

Disarm Disable Device DC 31 (disarming the central turret disables the entire trap); time required to disarm is doubled

9: JUBILEX'S GRASP

GREATER SPAWN OF JUBILEX* CR 10

**Monster Manual V* 162

CE Huge elemental (extraplanar, water)

Init +0; **Senses** blindsense 60 ft., darkvision 60 ft.; Listen +9, Spot +9

Aura horrific presence (5 ft.)

Languages Aquan

AC 24, touch 8, flat-footed 24

(-2 size, +16 natural)

hp 126 (11 HD); **DR** 5/-

Immune elemental immunities

Fort +14, **Ref** +3, **Will** +5

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +16 (3d8+10/19-20 plus slimy infestation)

Ranged sludge orb +6/+1 (2d8+10 plus slimy infestation)

Space 15 ft.; **Reach** 15 ft.

Base Atk +8; **Grp** +26

Atk Options Cleave, Power Attack

Special Actions slimy infestation, sludge form

Abilities Str 25, Dex 10, Con 24, Int 6, Wis 15, Cha 10
SQ elemental traits

Feats Cleave, Improved Critical (slam), Improved Natural Attack (slam), Power Attack

Skills Climb +18, Hide -8, Jump +14, Listen +9, Spot +9

Horrific Presence (Su) Any creature that starts its turn adjacent to a greater spawn of Jubilex must succeed on a DC 22 Fortitude save or be forced to move 10 feet away from the monster. This movement does not provoke attacks of opportunity and does not count towards the victim's regular movement for the round. A creature unable to move is dazed for 1 round if it fails the save. The save DC is Constitution-based.

Sludge Form (Ex) A spawn of Jubilex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If a greater spawn of Jubilex enters a living creature's space, that creature must attempt a DC 22 Fortitude save. On a failed save, the creature takes 4d6 points of damage and 1 point of Con damage. The creature is sickened for 1 round. On a successful save, the creature takes half hit point damage and the Con damage is negated. The save DC is Constitution-based.

Slimy Infestation (Su) When a spawn of Jubilex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if not other creatures are in reach). It makes a slam attack with an attack bonus of +16, deal damage equal to 1d8+5. A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

Sludge Orb (Ex) A greater spawn of Jubilex can fling orbs of effluvia up to five ranger increments. The range increment is 20 feet.

Skills A spawn of Jubilex has a +8 racial bonus to Climb checks as a result of having a Climb speed.

Description This creature – if creature it is – wells up before you as a bubbling, oozing mess of dark clotted liquid. Chunks of unnameable sludge twist through its form, and its surface spatters and heaves. A single red eye dominates its mass, and dozens of smaller eyes scattered throughout its putrid form watch you.

LESSER SPAWN OF JUBILEX* CR 8

*Monster Manual V 162

CE Large elemental (extraplanar, water)

Init +1; **Senses** blindsense 60 ft., darkvision 60 ft.;

Listen +7, Spot +6

Languages Aquan

AC 18, touch 10, flat-footed 17

(-1 size, +1 Dex, +8 natural)

hp 68 (8 HD); **DR** 5/-

Immune elemental immunities

Fort +10, **Ref** +3, **Will** +3

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +12 (2d8+7 plus slimy infestation)

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

Base Atk +6; **Grp** +17

Atk Options Cleave, Power Attack

Special Actions slimy infestation, sludge form

Abilities Str 25, Dex 12, Con 19, Int 4, Wis 13, Cha 10

SQ elemental traits

Feats Cleave, Improved Natural Attack (slam), Power Attack

Skills Climb +15, Hide -3, Jump +11, Listen +7, Spot +6

Sludge Form (Ex) A spawn of Jubilex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If a lesser spawn of Jubilex enters a living creature's space, that creature must attempt a DC 18 Fortitude save. On a failed save, the creature takes 2d6 points of damage and is sickened for 1 round. On a successful save, the creature takes half damage and is not sickened. This ability is effective against a given creature only once per round. The save DC is Constitution-based.

Slimy Infestation (Su) When a spawn of Jubilex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if not other creatures are in reach). It makes a slam attack with an attack bonus of +12, deal damage equal to 1d8+3. A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

Skills A spawn of Jubilex has a +8 racial bonus to Climb checks as a result of having a Climb speed.

Description A giant mass of dark liquid rears upward, its surface heaving as it spatters the area around it with globs of slime. Dozens of small red eyes dot the creature's surface, glaring at you like beacons of hunger and hate.

11: THE PRISON

GARIVEX, THE KEEPER

CR 11

Male human illusionist 7/lore master 4

NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Abyssal, Draconic, Elven, Fiendish, Undercommon

AC 20, touch 12, flat-footed 18

(+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +1 dodge [*haste*])

hp 60 (plus 38 temporary) (11 HD)

Fort +13, **Ref** +8, **Will** +12

Speed 60 ft. (10 squares) [*haste*], base movement 30 ft., fly 70 ft. (average) [*haste*]

Base Atk +5; **Grp** +4

Atk Options Sanctum Spell, Sudden Empower, Sudden Silent

Combat Gear *amulet of health* +2, *headband of intellect* +4, *laughing skull of luz*, *mask of lies*, *potion of glibness*, *potion of cure serious wounds*, *vest of resistance* +3

Wizard Spells Prepared (CL 11th):

6th—*sanctum disintegrate*, *sanctum shadow grappler* (SpC)

5th—*sanctum friend to foe*, *sanctum overland flight*, *sanctum shadow evocation* (2)

4th—*sanctum dimension door*, *sanctum heart of earth* (CM), *sanctum greater invisibility*, *sanctum repair critical damage* (SpC), *sanctum solid fog* (2)

3rd—*sanctum displacement*, *sanctum fireball* (2), *sanctum lightning bolt* (2), *sanctum heart of water* (CM)

2nd—*sanctum false life*, *sanctum glitterdust*, *sanctum mirror image*, *sanctum scorching ray*, *sanctum see invisibility*

1st—*sanctum grease*, *sanctum mage armor*, *sanctum protection from good*, *sanctum ray of enfeeblement* (2), *sanctum shield*, *sanctum silent image*

0—*detect magic*, *mending* (2), *prestidigitation*

Abilities Str 8, Dex 13, Con 16, Int 21, Wis 12, Cha 10

SQ applicable knowledge, familiar (rat), lore +11, the lore of true stamina

Feats Alertness, Greater Spell Focus (illusion), Sanctum Spell, Scribe Scroll, Skill Focus (Knowledge [the planes]), Spell Focus (illusion), Sudden Empower, Sudden Silent

Skills Bluff +42, Concentration +17, Knowledge (arcana) +19, Knowledge (the planes) +22, Knowledge (history) +19, Spellcraft +21

Possessions combat gear plus *potion of glibness* (2), prison key

Spellbook spells prepared plus 2—*bull's strength*, 3—*haste*, 4—*shadow conjuration*, 6—*contingency*

Description A frail, balding Suloise man in a deep red robe grins at you, exposing rows of yellow teeth.

Power-Up Suite: The following active spells are currently reflected in Garivex's stat block: *disguise self*, *mage armor*, *protection from good*, *shield*, *false life*, *see invisibility*, *glibness*, *haste*, *heart of water*, *heart of earth*, *overland flight*, *contingency*.

RUNIC GUARDIAN*

CR 10

**Monster Manual II* 182

N Large construct

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

Aura guard (5 ft.)

AC 33, touch 11, flat-footed 32

(-1 size, +1 Dex, +4 armor [*mage armor*], +1 dodge [*haste*], +18 natural)

hp 123 (plus 16 temporary) (17 HD); fast healing 10; **DR** 10/adamantine

Immune construct immunities

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

Speed 60 ft. (6 squares); *haste*

Melee 3 slams +19 (2d8+7 plus stunning strike)

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

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

Atk Options stunning strike (DC 25)

Special Actions find master, shield master

Spell-Like Abilities (CL 18th):

1/day—*displacement*, ~~*false life*~~, ~~*haste*~~, ~~*mage armor*~~,
repair critical damage (SpC), ~~*see invisibility*~~, *teleport*
without error

Abilities Str 24, Dex 13, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Find Master (Su) No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival. This ability functions across planar boundaries.

Guard (Ex) The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Runic Spells (Sp) A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold.

Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 st
Each arm	2 nd
Each leg	3 rd
Torso	5 th

Shield Master (Sp) A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. This ability transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability functions like the *shield other* spell (CL 25th), except that it provides no AC or saving throw bonuses.

Stunning Strike (Ex) Any creature hit by a runic guardian's slam attack must make a successful

Fortitude saving throw (DC 25) or be stunned for 1 round, in addition to taking the normal damage from the blow. The save DC is Strength-based.

Description A massive, human-shaped figure made of stone, steel, and lead stands before you. Runes inlaid with precious metals adorn its head, limbs, and torso.

Power-Up Suite: The following spells are reflected in the runic guardian's stat block: *false life*, *see invisibility*, *haste*, *mage armor*.

13: THE RUINS

SCARECROW

CR 14

Male ruin chanter*

**Monster Manual V* 132

CN Medium fey (air, earth)

Init +11; **Senses** Listen +26, Spot +26

Languages Auran, Common, Giant, Sylvan, Terran

AC 31, touch 17, flat-footed 24; Dodge, Mobility (+7 Dex, +14 natural)

hp 190 (20 HD); **DR** 15/cold iron and magic

Immune disease, poison

SR 23

Fort +12, **Ref** +19, **Will** +15

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +2 *adamantine light mace* +20/+15 (1d6+7)

Base Atk +10; **Grp** +15

Atk Options infirmity of body, infirmity of mind

Special Actions bardic music (countersong, *fascinate* 4 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 2 creatures, *song of freedom*), call ruin elemental

Spell-Like Abilities (CL 20th):

3/day—*crushing despair* (DC 21), *rusting grasp* (+15 melee touch, DC 21), *spike stones* (DC 21)

Combat Gear +2 *adamantine light mace*

Abilities Str 20, Dex 25, Con 23, Int 18, Wis 17, Cha 25

Feats Combat Expertise, Dodge, Endurance, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (light mace)

Skills Concentration +15, Hide +30, Knowledge (arcana) +20, Knowledge (architecture and engineering) +27, Knowledge (history) +27, Listen +26, Move Silently +30, Perform (sing) +30, Spot +26, Survival +26, Tumble +26

Possessions combat gear

Bardic Music (Su) A ruin chanter has the bardic music ability of a 12th-level bard (*PH* 29)

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a -6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 27 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a

confusion spell (Will DC 27 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

RUIN ELEMENTAL*

CR 10

**Monster Manual V* 134

N Large elemental (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9

Languages Terran

AC 23, touch 9, flat-footed 23
(-1 size, +14 natural)

hp 161 (14 HD)

Immune elemental immunities, spike stones

Fort +16, **Ref** +4, **Will** +6

Speed 40 ft. (8 squares)

Melee 2 slams +19 (1d8+9)

Ranged rock +19 (2d6+9)

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

Base Atk +10; **Grp** +22

Atk Options Improved Bull Rush, Improved Sunder, Power Attack, shock wave

Special Actions rock throwing

Abilities Str 28, Dex 10, Con 24, Int 9, Wis 15, Cha 10

SQ elemental traits

Feats Brutal Throw, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (slam)

Skills Hide -1, Listen +9, Spot +9

Rock Throwing (Ex) Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.

Shock Wave (Ex) Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent. A typical ruin elemental has a +17 bonus on the opposed check against Medium creatures, +21 against Small creatures, and +13 against Large creatures. Creatures that fail the opposed checks are pushed back 5 feet and knocked prone.

Skills Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.

Description What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.

15: THE SPIRAL

BLACK CYSTS

CR 10

Description Hundreds of pulsating globs of impenetrable blackness float in the dark purple water of the pool. From the each spills a knot of writhing tentacles.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +5

Effect *heightened corporeal instability* (SpC) (+10 melee touch, DC 20)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 20; hp 25 (each cyst); **Regenerate** 5 (at the beginning of each round, roll 1d6 – on result of 5 or higher, all destroyed cysts regenerate)

Disarm Disable Device DC 30 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

ELEMENTAL SEEPAGE

CR 10

Description The bloated globs swell and heave before spraying a blast of coruscating purple energy in every direction.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +5

Effect blast of purple energy (automatically hit, 3d6 acid damage + 3d6 cold damage + 2d6 electricity damage + 2d6 fire damage, DC 20 Reflex half); PCs not sharing a square containing a cyst or adjacent to a square containing a cyst are not subject to this effect

Recharge 4 (at the beginning of each round, roll 1d6 – on a result of 3 or lower, the cysts do not release any energy that round)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 20; hp 25 (each cyst)

Disarm Disable Device DC 30 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

APPENDIX 1: APL 12

3: WICKED LIBRARIAN

ELITE WHISPER DEMON*

CR 14

* *Monster Manual IV* 46

Male advanced whisper demon (elite array)

CE Medium outsider (chaotic, evil, extraplanar, incorporeal)

Init +11; **Senses** darkvision 60 ft.; Listen +21, Spot +21

Aura maddening whispers (60 ft., DC 30)

Languages Common

AC 24, touch 24, flat-footed 17; Dodge, Elusive Target, Mobility
(+7 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 202 (20 HD); **DR** 5/cold iron or good

Immune confusion, electricity, *hypnotism*, insanity, poison, Wisdom damage and drain

Resist acid 10, cold 10, and fire 10

Fort +17, **Ref** +19, **Will** +19

Speed fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 incorporeal touches +27 (3d6)

Base Atk +20; **Grp** –

Atk Options aligned strike (chaotic, evil)

Abilities Str –, Dex 24, Con 20, Int 10, Wis 6, Cha 26

SQ create spawn, incorporeal traits, madness

Feats Ability Focus (maddening whispers), Dodge, Elusive Target, Flyby Attack, Improved Natural Attack (incorporeal touch), Mobility, Necromantic Presence

Skills Bluff +31, Hide +30, Intimidate +33, Knowledge (arcana) +23, Knowledge (religion) +23, Listen +21, Sense Motive +21, Spot +21

Maddening Whispers (Su) Any living creature within 60 feet of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 30 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demon's maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma-based. This ability does not allow a whisper demon to exercise mental control over a creature, and thus the *protection from evil* spell does not provide immunity to this effect. Demons are immune to a whisper demon's maddening whispers.

Create Spawn (Su) A living creature that kills itself within 60 feet of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created by a whisper demon in excess of this limit arise free-willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to *confusion* and

insanity effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Description An insubstantial, ghostly, demonic creature lurks and leers. Though humanoid in shape, it has distorted features. Its brow looms over its face, and its distorted chin thrusts forward. Its flesh is a mottled green.

ELITE ALLIP

CR 8

Advanced 12 HD allip fighter 2

NE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Lifesense; Listen +17, Spot +18

Aura babble (60 ft., DC 23)

Languages Common

AC 20, touch 20, flat-footed 17; Dodge, Mobility
(+3 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 123 (14 HD)

Immune incorporeal immunities, undead immunities

Resist turn resistance +6

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

Speed fly 30 ft. (6 squares) (perfect); Spring Attack

Melee incorporeal touch +12(1d4 Wisdom drain)

Base Atk +8; **Grp** –

Atk Options Spring Attack, wisdom drain

Abilities Str –, Dex 16, Con –, Int 13, Wis 12, Cha 25

SQ incorporeal traits, madness, undead traits

Feats Dodge, Improved Turn Resistance, Lifebond, Lifesense, Mobility, Spring Attack, Weapon Focus (incorporeal touch)

Skills Hide +18, Intimidate +22, Listen +17, Search +16, Spot +18

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 23 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su) An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Description The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

7: THE MAZE

PRISMATIC RAY TRAP

CR 14

Description This chamber is located at the entrance to the maze of mirrors located in the cellar of the Magic Box tavern. Any who enter or fail to navigate their way through the maze of mirrors inevitably find themselves here. The chamber consists entirely of magically enhanced mirrors that serve to not only make it difficult to find one's way out of the chamber, but also to conceal a turret that fires numerous prismatic ray spells throughout the chamber. The mirrors within the chamber reflect *prismatic ray* spells cast within the chamber until each ultimately strikes (or misses) a victim.

Search DC 39; **Type** Magical

Trigger proximity (*true seeing*); **Init** +7

Effect *split ray prismatic ray* (SpC) (+14 ranged touch, DC 18, 2 rays cast at every PC in the chamber, CL 14th); re-roll if result is a 6 (*plane shift*)

Recharge 4 (at the beginning of each round after the first, roll 1d6 – on a 3 or lower, the trap does not trigger on that round)

Duration 17 rounds

Destruction AC 24; hp 35 (each mirror; reduce the Search DC by 2 and a cumulative 5% miss chance on all rays for each mirror broken); mirrors magically self-repair after 5 rounds

Disarm Disable Device DC 32 (disarming the central turret disables the entire trap); time required to disarm is doubled

9: JUBILEX'S GRASP

GREATER SPAWN OF JUBILEX* CR 10

* *Monster Manual* V 162

CE Huge elemental (extraplanar, water)

Init +0; **Senses** blindsense 60 ft., darkvision 60 ft.; Listen +9, Spot +9

Aura horrific presence (5 ft.)

Languages Aquan

AC 24, touch 8, flat-footed 24
(-2 size, +16 natural)

hp 126 (11 HD); **DR** 5/-

Immune elemental immunities

Fort +14, **Ref** +3, **Will** +5

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +16 (3d8+10/19-20 plus slimy infestation)

Ranged sludge orb +6/+1 (2d8+10 plus slimy infestation)

Space 15 ft.; **Reach** 15 ft.

Base Atk +8; **Grp** +26

Atk Options Cleave, Power Attack

Special Actions slimy infestation, sludge form

Abilities Str 25, Dex 10, Con 24, Int 6, Wis 15, Cha 10
SQ elemental traits

Feats Cleave, Improved Critical (slam), Improved Natural Attack (slam), Power Attack

Skills Climb +18, Hide -8, Jump +14, Listen +9, Spot +9

Horrific Presence (Su) Any creature that starts its turn adjacent to a greater spawn of Jubilex must succeed on a DC 22 Fortitude save or be forced to move 10

feet away from the monster. This movement does not provoke attacks of opportunity and does not count towards the victim's regular movement for the round. A creature unable to move is dazed for 1 round if it fails the save. The save DC is Constitution-based.

Sludge Form (Ex) A spawn of Jubilex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If a greater spawn of Jubilex enters a living creature's space, that creature must attempt a DC 22 Fortitude save. On a failed save, the creature takes 4d6 points of damage and 1 point of Con damage. The creature is sickened for 1 round. On a successful save, the creature takes half hit point damage and the Con damage is negated. The save DC is Constitution-based.

Slimy Infestation (Su) When a spawn of Jubilex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if not other creatures are in reach). It makes a slam attack with an attack bonus of +16, deal damage equal to 1d8+5. A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

Sludge Orb (Ex) A greater spawn of Jubilex can fling orbs of effluvia up to five ranger increments. The range increment is 20 feet.

Skills A spawn of Jubilex has a +8 racial bonus to Climb checks as a result of having a Climb speed.

Description This creature – if creature it is – wells up before you as a bubbling, oozing mess of dark clotted liquid. Chunks of unnameable sludge twist through its form, and its surface spatters and heaves. A single red eye dominates its mass, and dozens of smaller eyes scattered throughout its putrid form watch you.

11: THE PRISON

GARIVEX, THE KEEPER

CR 13

Male human illusionist 7/lore master 6

NE Medium humanoid (human)

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Abyssal, Draconic, Elven, Fiendish, Undercommon

AC 21, touch 13, flat-footed 18

(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +1 dodge [*haste*])

hp 84 (plus 42 temporary) (11 HD)

Fort +17, **Ref** +15, **Will** +17

Speed 60 ft. (10 squares) [*haste*], base movement 30 ft., fly 70 ft. (average) [*haste*]

Base Atk +6; **Grp** +5

Atk Options Sanctum Spell, Sudden Empower, Sudden Silent

Combat Gear *amulet of health* +2, *deathguardian bracers*, *gloves of dexterity* +2, *headband of intellect* +4, *laughing skull of luz*, *mask of lies*, ~~*potion of glibness*~~, *potion of cure serious wounds*, *ring of mystic lightning*, *vest of resistance* +3

Wizard Spells Prepared (CL 13th):

7th—*sanctum forcecage*, *sanctum solipsism* (SpC)

6th—*sanctum chain lightning*, *sanctum disintegrate*, *sanctum shadow grappler* (SpC), *sanctum superior resistance* (SpC)

5th—*sanctum friend to foe*, ~~*sanctum overland flight*~~, *sanctum shadow evocation* (2), *sanctum wall of force*

4th—*sanctum dimension door*, ~~*sanctum heart of earth* (CM)~~, *sanctum greater invisibility*, *sanctum repair critical damage* (SpC) (2), *sanctum solid fog* (2)

3rd—*sanctum displacement*, *sanctum fireball* (2), *sanctum lightning bolt* (2), ~~*sanctum heart of water* (CM)~~

2nd—~~*sanctum false life*~~, *sanctum glitterdust*, *sanctum mirror image*, *sanctum scorching ray*, ~~*sanctum see invisibility*~~

1st—*sanctum grease*, ~~*sanctum mage armor*~~, ~~*sanctum protection from good*~~, *sanctum ray of enfeeblement* (2), ~~*sanctum shield*~~, *sanctum silent image*

0—*detect magic*, *mending* (2), *prestidigitation*

Abilities Str 8, Dex 15, Con 16, Int 22, Wis 12, Cha 10

SQ applicable knowledge, familiar (rat), greater lore, lore +14, secret knowledge of avoidance, the lore of true stamina

Feats Alertness, Greater Spell Focus (illusion), Improved Toughness, Sanctum Spell, Scribe Scroll, Skill Focus (Knowledge [the planes]), Spell Focus (illusion), Sudden Empower, Sudden Silent

Skills Bluff +44, Concentration +19, Knowledge (arcana) +22, Knowledge (the planes) +25, Knowledge (history) +22, Spellcraft +24, Use Magic Device +7

Possessions combat gear plus *potion of glibness* (2), prison key

Spellbook spells prepared plus 2—*bull's strength*, 3—*haste*, 4—*shadow conjuration*, 6—*contingency*

Description A frail, balding Suloise man in a deep red robe grins at you, exposing rows of yellow teeth.

Power-Up Suite: The following active spells are currently reflected in Garivex's stat block: *disguise self*, *mage armor*, *protection from good*, *shield*, *false life*, *see invisibility*, *glibness*, *haste*, *heart of water*, *heart of earth*, *overland flight*, *contingency*, *superior resistance*.

ADVANCED RUNIC GUARDIAN* CR 12

**Monster Manual II* 182

N Large construct

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

Aura guard (5 ft.)

AC 33, touch 11, flat-footed 32

(-1 size, +1 Dex, +4 armor [*mage armor*], +1 dodge [*haste*], +18 natural)

hp 156 (plus 16 temporary) (23 HD); fast healing 10; **DR** 10/adamantine

Immune construct immunities

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

Speed 60 ft. (6 squares); *haste*

Melee 3 slams +24 (2d8+7 plus stunning strike)

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

Base Atk +17; **Grp** +28

Atk Options stunning strike (DC 28)

Special Actions find master, shield master

Spell-Like Abilities (CL 18th):

1/day—*displacement*, ~~*false life*~~, ~~*haste*~~, ~~*mage armor*~~, *repair critical damage* (SpC), ~~*see invisibility*~~, *teleport without error*

Abilities Str 25, Dex 13, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Find Master (Su) No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival. This ability functions across planar boundaries.

Guard (Ex) The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Runic Spells (Sp) A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 st
Each arm	2 nd
Each leg	3 rd
Torso	5 th

Shield Master (Sp) A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. This ability transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability functions like the *shield other* spell (CL 25th), except that it provides no AC or saving throw bonuses.

Stunning Strike (Ex) Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 28) or be stunned for 1 round, in addition to taking the normal damage from the blow. The save DC is Strength-based.

Description A massive, human-shaped figure made of stone, steel, and lead stands before you. Runes inlaid with precious metals adorn its head, limbs, and torso.

Power-Up Suite: The following spells are reflected in the runic guardian's stat block: *false life*, *see invisibility*, *haste*, *mage armor*.

so imposes a –6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 27 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 27 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

13: THE RUINS

SCARECROW

CR 14

Male ruin chanter*

**Monster Manual V* 132

CN Medium fey (air, earth)

Init +11; **Senses** Listen +26, Spot +26

Languages Auran, Common, Giant, Sylvan, Terran

AC 31, touch 17, flat-footed 24; **Combat Expertise**, Dodge, Mobility (+7 Dex, +14 natural)

hp 190 (20 HD); **DR** 15/cold iron and magic

Immune disease, poison

SR 23

Fort +12, **Ref** +19, **Will** +15

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +2 *adamantine light mace* +20/+15 (1d6+7)

Base Atk +10; **Grp** +15

Atk Options infirmity of body, infirmity of mind

Special Actions bardic music (countersong, *fascinate* 4 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 2 creatures, *song of freedom*), call ruin elemental

Spell-Like Abilities (CL 20th):

3/day—*crushing despair* (DC 21), *rusting grasp* (+15 melee touch, DC 21), *spike stones* (DC 21)

Combat Gear +2 *adamantine light mace*

Abilities Str 20, Dex 25, Con 23, Int 18, Wis 17, Cha 25

Feats Combat Expertise, Dodge, Endurance, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (light mace)

Skills Concentration +15, Hide +30, Knowledge (arcana) +20, Knowledge (architecture and engineering) +27, Knowledge (history) +27, Listen +26, Move Silently +30, Perform (sing) +30, Spot +26, Survival +26, Tumble +26

Possessions combat gear

Bardic Music (Su) A ruin chanter has the bardic music ability of a 12th-level bard (*PH* 29)

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing

ADVANCED RUIN ELEMENTAL* CR 13

*Monster Manual V 132

N Large elemental (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15

Languages Terran

AC 23, touch 9, flat-footed 23
(-1 size, +14 natural)

hp 325 (26 HD)

Immune elemental immunities, spike stones

Fort +22, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares)

Melee 2 slams +31 (2d6+12)

Ranged rock +31 (2d6+12)

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

Base Atk +19; **Grp** +33

Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Improved Sunder, Power Attack, shock wave

Special Actions rock throwing

Abilities Str 31, Dex 10, Con 24, Int 9, Wis 15, Cha 10

SQ elemental traits

Feats Awesome Blow, Brutal Throw, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Improved Sunder, Power Attack, Weapon Focus (slam)

Skills Hide -1, Listen +15, Spot +15

Rock Throwing (Ex) Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.

Shock Wave (Ex) Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent.

Skills Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.

Description What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.

Power-Up Suite: The advanced ruin elemental benefits from the effects of the ruin chanter's inspire courage +2 ability, already reflected in its stat block.

15: THE SPIRAL

BLACK CYSTS

CR 12

Description Hundreds of pulsating globs of impenetrable blackness float in the dark purple water of the pool. From the each spills a knot of writhing tentacles.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +6

Effect *heightened corporeal instability (SpC)* (+12 melee touch, DC 22)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 22; hp 30 (each cyst); **Regenerate** 5 (at the beginning of each round, roll 1d6 – on result of 5 or higher, all destroyed cysts regenerate)

Disarm Disable Device DC 31 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

ELEMENTAL SEEPAGE

CR 12

Description The bloated globs swell and heave before spraying a blast of coruscating purple energy in every direction.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +6

Effect blast of purple energy (automatically hit, 3d6 acid damage + 3d6 cold damage + 3d6 electricity damage + 3d6 fire damage, DC 22 Reflex half); PCs not sharing a square containing a cyst or adjacent to a square containing a cyst are not subject to this effect

Recharge 4 (at the beginning of each round, roll 1d6 – on a result of 3 or lower, the cysts do not release any energy that round)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 22; hp 30 (each cyst)

Disarm Disable Device DC 31 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

APPENDIX 1: APL 14

3: WICKED LIBRARIAN

ELITE WHISPER DEMON*

CR 14

* *Monster Manual IV* 46

Male advanced whisper demon (elite array)
CE Medium outsider (chaotic, evil, extraplanar, incorporeal)

Init +11; **Senses** darkvision 60 ft.; Listen +21, Spot +21

Aura maddening whispers (60 ft., DC 30)

Languages Common

AC 24, touch 24, flat-footed 17; Dodge, Elusive Target, Mobility
(+7 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 202 (20 HD); **DR** 5/cold iron or good

Immune *confusion*, electricity, *hypnotism*, insanity, poison, Wisdom damage and drain

Resist acid 10, cold 10, and fire 10

Fort +17, **Ref** +19, **Will** +19

Weakness

Speed fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 incorporeal touches +27 (3d6)

Base Atk +20; **Grp** –

Atk Options aligned strike (chaotic, evil)

Abilities Str –, Dex 24, Con 20, Int 10, Wis 6, Cha 26

SQ create spawn, incorporeal traits, madness

Feats Ability Focus (maddening whispers), Dodge, Elusive Target, Flyby Attack, Improved Natural Attack (incorporeal touch), Mobility, Necromantic Presence

Skills Bluff +31, Hide +30, Intimidate +33, Knowledge (arcana) +23, Knowledge (religion) +23, Listen +21, Sense Motive +21, Spot +21

Maddening Whispers (Su) Any living creature within 60 feet of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 30 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demon's maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma-based. This ability does not allow a whisper demon to exercise mental control over a creature, and thus the *protection from evil* spell does not provide immunity to this effect. Demons are immune to a whisper demon's maddening whispers.

Create Spawn (Su) A living creature that kills itself within 60 feet of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it creates. Allips created by a whisper demon in excess of this limit arise free-willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom

modifier, and they have immunity to *confusion* and *insanity* effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Description An insubstantial, ghostly, demonic creature lurks and leers. Though humanoid in shape, it has distorted features. Its brow looms over its face, and its distorted chin thrusts forward. Its flesh is a mottled green.

ELITE ALLIP

CR 10

Advanced 12 HD allip fighter 4 (elite array)

NE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Lifesense; Listen +19, Spot +19

Aura babble (60 ft., DC 24)

Languages Common

AC 20, touch 20, flat-footed 17; Dodge, Mobility
(+3 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 138 (16 HD)

Immune incorporeal immunities, undead immunities

Resist turn resistance +6

Fort +8, **Ref** +8, **Will** +10

Speed fly 30 ft. (6 squares) (perfect); Spring Attack

Melee incorporeal touch +14(1d4 × 1.5 Wisdom drain/19-20)

Base Atk +10; **Grp** –

Atk Options wisdom drain

Abilities Str –, Dex 16, Con –, Int 13, Wis 12, Cha 26

SQ incorporeal traits, madness, undead traits

Feats Dodge, Empowered Ability Damage, Improved Critical (incorporeal touch), Improved Turn Resistance, Lifebond, Lifesense, Mobility, Spring Attack, Weapon Focus (incorporeal touch),

Skills Hide +18, Intimidate +23, Listen +19, Search +16, Spot +19

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 24 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su) An allip causes 1d4×1.5 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Description The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

7: THE MAZE

PRISMATIC RAY TRAP

CR 16

Description This chamber is located at the entrance to the maze of mirrors located in the cellar of the Magic Box tavern. Any who enter or fail to navigate their way through the maze of mirrors inevitably find themselves here. The chamber consists entirely of magically enhanced mirrors that serve to not only make it difficult to find one's way out of the chamber, but also to conceal a turret that fires numerous prismatic ray spells throughout the chamber. The mirrors within the chamber reflect *prismatic ray* spells cast within the chamber until each ultimately strikes (or misses) a victim.

Search DC 41; **Type** Magical

Trigger proximity (*true seeing*); **Init** +8

Effect *heightened split ray prismatic ray* (SpC) (+16 ranged touch, DC 20, 2 rays cast at every PC in the chamber, CL 16th); re-roll if result is a 6 (*plane shift*)

Recharge 4 (at the beginning of each round after the first, roll 1d6 – on a 3 or lower, the trap does not trigger on that round)

Duration 19 rounds

Destruction AC 26; hp 40 (each mirror; reduce the Search DC by 2 and a cumulative 5% miss chance on all rays for each mirror broken); mirrors magically self-repair after 5 rounds

Disarm Disable Device DC 33 (disarming the central turret disables the entire trap); time required to disarm is doubled

9: JUBILEX'S GRASP

ELDER SPAWN OF JUBILEX*

CR 14

**Monster Manual V* 163

CE Gargantuan elemental (extraplanar, water)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft.; Listen +12, Spot +11

Aura horrific presence (5 ft.)

Languages Aquan

AC 23, touch 5, flat-footed 23
(-4 size, -1 Dex, +18 natural)

hp 216 (16 HD); **DR** 10/-

Immune elemental immunities

Fort +19, **Ref** +6, **Will** +7

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +22 (4d8+14/19-20 plus slimy infestation)

Ranged sludge orb +7/+2/-3 (3d8+14 plus slimy infestation)

Space 20 ft.; **Reach** 20 ft.

Base Atk +12; **Grp** +38

Atk Options Cleave, Power Attack

Special Actions slimy infestation, sludge form

Abilities Str 39, Dex 8, Con 29, Int 8, Wis 15, Cha 10
SQ elemental traits

Feats Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Climb +22, Hide -13, Jump +18, Listen +12, Spot +11

Horrific Presence (Su) Any creature that starts its turn adjacent to an elder spawn of Jubilex must succeed on a DC 27 Fortitude save or be forced to move 10 feet away from the monster. This movement does not provoke attacks of opportunity and does not count towards the victim's regular movement for the round. A creature unable to move is dazed for 1 round if it fails the save. The save DC is Constitution-based.

Sludge Form (Ex) A spawn of Jubilex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If an elder spawn of Jubilex enters a living creature's space, that creature must attempt a DC 27 Fortitude save. On a failed save, the creature takes 6d6 points of damage and 2 points of Con damage. The creature is sickened for 1 round and knocked prone. On a successful save, the creature takes half hit point damage, avoids being knocked prone, and the Con damage is negated. The save DC is Constitution-based.

Slimy Infestation (Su) When a spawn of Jubilex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if not other creatures are in reach). It makes a slam attack with an attack bonus of +22, deal damage equal to 1d8+7. A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

Sludge Orb (Ex) An elder spawn of Jubilex can fling orbs of effluvia up to five ranger increments. The range increment is 30 feet.

Skills A spawn of Jubilex has a +8 racial bonus to Climb checks as a result of having a Climb speed.

Description A hulking mass of tarry, steaming ooze rears impossibly high. Convulsions wrack the surface of this enormous creature as it burbles and spits chunks of its own matter into the air. Three large red eyes are evenly set around its bulk, with dozens of smaller eyes spread across the creature's skin.

10: FOUNTAIN OF SCREAMS

MATURE NABASSU*

CR 15

* *Fiendish Codex I* 49

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft., *true seeing*; Listen +23, Spot +23

Aura death-stealing gaze

Languages Abyssal, Common; telepathy 100 ft.

AC 35, touch 19, flat-footed 30

(+5 Dex, +4 deflection [*unholy aura*], +16 natural)

hp 217 (15 HD); regeneration 5; **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +24, **Ref** +18, **Will** +20

Speed 40 ft. (8 squares), fly 90 ft. (good)

Melee bite +24 (2d8+9) and 2 claws +19 (1d8+4)

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

Atk Options sneak attack +6d6,

Special Actions death-stealing gaze, feed, *summon tanar'ri*, vampiric link

Spell-Like Abilities (CL 15th):

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 melee touch; DC 25)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23

SQ camouflage, tanar'ri traits

Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will

Skills Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23 (+31 in underground or barren environments), Intimidate +26, Jump +17, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +23, Move Silently +23, Spot +23, Tumble +23, Use Magic Device +23

Camouflage (Ex) A nabassu has the ability to change the coloration of its flesh between various shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus to Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 25, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels by a 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 that creature's type. A creature that fails the DC 25 Fortitude save against this killing gaze is immediately slain. This is a death effect.

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 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 or resurrection that requires a 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 is considered lethal to a mature nabassu.

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 it saving throw. This is a necromancy effect. The save DC is Charisma-based.

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.

Power-Up Suite: The following spells are active on the mature nabassu at all times: *true seeing*, *unholy aura*.

11: THE PRISON

GARIVEX, THE KEEPER

CR 15

Male human illusionist 7/lore master 8

NE Medium humanoid (human)

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Abyssal, Draconic, Elven, Fiendish, Undercommon

AC 22, touch 14, flat-footed 18

(+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +2 dodge [*haste*])

hp 97 (plus 46 temporary) (15 HD)

Resist electricity 20

Fort +17, **Ref** +15, **Will** +18

Speed 60 ft. (10 squares) [*haste*], base movement 30 ft., fly 70 ft. (average) [*haste*]

Base Atk +7; **Grp** +6

Atk Options Sanctum Spell, Sudden Empower, Sudden Maximize, Sudden Silent

Combat Gear *amulet of health* +2, *deathguardian bracers*, *gloves of dexterity* +2, *headband of intellect* +6, *laughing skull of luz*, *mask of lies*, ~~*potion of glibness*~~, *potion of cure serious wounds*, *ring of mystic lightning*, *vest of resistance* +3

Wizard Spells Prepared (CL 15th):

8th—*sanctum greater shadow evocation*, ~~*sanctum lightning ring*~~ (SpC)

7th—*sanctum forcecage*, *sanctum solipsism* (SpC) (2), ~~*sanctum spell turning*~~

6th—*sanctum chain lightning* (2), *sanctum disintegrate*, *sanctum shadow grappler* (SpC), *sanctum superior resistance* (SpC)

5th—*sanctum friend to foe*, ~~*sanctum overland flight*~~, *sanctum shadow evocation* (2), *sanctum wall of force* (2)

4th—*sanctum dimension door*, ~~*sanctum heart of earth*~~ (GM), *sanctum greater invisibility*, *sanctum repair critical damage* (SpC) (2), *sanctum solid fog* (2)

3rd—*sanctum displacement*, *sanctum fireball* (2), *sanctum lightning bolt* (2), ~~*sanctum heart of water*~~ (GM)

2nd—~~*sanctum false life*~~, *sanctum glitterdust*, *sanctum mirror image*, *sanctum scorching ray*, ~~*sanctum see invisibility*~~

1st—*sanctum grease*, ~~*sanctum mage armor*~~, ~~*sanctum protection from good*~~, *sanctum ray of enfeeblement* (2), ~~*sanctum shield*~~, *sanctum silent image*

0—*detect magic*, *mending* (2), *prestidigitation*

Abilities Str 8, Dex 15, Con 16, Int 24, Wis 12, Cha 10

SQ applicable knowledge, dodge trick, familiar (rat), greater lore, lore +17, secret knowledge of avoidance, the lore of true stamina

Feats Alertness, Greater Spell Focus (illusion), Improved Toughness, Sanctum Spell, Scribe Scroll, Skill Focus (Knowledge [the planes]), Spell Focus (illusion), Sudden Empower, ~~Sudden Maximize~~, Sudden Silent

Skills Bluff +45, Concentration +21, Knowledge (arcana) +25, Knowledge (the planes) +28,

Knowledge (history) +25, Spellcraft +27, Use Magic Device +13

Possessions combat gear plus *potion of glibness* (2), prison key

Spellbook spells prepared plus 2—*bull's strength*, 3—*haste*, 4—*shadow conjuration*, 6—*contingency*

Description A frail, balding Suloise man in a deep red robe grins at you, exposing rows of yellow teeth.

Power-Up Suite: The following active spells are currently reflected in Garivex's stat block: *disguise self*, *mage armor*, *protection from good*, *shield*, *false life*, *see invisibility*, *glibness*, *haste*, *heart of water*, *heart of earth*, *overland flight*, *contingency*, *superior resistance*, *spell turning*, *lightning ring*.

ADVANCED RUNIC GUARDIAN* CR 14

**Monster Manual II* 182

N Huge construct

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

Aura guard (5 ft.)

AC 35, touch 10, flat-footed 33

(-2 size, +1 Dex, +4 armor [*mage armor*], +1 dodge [*haste*], +21 natural)

hp 188 (plus 16 temporary) (27 HD); fast healing 10; **DR** 10/adamantine

Immune construct immunities

Fort +8, **Ref** +10, **Will** +8

Speed 60 ft. (6 squares); *haste*

Melee 3 slams +30 (3d8+11 plus stunning strike)

Space 15 ft.; **Reach** 15 ft.

Base Atk +20; **Grp** +39

Atk Options stunning strike (DC 32)

Special Actions find master, shield master

Spell-Like Abilities (CL 18th):

1/day—*displacement*, ~~*false life*~~, *haste*, *mage armor*, *repair critical damage* (SpC), ~~*see invisibility*~~, *teleport without error*

Abilities Str 33, Dex 12, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Find Master (Su) No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival. This ability functions across planar boundaries.

Guard (Ex) The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Runic Spells (Sp) A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
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Head	1 st
Each arm	2 nd
Each leg	3 rd
Torso	5 th

Shield Master (Sp) A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. This ability transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability functions like the *shield other* spell (CL 25th), except that it provides no AC or saving throw bonuses.

Stunning Strike (Ex) Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 32) or be stunned for 1 round, in addition to taking the normal damage from the blow. The save DC is Strength-based.

Description A massive, human-shaped figure made of stone, steel, and lead stands before you. Runes inlaid with precious metals adorn its head, limbs, and torso.

Power-Up Suite: The following spells are reflected in the runic guardian's stat block: *false life*, *see invisibility*, *haste*, *mage armor*.

13: THE RUINS

SCARECROW

CR 17

Male ruin chanter* seeker of the song 3

* *Monster Manual V* 132

CN Medium fey (air, earth)

Init +12; **Senses** Listen +30, Spot +30

Languages Auran, Common, Giant, Sylvan, Terran

AC 38, touch 18, flat-footed 32; Dodge, Mobility (+6 Dex, +6 armor, +2 insight, +14 natural)

hp 264 (23 HD); **DR** 15/cold iron and magic

Immune disease, poison

Resist cold 15

SR 26

Fort +18, **Ref** +24, **Will** +22

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +2 *adamantine light mace* +25/+20/+15 (1d6+9)

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

Base Atk +11; **Grp** +15

Atk Options infirmity of body, infirmity of mind, seeker music (*burning melody*, *song of unmaking*, *dirge of frozen loss*)

Special Actions bardic music (countersong, *fascinate* 4 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 2 creatures, *song of freedom*), call ruin elemental

Spell-Like Abilities (CL 20th):

3/day—*crushing despair* (DC 25), *rusting grasp* (+15 melee touch, DC 25), *spike stones* (DC 25)

Combat Gear +2 *adamantine light mace*, +2 *mithral shirt*, *badge of valor*, *cloak of charisma* +4, *vest of resistance* +3

Abilities Str 18, Dex 27, Con 26, Int 18, Wis 18, Cha 33

SQ combine songs, rapture of the song (+2 AC)

Feats Combat Expertise, Dodge, Endurance, Improved Initiative, Mobility, Weapon Finesse, Skill Focus (perform [sing]), Linger Song

Skills Concentration +20, Hide +31, Knowledge (arcana) +29, Knowledge (architecture and engineering) +27, Knowledge (history) +27, Listen +30, Move Silently +31, Perform (sing) +40, Spot +30, Survival +24, Tumble +27

Possessions combat gear

Bardic Music (Su) A ruin chanter has the bardic music ability of a 12th-level bard (PH 29)

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a –6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 31 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 31 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Combine Songs (Ex) A seeker of the song of 2nd level or higher can combine two types of bardic music or seeker music to provide the benefits of both. The seeker chooses two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Rapture of the Song (Su) Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song. A seeker gains a +2 insight bonus to Armor Class whenever she uses her bardic music ability, seeker music, or a similar ability. At 4th level and higher, a seeker also gains a +2 insight bonus on saving throws whenever she uses her bardic music ability, seeker music, or a similar ability. At 7th level and higher, a seeker also gains damage reduction 2/— whenever she uses her bardic music ability, seeker music, or a similar ability. At 10th level, a seeker gains these abilities and also acts as though affected by a freedom of movement spell whenever she uses her bardic music ability, seeker music, or a similar ability.

Seeker Music (Su) See *Appendix 2: New Rules Items*

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine

from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

Power-Up Suite: The ruin chanter begins combat with inspire courage +3 (from having used his *badge of valor*) and a *dirge of frozen loss* active.

ADVANCED RUIN ELEMENTAL* CR 13

**Monster Manual V* 134

N Large elemental (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15

Languages Terran

AC 23, touch 9, flat-footed 23

(-1 size, +14 natural)

hp 325 (26 HD)

Immune elemental immunities, spike stones

Resist cold 15

Fort +22, **Ref** +8, **Will** +10

Speed 40 ft. (8 squares)

Melee 2 slams +32 (2d6+13)

Ranged rock +32 (2d6+13)

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

Base Atk +19; **Grp** +33

Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Improved Sunder, Power Attack, shock wave

Special Actions rock throwing

Abilities Str 31, Dex 10, Con 24, Int 9, Wis 15, Cha 10

SQ elemental traits

Feats Awesome Blow, Brutal Throw, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Improved Sunder, Power Attack, Weapon Focus (slam)

Skills Hide -1, Listen +15, Spot +15

Rock Throwing (Ex) Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.

Shock Wave (Ex) Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent.

Skills Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.

Description What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.

Power-Up Suite: The advanced ruin elemental benefits from the effects of the ruin chanter's inspire courage +3 ability as well as from a *dirge of frozen loss*.

15: THE SPIRAL

BLACK CYSTS

CR 14

Description Hundreds of pulsating globs of impenetrable blackness float in the dark purple water of the pool. From the each spills a knot of writhing tentacles.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +7

Effect *heightened corporeal instability (SpC)* (+14 melee touch, DC 26)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 24; hp 35 (each cyst); **Regenerate** 5 (at the beginning of each round, roll 1d6 – on result of 5 or higher, all destroyed cysts regenerate)

Disarm Disable Device DC 32 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

ELEMENTAL SEEPAGE

CR 14

Description The bloated globs swell and heave before spraying a blast of coruscating purple energy in every direction.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +7

Effect blast of purple energy (automatically hit, 4d6 acid damage + 4d6 cold damage + 3d6 electricity damage + 3d6 fire damage, DC 26 Reflex half); PCs not sharing a square containing a cyst or adjacent to a square containing a cyst are not subject to this effect

Recharge 4 (at the beginning of each round, roll 1d6 – on a result of 3 or lower, the cysts do not release any energy that round)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 24; hp 35 (each cyst)

Disarm Disable Device DC 32 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

APPENDIX 1: APL 16

3: WICKED LIBRARIAN

ELITE WHISPER DEMON*

CR 16

* *Monster Manual IV* 46

Male advanced whisper demon (elite array)

CE Medium outsider (chaotic, evil, extraplanar, incorporeal)

Init +11; **Senses** darkvision 60 ft.; Listen +25, Spot +25

Aura maddening whispers (60 ft., DC 32)

Languages Common

AC 24, touch 24, flat-footed 17; Dodge, Elusive Target, Mobility

(+7 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 244 (24 HD); **DR** 5/cold iron or good

Immune *confusion*, electricity, *hypnotism*, insanity, poison, Wisdom damage and drain

Resist acid 10, cold 10, and fire 10

Fort +19, **Ref** +21, **Will** +21

Weakness

Speed fly 40 ft. (8 squares) (perfect); Flyby Attack

Melee 2 incorporeal touches +31 (3d6)

Base Atk +24; **Grp** –

Atk Options aligned strike (chaotic, evil)

Abilities Str –, Dex 24, Con 21, Int 10, Wis 6, Cha 26

SQ create spawn, incorporeal traits, madness

Feats Ability Focus (maddening whispers), Dodge, Elusive Target, Flyby Attack, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Necromantic Presence, Necromantic Might

Skills Bluff +35, Hide +34, Intimidate +37, Knowledge (arcana) +27, Knowledge (religion) +27, Listen +25, Sense Motive +25, Spot +25

Maddening Whispers (Su) Any living creature within 60 feet of a whisper demon hears its maddening telepathic whispers and must succeed on a DC 32 Will save or become confused for 1 round. When rolling d% to determine the actions of a creature confused by maddening whispers, on a roll of 51 or higher, instead of the normal confusion result, the creature automatically deals damage to itself equal to its normal melee damage with the weapon it currently wields or its primary natural weapon, whichever deals more damage. A creature that succeeds on the Will save cannot be affected by the same whisper demon's maddening whispers for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma-based. This ability does not allow a whisper demon to exercise mental control over a creature, and thus the *protection from evil* spell does not provide immunity to this effect. Demons are immune to a whisper demon's maddening whispers.

Create Spawn (Su) A living creature that kills itself within 60 feet of a whisper demon rises as an allip under the whisper demon's control 1 round later. A whisper demon can control up to nine allips it

creates. Allips created by a whisper demon in excess of this limit arise free-willed.

Madness (Ex) Whisper demons use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to *confusion* and *insanity* effects. In addition, anyone targeting a whisper demon with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Description An insubstantial, ghostly, demonic creature lurks and leers. Though humanoid in shape, it has distorted features. Its brow looms over its face, and its distorted chin thrusts forward. Its flesh is a mottled green.

ELITE ALLIP

CR 13

Advanced 12 HD allip fighter 6 (elite array)

NE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Lifesense; Listen +20, Spot +21

Aura babble (60 ft., DC 24)

Languages Common

AC 20, touch 20, flat-footed 17; Dodge, Mobility (+3 Dex, +7 deflection)

Miss Chance 50% (incorporeal)

hp 171 (18 HD)

Immune incorporeal immunities, undead immunities

Resist turn resistance +6

Fort +9, **Ref** +9, **Will** +11

Speed fly 30 ft. (6 squares) (perfect); Bounding Assault, Spring Attack

Melee incorporeal touch +16(1d4 × 1.5 Wisdom drain/19-20)

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

Base Atk +12; **Grp** –

Atk Options wisdom drain

Abilities Str –, Dex 16, Con –, Int 13, Wis 12, Cha 26

SQ incorporeal traits, madness, undead traits

Feats Bounding Assault, Dodge, Improved Critical (incorporeal touch), Improved Toughness, Improved Turn Resistance, Lifebond, Lifesense, Mobility, Spring Attack, Weapon Focus (incorporeal touch), Empowered Ability Damage

Skills Hide +18, Intimidate +23, Listen +20, Search +16, Spot +21

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 24 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su) An allip causes 1d4×1.5 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Description The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

7: THE MAZE

PRISMATIC RAY TRAP

CR 18

Description This chamber is located at the entrance to the maze of mirrors located in the cellar of the Magic Box tavern. Any who enter or fail to navigate their way through the maze of mirrors inevitably find themselves here. The chamber consists entirely of magically enhanced mirrors that serve to not only make it difficult to find one's way out of the chamber, but also to conceal a turret that fires numerous prismatic ray spells throughout the chamber. The mirrors within the chamber reflect *prismatic ray* spells cast within the chamber until each ultimately strikes (or misses) a victim.

Search DC 43; **Type** Magical

Trigger proximity (*true seeing*); **Init** +9

Effect *heightened split ray prismatic ray* (SpC) (+18 ranged touch, DC 21, 2 rays cast at every PC in the chamber, CL 18th); re-roll if result is a 6 (*plane shift*)

Recharge 4 (at the beginning of each round after the first, roll 1d6 – on a 3 or lower, the trap does not trigger on that round)

Duration 21 rounds

Destruction AC 28; hp 45 (each mirror; reduce the Search DC by 2 and a cumulative 5% miss chance on all rays for each mirror broken); mirrors magically self-repair after 5 rounds

Disarm Disable Device DC 34 (disarming the central turret disables the entire trap); time required to disarm is doubled

9: JUBILEX'S GRASP

ELDER SPAWN OF JUBILEX*

CR 14

* *Monster Manual V* 163

CE Gargantuan elemental (extraplanar, water)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft.; Listen +12, Spot +11

Aura horrific presence (5 ft.)

Languages Aquan

AC 23, touch 5, flat-footed 23
(-4 size, -1 Dex, +18 natural)

hp 216 (16 HD); **DR** 10/–

Immune elemental immunities

Fort +19, **Ref** +6, **Will** +7

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +22 (4d8+14/19-20 plus slimy infestation)

Ranged sludge orb +7/+2/-3 (3d8+14 plus slimy infestation)

Space 20 ft.; **Reach** 20 ft.

Base Atk +12; **Grp** +38

Atk Options Cleave, Power Attack

Special Actions slimy infestation, sludge form

Abilities Str 39, Dex 8, Con 29, Int 8, Wis 15, Cha 10
SQ elemental traits

Feats Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Climb +22, Hide -13, Jump +18, Listen +12, Spot +11

Horrific Presence (Su) Any creature that starts its turn adjacent to an elder spawn of Jubilex must succeed on a DC 27 Fortitude save or be forced to move 10 feet away from the monster. This movement does not provoke attacks of opportunity and does not count towards the victim's regular movement for the round. A creature unable to move is dazed for 1 round if it fails the save. The save DC is Constitution-based.

Sludge Form (Ex) A spawn of Jubilex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If an elder spawn of Jubilex enters a living creature's space, that creature must attempt a DC 27 Fortitude save. On a failed save, the creature takes 6d6 points of damage and 2 points of Con damage. The creature is sickened for 1 round and knocked prone. On a successful save, the creature takes half hit point damage, avoids being knocked prone, and the Con damage is negated. The save DC is Constitution-based.

Slimy Infestation (Su) When a spawn of Jubilex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if not other creatures are in reach). It makes a slam attack with an attack bonus of +22, deal damage equal to 1d8+7. A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

Sludge Orb (Ex) An elder spawn of Jubilex can fling orbs of effluvia up to five ranger increments. The range increment is 30 feet.

Skills A spawn of Jubilex has a +8 racial bonus to Climb checks as a result of having a Climb speed.

Description A hulking mass of tarry, steaming ooze rears impossibly high. Convulsions wrack the surface of this enormous creature as it burbles and spits chunks of its own matter into the air. Three large red

eyes are evenly set around its bulk, with dozens of smaller eyes spread across the creature's skin.

10: FOUNTAIN OF SCREAMS

MATURE NABASSU*

CR 15

* *Fiendish Codex I* 49

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft., *true seeing*; Listen +23, Spot +23

Aura death-stealing gaze

Languages Abyssal, Common; telepathy 100 ft.

AC 35, touch 19, flat-footed 30

(+5 Dex, +4 deflection [*unholy aura*], +16 natural)

hp 217 (15 HD); regeneration 5; **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +24, **Ref** +18, **Will** +20

Speed 40 ft. (8 squares), fly 90 ft. (good)

Melee bite +24 (2d8+9) and 2 claws +19 (1d8+4)

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

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

Atk Options sneak attack +6d6,

Special Actions death-stealing gaze, feed, *summon tanar'ri*, vampiric link

Combat Gear

Spell-Like Abilities (CL 15th):

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 melee touch; DC 25)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23

SQ camouflage, tanar'ri traits

Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will

Skills Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23 (+31 in underground or barren environments), Intimidate +26, Jump +17, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +23, Move Silently +23, Spot +23, Tumble +23, Use Magic Device +23

Possessions combat gear plus

Camouflage (Ex) A nabassu has the ability to change the coloration of its flesh between various shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus to Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 25, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels by a 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 that creature's type. A creature that fails the DC 25 Fortitude save against this killing gaze is immediately slain. This is a death effect.

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 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 or resurrection that requires a 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 is considered lethal to a mature nabassu.

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 it saving throw. This is a necromancy effect. The save DC is Charisma-based.

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.

Power-Up Suite: The following spells are active on the mature nabassu at all times: *true seeing*, *unholy aura*.

11: THE PRISON

GARIVEX, THE KEEPER

CR 17

Male human illusionist 7/loremaster 10

NE Medium humanoid (human)

Init +20 [*moment of prescience*]; **Senses** Listen +3, Spot +3

Languages Common, Abyssal, Draconic, Elven, Fiendish, Undercommon

AC 23, touch 15, flat-footed 18
(+3 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +2 dodge [*haste*])

hp 110 (plus 46 temporary) (17 HD)

Resist electricity 20

Fort +18, **Ref** +16, **Will** +21

Speed 60 ft. (10 squares) [*haste*], base movement 30 ft., fly 70 ft. (average) [*haste*]

Base Atk +8; **Grp** +7

Atk Options Sanctum Spell, Sudden Empower, Sudden Maximize, Sudden Silent

Combat Gear *amulet of health* +2, *deathguardian bracers*, *gloves of dexterity* +2, *headband of intellect* +6, *laughing skull of luz*, *mask of lies*, *metamagic rod of quicken* (lesser), ~~*potion of glibness*~~, *potion of cure serious wounds*, *ring of mystic lightning*, *vest of resistance* +3

Wizard Spells Prepared (CL 17th):

9th—~~*sanctum time stop*~~, *sanctum superior invisibility* (SpC)

8th—~~*sanctum moment of prescience*~~, *sanctum greater shadow evocation*, ~~*sanctum lightning ring*~~ (SpC)

7th—*sanctum forcecage*, *sanctum solipsism* (SpC) (2), ~~*sanctum spell turning*~~, *sanctum stun ray*

6th—*sanctum chain lightning* (2), *sanctum disintegrate* (2), *sanctum shadow grappler* (SpC), ~~*sanctum superior resistance*~~ (SpC)

5th—*sanctum friend to foe*, ~~*sanctum overland flight*~~, *sanctum shadow evocation* (2), *sanctum wall of force* (2)

4th—*sanctum dimension door*, ~~*sanctum heart of earth*~~ (CM), *sanctum greater invisibility*, *sanctum repair critical damage* (SpC) (2), *sanctum solid fog* (2)

3rd—*sanctum displacement*, *sanctum fireball* (2), *sanctum lightning bolt* (2), ~~*sanctum heart of water*~~ (CM)

2nd—~~*sanctum false life*~~, *sanctum glitterdust*, *sanctum mirror image*, *sanctum scorching ray*, ~~*sanctum see invisibility*~~

1st—*sanctum grease*, ~~*sanctum mage armor*~~, ~~*sanctum protection from good*~~, *sanctum ray of enfeeblement* (2), ~~*sanctum shield*~~, *sanctum silent image*

0—*detect magic*, *mending* (2), *prestidigitation*

Abilities Str 8, Dex 16, Con 16, Int 24, Wis 12, Cha 10

SQ applicable knowledge, dodge trick, familiar (rat), greater lore, lore +19, secret knowledge of avoidance, secrets of inner strength, the lore of true stamina, true lore

Feats Alertness, Greater Spell Focus (illusion), Improved Toughness, Sanctum Spell, Scribe Scroll, Skill Focus (Knowledge [the planes]), Spell Focus (illusion), Sudden Empower, ~~Sudden Maximize~~, Sudden Silent

Skills Bluff +47, Concentration +23, Knowledge (arcana) +27, Knowledge (the planes) +30, Knowledge (history) +27, Spellcraft +29, Use Magic Device +19

Possessions combat gear plus *potion of glibness* (2), prison key

Spellbook spells prepared plus 2—*bull's strength*, 3—*haste*, 4—*shadow conjuration*, 6—*contingency*

Description A frail, balding Suloise man in a deep red robe grins at you, exposing rows of yellow teeth.

Power-Up Suite: The following active spells are currently reflected in Garivex's stat block: *disguise self*, *mage armor*, *protection from good*, *shield*, *false life*, *see invisibility*, *glibness*, *haste*, *heart of water*, *heart of earth*, *overland flight*, *contingency*, *superior resistance*, *spell turning*, *lightning ring*, *moment of prescience*.

ADVANCED RUNIC GUARDIAN* CR 16

**Monster Manual II* 182

N Huge construct

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

Aura guard (5 ft.)

AC 35, touch 10, flat-footed 33

(-2 size, +1 Dex, +4 armor [*mage armor*], +1 dodge [*haste*], +21 natural)

hp 221 (plus 16 temporary) (33 HD); fast healing 10;

DR 10/adamantine

Immune construct immunities

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

Speed 60 ft. (6 squares); *haste*

Melee 3 slams +35 (3d8+12 plus stunning strike)

Space 15 ft.; **Reach** 15 ft.

Base Atk +24; **Grp** +44

Atk Options stunning strike (DC 36)

Special Actions find master, shield master

Spell-Like Abilities (CL 18th):

1/day—*displacement*, ~~*false life*~~, ~~*haste*~~, ~~*mage armor*~~,
repair critical damage (SpC), ~~*see invisibility*~~,
teleport without error

Abilities Str 34, Dex 13, Con –, Int –, Wis 11, Cha 1

SQ construct traits

Find Master (Su) No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival. This ability functions across planar boundaries.

Guard (Ex) The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Runic Spells (Sp) A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 st
Each arm	2 nd
Each leg	3 rd
Torso	5 th

Shield Master (Sp) A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. This ability transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability functions like the *shield other* spell (CL 25th), except that it provides no AC or saving throw bonuses.

Stunning Strike (Ex) Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 36) or be stunned for 1 round, in addition to taking the normal damage from the blow. The save DC is Strength-based.

Description A massive, human-shaped figure made of stone, steel, and lead stands before you. Runes inlaid with precious metals adorn its head, limbs, and torso.

Power-Up Suite: The following spells are reflected in the runic guardian's stat block: *false life*, *see invisibility*, *haste*, *mage armor*.

13: THE RUINS

SCARECROW

CR 20

Male ruin chanter* seeker of the song 6

* *Monster Manual V* 132

CN Medium fey (air, earth)

Init +12; **Senses** Listen +33, Spot +33

Languages Auran, Common, Giant, Sylvan, Terran

AC 41, touch 20, flat-footed 34; Dodge, Mobility (+6 Dex, +7 armor, +2 deflection, +2 insight, +14 natural)

hp 299 (26 HD); **DR** 15/cold iron and magic

Immune disease, poison

SR 29

Fort +22, **Ref** +28, **Will** +27

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +2 *adamantine light mace* +27/+22/+17 (1d6+9)

Base Atk +13; **Grp** +17

Atk Options infirmity of body, infirmity of mind, seeker music (*burning melody*, *song of unmaking*, *dirge of frozen loss*, *song of life*, *anthem of thunder and pain*, *hymn of spelldeath*)

Special Actions bardic music (countersong, *fascinate* 4 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 2 creatures, *song of freedom*), call ruin elemental

Spell-Like Abilities (CL 20th):

3/day—*crushing despair* (DC 27), *rusting grasp* (+17 melee touch, DC 27), *spike stones* (DC 27)

Combat Gear +2 *adamantine light mace*, +3 *mithral shirt*, *badge of valor*, *cloak of charisma* +6, *ring of protection* +2, *vest of resistance* +4

Abilities Str 18, Dex 27, Con 26, Int 18, Wis 18, Cha 36

SQ combine songs, rapture of the song (+2 AC, +2 saves)

Feats Combat Expertise, Dodge, Endurance, Extra Music, Improved Initiative, Mobility, Weapon Finesse, Skill Focus (perform [sing]), Lingering Song

Skills Concentration +23, Hide +31, Knowledge (arcana) +32, Knowledge (architecture and engineering) +27, Knowledge (history) +27, Listen +33, Move Silently +31, Perform (sing) +45, Spot +33, Survival +24, Tumble +37

Possessions combat gear

Bardic Music (Su) A ruin chanter has the bardic music ability of a 12th-level bard (*PH* 29)

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a –6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 33 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 33 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Combine Songs (Ex) A seeker of the song of 2nd level or higher can combine two types of bardic music or seeker music to provide the benefits of both. The seeker chooses two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Rapture of the Song (Su) Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song. A seeker gains a +2 insight bonus to Armor Class whenever she uses her bardic music ability, seeker music, or a similar ability. At 4th level and higher, a seeker also gains a +2 insight bonus on saving throws whenever she uses her bardic music ability, seeker music, or a similar ability. At 7th level and higher, a seeker also gains damage reduction 2/— whenever she uses her bardic music ability, seeker music, or a similar ability. At 10th level, a seeker gains these abilities and also acts as though affected by a freedom of movement spell whenever she uses her bardic music ability, seeker music, or a similar ability.

Seeker Music (Su) See *Appendix 2: New Rules Items*

Subvocalize (Ex) At 5th level and higher, a seeker of the song can begin a new bardic music or seeker music song as a swift action. A seeker can use this ability only if he already has one (and only one) bardic music or seeker music ability already active. A seeker can use this ability in conjunction with the combine songs ability to start a second song and then maintain both as a standard action each round (as per the combine songs ability).

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

Power-Up Suite: The ruin chanter begins combat with inspire courage +3 (from having used his *badge of valor*) and a *hymn of spelldeath* active.

ADVANCED RUIN ELEMENTAL* CR 15

* *Monster Manual V* 134

N Large elemental (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision;

Listen +17, Spot +17

Languages Terran

AC 24, touch 7, flat-footed 24

(-2 size, -1 Dex, +17 natural)

hp 435 (30 HD)

Immune elemental immunities, spike stones

Fort +26, **Ref** +9, **Will** +12

Speed 40 ft. (8 squares)

Melee 2 slams +39 (3d6+18)

Ranged rock +39 (3d6+18)

Space 15 ft.; **Reach** 15 ft.

Base Atk +22; **Grp** +45

Atk Options Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Improved Sunder, Power Attack, Powerful Charge, shock wave

Special Actions rock throwing

Abilities Str 40, Dex 8, Con 28, Int 9, Wis 15, Cha 10

SQ elemental traits

Feats Awesome Blow, Blind-Fight, Brutal Throw, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Improved Sunder, Power Attack, Powerful Charge, Weapon Focus (slam)

Skills Hide -6, Listen +17, Spot +17

Rock Throwing (Ex) Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.

Shock Wave (Ex) Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent.

Skills Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.

Description What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.

Power-Up Suite: The advanced ruin elemental benefits from the effects of the ruin chanter's inspire courage +3 ability.

15: THE SPIRAL

BLACK CYSTS

CR 16

Description Hundreds of pulsating globs of impenetrable blackness float in the dark purple water of the pool. From each spills a knot of writhing tentacles.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +8

Effect *heightened corporeal instability (SpC)* (+16 melee touch, DC 28)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 26; hp 40 (each cyst); **Regenerate** 5 (at the beginning of each round, roll 1d6 – on result of 5 or higher, all destroyed cysts regenerate)

Disarm Disable Device DC 33 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

ELEMENTAL SEEPAGE

CR 16

Description The bloated globs swell and heave before spraying a blast of coruscating purple energy in every direction.

Search N/A; **Type** Magical

Trigger proximity (*true seeing*); **Init** +8

Effect blast of purple energy (automatically hit, 4d6 acid damage + 4d6 cold damage + 4d6 electricity damage + 4d6 fire damage, DC 30 Reflex half); PCs not sharing a square containing a cyst or adjacent to a square containing a cyst are not subject to this effect

Recharge 4 (at the beginning of each round, roll 1d6 – on a result of 3 or lower, the cysts do not release any energy that round)

Duration The cysts attack every round if any creature occupies the same square as one

Destruction AC 26; hp 40 (each cyst)

Disarm Disable Device DC 33 (disarming a cyst effectively destroys it in such a way that it cannot regenerate)

Disarm granting control of the spiral destroys all of the cysts

APPENDIX 2: NEW RULES ITEMS

FEATS

Bounding Assault

You can move and attack with superior speed and power.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12.

Benefit: When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

Source: *Player's Handbook* II 75.

Brutal Throw

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

Special: A fighter may select Brutal Throw as one of his fighter bonus feats.

Source: *Complete Adventurer* 106.

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: *Complete Warrior* 110.

Empowered Ability Damage [Monstrous]

Your ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefits: All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an allip with this feat drains 1-1/2 times the normal amount of Wisdom (roll 1d4 and multiply the result by 1-1/2).

Source: *Libris Mortis* 26.

Extra Music

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can gain this feat multiple times. Its effects stack.

Source: *Complete Adventurer* 109.

Flyby Attack

A creature with this feat can attack on the wing.

Prerequisites: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Source: *Monster Manual* IV 202.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Source: *Libris Mortis* 27.

Improved Turn Resistance [Monstrous]

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4

HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Source: *Libris Mortis* 27.

Lifebond [Monstrous]

Select a specific living creature that is friendly to you. You create a special bond with that creature.

Prerequisites: Cha 11, undead type.

Benefit: Whenever the chosen creature is within 60 feet, you gain a +4 bonus to your turn resistance and a +2 bonus on all saving throws. If the chosen creature dies, you lose these bonuses and take a –2 penalty on all saves for 24 hours. If you replace the chosen creature with another living creature, the bond can be transferred at your option.

Special: This feat can be selected multiple times. Each time you select this feat, you apply its effects to a different living ally of yours. The effects of multiple lifebonded allies stack.

Source: *Libris Mortis* 28.

Lifesense [Monstrous]

You see the light that all living creatures emit.

Prerequisites: Cha 13, Con — (no Constitution score).

Benefits: In addition to any normal light that might be present, your surroundings are illuminated by roving points of brightness created by living creatures. To your eyes, a Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range to your life-adapted sight. This life-light behaves like regular light—you can't see into solid objects, or past solid walls.

A Large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum radius of 960 feet for a Colossal creature.

Source: *Libris Mortis* 28.

Lingering Song

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisite: Bardic music.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

Source: *Complete Adventurer* 111.

Necromantic Might [General]

Undead you control gain benefits when they are near you.

Prerequisite: Necromantic Presence.

Benefit: Whenever undead you control are within 60 feet of you, they are physically inspired by your necromantic aura, and gain a +2 enhancement bonus on their attack rolls and saving throws.

Source: *Libris Mortis* 28.

Necromantic Presence [General]

Undead you control are harder to turn when they are near you.

Benefit: Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

Source: *Libris Mortis* 28.

Powerful Charge

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When the creature charges, if its attack hits, it deals an extra 1d8 points of damage (if it is of Medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can only apply this extra damage to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

Source: *Monster Manual* IV 203.

Sanctum Spell [Metamagic]

Your spells are especially potent on home ground.

Prerequisite: Any metamagic feat.

Benefit: A sanctum spell has an effective spell level 1 higher than its normal level if cast in your sanctum (see below), but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DCs) are calculated according to the adjusted level.

A sanctum spell uses a spell slot of the spell's normal level.

Special: Your sanctum is a particular site, building, or structure previously designated by you, and no larger than 20 feet/level in diameter. The designated area must be a site where you have spent a cumulative period of at least three months. Though a sanctum can be designated within a larger structure, its special advantages do not apply beyond the maximum area. Once designated, it takes seven days for a site to become a sanctum, and if you designate a new area to be your sanctum, the benefits of the old one immediately fade.

Source: *Complete Arcane* 82.

Sudden Empower [Metamagic]

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Source: *Complete Arcane* 83.

Sudden Maximize [Metamagic]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Source: *Complete Arcane* 83.

Sudden Silent [Metamagic]

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

Source: *Complete Arcane* 83.

MAGIC ITEMS

Amulet of Teamwork

Price (Item Level): 2,000 gp (6th)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) enchantment

Activation: — and swift (command)

Weight: —

This silver chain comes together in the form of a pair of linked hands.

An *amulet of teamwork* allows you to work more effectively as part of a team. When you successfully use the aid another action, the bonus granted to your ally improves from +2 to +3. When you flank an enemy, you and any allies also flanking that creature gain a +2 bonus on damage rolls. These are continuous effects and require no activation.

In addition, you can activate the amulet to grant both you and an adjacent ally a +5 competence bonus to AC for 1 round. You must be adjacent to an ally to activate this power. This ability can be used once per day.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Prerequisites: Craft Wondrous Item, *heroism*.

Source: *Magic Item Compendium* 70.

Badge of the Svirfneblin

Price (Item Level): 15,000 gp (14th)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) illusion, transmutation

Activation: — and standard (command)

Weight: —

This brooch is little more than a hunk of gray rock studded with a number of colorful, uncut gems and wrapped in tarnished metal wire.

While wearing this item, you gain darkvision out to 30 feet and a +5 competence bonus on Hide checks. These are continuous effects and require no activation.

Once per day, you can activate the badge to give yourself a blur effect (as the spell).

Cost to Create: 7,500 gp, 600 XP, 15 days.

Prerequisites: Craft Wondrous Item, *blur*, *darkvision*, *svirfneblin*.

Source: *Magic Item Compendium* 72.

Badge of Valor

See *Regalia of the Hero*

Banner of the Storm's Eye

Price (Item Level): 15,000 gp (14th)

Body Slot: — (held) or shoulders

Caster Level: 3rd

Aura: Faint; (DC 16) enchantment

Activation: —

Weight: 2 lb. (12 lb. if backpack frame worn)

This banner is a rectangular military standard depicting a white, two-tailed swirl—like a stylized overhead view of a hurricane—on a dark green background. The banner's fluttering movements seem slower than they should be.

An unfurled banner of the storm's eye always waves more slowly than nearby flags, and it seems unaffected by the wind or by the movement of its bearer.

As long as it is held aloft, the banner automatically suppresses (but does not dispel) fear effects on all creatures within 20 feet. It also prevents any creature within 20 feet from becoming *confused* or *stunned*.

Alternatively, you can mount the banner on a backpack frame to leave your hands free. The backpack frame costs 5 gp and weighs 10 pounds. While so mounted, the banner occupies your shoulders body slot.

Lore: The swirling pattern on this banner was common to elite military units in the last great war (Knowledge [history] DC 15).

Such banners provided protection from psychological tricks employed by creatures such as mind flayers (Knowledge [history] DC 25).

Cost to Create: 7,500 gp, 600 XP, 15 days.

Prerequisites: Craft Wondrous Item, *calm emotions*.

Source: *Magic Item Compendium* 151.

Boots of the Mountain King

Price (Item Level): 1,500 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: —

Weight: 1 lb.

These iron-shod red leather boots appear rugged and worn.

While wearing boots of the mountain king, you can move more easily than usual over rough and difficult terrain.

These boots allow you to ignore increased movement costs and skill check DC increases for light and dense rubble. In addition, you can move up stairs and slopes at normal speed and run or charge downhill without making a Balance check (DMG 89). These boots require no activation.

Cost to Create: 750 gp, 60 XP, 2 days.

Prerequisites: Craft Wondrous Item, freedom of movement.

Source: *Magic Item Compendium* 78.

Boots of the Mountain King, Greater

Price (Item Level): 21,500 gp (15th)

Activation: — and swift (command)

This rough-looking boots are made of craggy leather that resembles a rough granite cliff face, and they are shod with thick iron.

These boots function as boots of the mountain king. In addition, you can activate greater boots to gain the benefit of a *stoneskin* spell. This ability functions once per day.

Cost to Create: 10,750 gp, 860 XP, 22 days.

Prerequisites: Craft Wondrous Item, freedom of movement, *stoneskin*.

Source: *Magic Item Compendium* 78.

Boots of Tracklessness

Price (Item Level): 11,000 gp (13th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) illusion

Activation: — and standard (mental)

Weight: 1 lb.

These pale green boots are slim and elegant, with perfectly smooth soles.

When you wear these boots, you leave no tracks (as if affected by *pass without trace*). This is a continuous effect and requires no activation.

Once per day, you can activate the boots to become invisible (as *greater invisibility*) for 7 rounds.

Cost to Create: 5,500 gp, 440 XP, 11 days.

Prerequisites: Craft Wondrous Item, *greater invisibility*, *pass without trace*.

Source: *Magic Item Compendium* 79.

Bracers of Accuracy

Price (Item Level): 4,000 gp (8th)

Body Slot: Arms

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: Swift (mental)

Weight: 1 lb.

Each of these bronze bracers is engraved with an image of an open eye.

Wearing bracers of accuracy allows you to make ranged attacks with extreme precision. The bracers have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants a benefit to all ranged attacks you make before the end of your turn.

1 charge: Ignore AC bonus from cover (except total cover) for all targets.

2 charges: Ignore miss chance from concealment (except total concealment), including miss chances from effects such as *blur* or *displacement* (but not incorporeality), for all targets.

3 charges: Ignore both cover and concealment (as previous entries) for all targets.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*.

Source: *Magic Item Compendium* 79.

Bow of Songs

Price (Item Level): 12,330 gp (13th)

Body Slot: — (held)

Caster Level: 8th

Aura: Moderate; (DC 19) evocation

Activation: Swift (command)

Weight: 2 lb.

This bow is made of fine wood and appears to be of elven design.

This +1 shortbow blends music with every shot to deadly effect. On your turn, you can expend one daily use of your bardic music ability to gain a bonus equal to your Charisma bonus on the next attack roll and (if your attack hits) on the corresponding damage roll that you make with the bow.

Cost to Create: 6,000 gp (plus 330 gp for masterwork shortbow), 480 XP, 12 days.

Prerequisites: Craft Magic Arms and Armor, *sculpt sound*, elf, bardic music.

Source: *Magic Item Compendium* 48.

Chronocharm

A chronocharm occupies the throat body slot, but it can be worn simultaneously with any number of other chronocharms, which all function normally. However, you can't wear more than one of the same chronocharm.

You must wear a chronocharm for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Source: *Magic Item Compendium* 85.

Chronocharm of the Uncaring Archmage

Price (Item Level): 500 gp (3rd)

Body Slot: Throat

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: Swift (command)

Weight: —

A bloodstone eye stares forth from this pentagonal trinket.

A *chronocharm* of the uncaring archmage alters your perception of time, allowing you to cast a single spell more quickly. When it is activated, the next spell of 3rd level or lower you cast that has a casting time of 1 full round can be cast as a standard action instead. If you don't cast such a spell by the end of your turn, the effect fades.

This ability functions once per day.

Cost to Create: 250 gp, 20 XP, 1 day.

Prerequisites: Craft Wondrous Item, Quicken Spell.

Source: *Magic Item Compendium* 86.

Circlet of Mages

Price (Item Level): 5,000 gp (9th)

Body Slot: Head

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: — and free (command)

Weight: —

This leather circlet has a silver headpiece showing crescent moons on either side of a seven-pointed star.

A *circlet of mages* grants you a +2 competence bonus on Concentration checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you cast a spell allows you to avoid losing that prepared spell or spell slot (as if you hadn't cast it).

1 charge: Retain a spell of up to 1st level.

2 charges: Retain a spell of up to 2nd level.

3 charges: Retain a spell of up to 3rd level.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Prerequisites: Craft Wondrous Item, Rary's *mnemonic enhancer*.

Source: *Magic Item Compendium* 86.

Crest of Valor

Price (Item Level): 2,000 gp (6th)

Body Slot: Head

Caster Level: 7th

Aura: Moderate (DC 18); enchantment

Activation: —

Weight: —

Designed to fit atop any helm, this crest is actually a small golden statuette of a griffon. Behind it trails a long, blood-red plume that could well be visible even across a field of battle.

While wearing a *crest of valor*, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points.

The *crest of valor* is part of a set known collectively as the *raiment of valor*, which also includes the *periapt of valor* (page 140) and the *tabard of valor* (page 142). When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Prerequisites: Craft Wondrous Item, prayer, remove fear.

Source: *Complete Champion* 139.

Crystal of Arcane Steel

Price (Item Level): 500 gp (3rd) (least); 2,000 gp (6th) (lesser); 6,000 gp (10th) (greater)

Body Slot: — (weapon crystal)

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: —

Weight: —

The needlelike iron deposits in this spherical quartz crystal pulse with arcane energy.

A *crystal of arcane steel* is designed for those who can blend magical and martial arts into a single strike. It functions only when attached to a melee weapon.

Least: This crystal grants a +1 insight bonus on your weapon damage roll when delivering a spell or spell-like ability through a melee attack with the weapon.

Lesser: As the least crystal, and it also grants you a +1 insight bonus on the attack roll.

Greater: As the lesser crystal, and it also increases the save DC of the spell or spell-like ability by 1.

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,000 gp, 80 XP, 2 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

Prerequisites: Craft Magic Arms and Armor, *magic weapon*.

Source: *Magic Item Compendium* 64.

Deathguardian Bracers

Price (Item Level): 6,000 gp (10th)

Body Slot: Arms

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: Immediate (command)

Weight: 3 lb.

These two gold coils wind around the arm from bicep to wrist like serpents. A tiny ruby is set into each end of the coils.

Deathguardian bracers allow you to trade arcane spells for protection from physical harm. When you activate the bracers, choose a prepared arcane spell or uncast spell slot. You lose that spell or spell slot (as if you had cast the spell) and gain damage reduction equal to twice the level of the spell or spell slot sacrificed. This damage reduction lasts until the start of your next turn and can't be overcome by any type of weapon.

Deathguardian bracers can be activated as long as you have arcane spells remaining to sacrifice.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Source: *Magic Item Compendium* 93.

Demolition Crystal

Price (Item Level): 1,000 gp (4th) (least); 3,000 gp (7th) (lesser); 6,000 gp (10th) (greater)

Body Slot: — (weapon crystal)

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

Activation: —

Weight: —

This blue-white diamond bears a tiny adamantine emblem of a hammer.

Demolition crystals were designed for those who fight constructs, particularly for the servants of wizards who battle enemy golems.

Least: A weapon with this crystal attached deals an extra 1d6 points of damage to constructs.

Lesser: As the least crystal, and the weapon is treated as adamantine for the purpose of overcoming the damage reduction of constructs.

Greater: As the lesser crystal, and the weapon can deliver sneak attacks and critical hits against constructs as if they were living creatures.

Cost to Create: 500 gp, 40 XP, 1 day (least); 1,500 gp, 120 XP, 3 days (lesser); 3,000 gp, 240 XP, 6 days (greater).

Prerequisites: Craft Magic Arms and Armor, disintegrate.

Source: *Magic Item Compendium* 65.

Dove's Harp

Price (Item Level): 12,100 gp (13th)

Body Slot: — (held)

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: —

Weight: 3 lb.

A flight of sculpted porcelain doves adorns this elegant harp.

When you play this masterwork harp while using your bardic music ability, all allies within 60 feet gain fast healing 3 for 1 minute.

Cost to Create: 6,000 gp (plus 100 gp for masterwork harp), 480 XP, 12 days.

Prerequisites: Craft Wondrous Item, *mass cure light wounds*.

Source: *Magic Item Compendium* 156.

Gauntlets of War

Price (Item Level): 4,000 gp (8th)

Body Slot: Hands

Caster Level: 3rd

Aura: Moderate (DC 16); transmutation

Activation: —

Weight: 4 lb.

These simple metal gauntlets are the type that normally comes with a suit of full plate armor, though they are abnormally well polished. Symbols of war are etched deeply across the back of each.

While you wear gauntlets of war, you gain a +1 bonus on melee weapon damage. If you worship any deity that

grants access to the War domain, this bonus increases to +3 with that deity's favored weapon.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Prerequisites: Craft Wondrous Item, *bull's strength*, access to the War domain.

Source: *Complete Champion* 139.

Goggles of the Ebon Hunter

Price (Item Level): 18,000 gp (14th)

Body Slot: Face

Caster Level: 6th

Aura: Moderate; (DC 18) transmutation

Activation: —

Weight: —

These goggles consist of coin-sized lenses set in a wire frame with a thin wire band apparently meant to secure them to the wearer's head.

Goggles of the ebon hunter grant you darkvision out to 30 feet, as well as a +1 competence bonus on attack rolls and damage rolls with ranged weapons.

Cost to Create: 9,000 gp, 720 XP, 18 days.

Prerequisites: Craft Wondrous Item, darkvision, *true strike*.

Source: *Magic Item Compendium* 108.

Helm of the Hunter

Price (Item Level): 9,000 gp (12th)

Body Slot: Head

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: — or standard (mental)

Weight: 1 lb.

This gold and mithral helm looks like the bristle-bearded head of a mantichore.

A helm of the hunter grants you a +5 competence bonus on Spot checks and the benefit of the Far Shot feat. These effects function continuously.

When you activate this helm, you gain low-light vision and darkvision out to 60 feet for 4 hours. This ability functions once per day.

Cost to Create: 4,500 gp, 360 XP, 9 days.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*, darkvision, possession of a piece of the set.

Source: *Magic Item Compendium* 194.

Horn of Resilience

See *Regalia of the Hero*

Laughing Skull of Iuz

Price (Item Level): 5,600 gp (10th)

Body Slot: — (held)

Caster Level: 4th

Aura: Faint; (DC 17) evocation

Activation: Swift (mental)

Weight: 1 lb.

This human skull has been polished to a dull shine. Gleaming round emeralds are set in the eye sockets and lend it an eerie pallor.

Created by Iuz's Bonehearts as rewards for unswerving loyalty and service, these trinkets are prized by all spellcasters that serve Old Wicked. A *laughing skull* of Iuz must be held in order to function, typically requiring a move action to retrieve. Once per day as a swift action, its wielder may mentally will it to begin cackling. Once activated, the skull's mouth swings open and the skull emits a terrible, shrill cackling sound. This negates any *silence* effects within a 10-foot emanation of the skull, as per *joyful noise* (SpC). The effect lasts for 4 minutes.

Cost to Create: 2,800 gp, 224 xp, 6 days.

Prerequisites: Craft Wondrous Item, *joyful noise* (SpC), *sonorous hum* (SpC)

Source: Custom

Mask of Lies

Price (Item Level): 4,500 gp (9th)

Body Slot: Face

Caster Level: 5th

Aura: Faint; (DC 17) abjuration

Activation: — and swift (mental)

Weight: 1 lb.

This black, featureless mask has cross-shaped slits where the wearer's eyes and mouth should be.

While wearing this mask, you gain a +5 competence bonus on Bluff checks and your alignment is disguised as if by an *undetectable alignment* spell. This is a continuous effect and requires no activation.

When you activate the mask, you can alter your appearance as if by a *disguise self* spell. This ability functions three times per day.

Cost to Create: 2,250 gp, 180 XP, 5 days.

Prerequisites: Craft Wondrous Item, *disguise self*, *undetectable alignment*.

Source: *Magic Item Compendium* 115.

Metamagic Rods

A metamagic rod holds the essence of a metamagic feat but does not change the spell slot of the altered spell. The metamagic rods presented here function in all respects as those described on page 236 of the *Dungeon Master's Guide*.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Source: *Magic Item Compendium* 164.

Metamagic Rod (Substitution)

Price (Item Level): 2,700 gp (7th) (lesser); 10,500 gp (13th) (normal); 24,300 gp (15th) (greater)

Body Slot: — (held)

Caster Level: 17th

Aura: Strong; (DC 23) no school

Activation: —

Weight: 3 lb.

This fragile-looking glass rod is filled with elemental energy—flickering flames, crackling electricity, churning green acid, or frosty rime, depending upon its type.

Four different versions of this rod exist, each keyed to a different type of energy (acid, cold, electricity, or fire). Three times per day, you can cast a spell as though using the appropriate Energy Substitution feat.

Cost to Create: 1,350 gp, 108 XP, 3 days (lesser); 5,250 gp, 420 XP, 11 days (normal); 12,150 gp, 972 XP, 25 days (greater).

Prerequisites: Craft Rod, Energy Substitution (CAr 79) for the appropriate energy type.

Source: *Magic Item Compendium* 165.

Periapt of Valor

Price (Item Level): 4,000 gp (8th)

Body Slot: Throat

Caster Level: 7th

Aura: Moderate (DC 18); enchantment

Activation: —

Weight: —

Hanging on a thin mithral chain is a tiny charm, on which is carved an odd combination of the holy symbols of Heironeous and Kord.

While wearing a *periapt of valor*, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points.

The *periapt of valor* is part of a set known collectively as the *raiment of valor*. When you wear it along with a *crest of valor* (page 139) and a *tabard of valor* (page 142), you gain additional abilities as given in the description of the *crest of valor*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Prerequisites: Craft Wondrous Item, *good hope* or *prayer*, *lesser restoration*.

Source: *Complete Champion* 140.

Quiver of Energy

Price (Item Level): 15,000 gp (14th)

Body Slot: —

Caster Level: 7th

Aura: Moderate; (DC 18) evocation

Activation: —

Weight: 1 lb. (3 lb. when full)

Constructed of supple leather, this quiver is festooned with arcane symbols.

A *quiver of energy* can hold up to 20 arrows or bolts. Each quiver imbues arrows or bolts drawn from it with a particular type of energy (acid, cold, electricity, or fire),

indicated by the arcane symbols it bears. Such projectiles, if left within the quiver for at least 1 round before being drawn, deal an extra 1d6 points of the appropriate type of damage.

The projectile loses this extra damage after it is used in an attack, or 1 round after it is drawn (whichever comes first).

Cost to Create: 7,500 gp, 600 XP, 15 days.

Prerequisites: Craft Wondrous Item, *energy missile* (CP 88) or the appropriate spell from the following: *lightning bolt*, *ice storm*, *fireball*, or *Melf's acid arrow*.

Source: *Magic Item Compendium* 172.

Rapier of Desperate Measures [Relic]

Price (Item Level): 9,320 gp (12th)

Body Slot: — (held)

Caster Level: 20th

Aura: Strong; (DC 25) transmutation

Activation: —

Weight: 2 lb.

The hilt of this rapier is set with three moonstones. At the base of the blade is an inscription that reads, "Caution is for the cowardly."

Those who live by their wits often find themselves in situations over their heads. This rapier is an incomparable boon to those in such situations. When you wield a rapier of desperate measures, it functions as a +2 rapier if you are chaotic neutral, neutral, chaotic good, or chaotic evil.

Relic Power: If you have established the proper divine connection, a *rapier of desperate measures* gains the keen property (DMG 225) while you have fewer than your full normal hit points, and the speed property (DMG 225) while you have fewer than half your full normal hit points.

To use the relic power, you must worship Olidammara and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Lore: The first of these rapiers was crafted by a rogue/sorcerer who had been rescued one too many times by her party's paladin, only to hear a lecture on her erratic behavior. She gave the rapier to a disguised Olidammara when she met him in a tavern. Since then, the Laughing Rogue has awarded one of these rapiers to a fellow traveler whenever the whim strikes him (Knowledge [religion] DC 20).

Cost to Create: 4,500 gp (plus 320 gp for masterwork rapier), 360 XP, 9 days.

Prerequisites: Craft Magic Arms and Armor, Sanctify Relic, *keen edge*.

Source: *Magic Item Compendium* 55.

Regalia of the Hero

Collection benefits

Wearing multiple parts of the regalia of the hero awakens your ability to inspire and command others. When you wear two items, your eyes sparkle with the clarity of conviction, and your posture straightens with confidence. When you sound a horn of resilience while

wearing the other two pieces, all three items flash with gold light, like the promise of sunrise chasing away night's dreary doubts.

2 Pieces: You can grant a single ally within 30 feet (other than yourself) a +5 insight bonus on a single attack, save, or skill check as an immediate (command) action. This ability functions once per day.

3 Pieces: You use a standard (command) action to grant a single ally within 30 feet (other than you) an extra move action, taken immediately. (If you have the marshal's grant move action class feature, this benefit instead affects all allies within 30 feet of you.) This ability functions once per day.

Source: *Magic Item Compendium* 207-208.

Badge of Valor

Price (Item Level): 1,400 gp (5th)

Body Slot: Throat

Caster Level: 5th

Aura: Moderate; (DC 17) abjuration

Activation: Immediate (mental)

Weight: —

This badge is stamped with the image of an impenetrable fortress over which shines a golden sun.

When you activate a *badge of valor*, you and all allies within 60 feet gain a +2 bonus on the next save you or they make against a charm or fear effect before the start of your next turn.

If you have the bardic music ability to inspire courage, you can activate a *badge of valor* to increase the bonus granted by that ability by 1 for the duration of its effect.

A *badge of valor* functions three times per day.

Cost to Create: 700 gp, 56 XP, 2 days.

Prerequisites: Craft Wondrous Item, *remove fear*, possession of a piece of the set.

Horn of Resilience

Price (Item Level): 5,000 gp (9th)

Body Slot: — (held)

Caster Level: 8th

Aura: Moderate; (DC 19) enchantment

Activation: Standard (manipulated)

Weight: —

This bone horn is banded with a golden-hued iron alloy. The image of an idealized fortress is scribed deeply in the horn's side.

When you activate a *horn of resilience*, you and all allies within 30 feet gain damage reduction 5/—. This benefit lasts for 5 rounds, but allies who move more than 30 feet from you lose the benefit until they return within the area.

If you are a marshal, you can activate a *horn of resilience* to increase the effect of your major aura by 1. This effect lasts for 5 rounds.

If you have the bardic music ability to inspire greatness, you can activate a *horn of resilience* to grant the target of that ability an extra 50 temporary hit points. These hit points last until depleted or the duration of

your inspire greatness ability ends, and they don't stack with any other source of temporary hit points.

A *horn of resilience* functions two times per day.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Prerequisites: Craft Wondrous Item, *heroism*, possession of a piece of the set.

Ring of Mystic Lightning

Price (Item Level): 7,500 gp (11th)

Body Slot: Ring

Caster Level: 9th

Aura: Moderate; (DC 19) evocation

Activation: — and swift (command)

Weight: —

This copper ring occasionally emits tiny sparks.

A *ring of mystic lightning* provides a boost to your electricity-based spells. When casting spells with the electricity descriptor, you gain a +1 competence bonus to caster level. This is a continuous effect and requires no activation.

In addition, this ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants a bonus to the damage dealt by the next electricity spell you cast before the end of your turn. (If the spell doesn't normally deal electricity damage, this expenditure has no effect).

1 charge: +2d6 electricity damage.

2 charges: +3d6 electricity damage.

3 charges: +4d6 electricity damage.

Cost to Create: 3,750 gp, 300 XP, 8 days.

Prerequisites: Forge Ring, *call lightning* or *lightning bolt*.

Source: *Magic Item Compendium* 126.

Rod of Cats

Price (Item Level): 10,600 gp (13th)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) evocation and transmutation

Activation: — and standard (command)

Weight: 4 lb.

The head of this long rod of black wood bears the stylized visage of a wise-looking feline, its green gemstone eyes glimmering as if alive.

When held, this +1/masterwork quarterstaff grants you low-light vision and a +5 competence bonus on Hide and Move Silently checks. These are continuous effects and require no activation.

Once per day, you can activate a *rod of cats* to gain one of two different effects: The rod creates a spider climb effect on you with a duration of 50 minutes, or it creates a darkness effect, targeted on the rod. You and anyone else touching the *rod of cats* can see normally within this darkness.

The rod also has a secret compartment (requiring a successful DC 25 Search check to find) large enough to hold a set of thieves' tools, a scroll, or another object of similar size.

Cost to Create: 5,000 gp (plus 600 gp for masterwork/ masterwork quarterstaff), 400 XP, 10 days.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *cat's grace*, *darkness*, *low-light vision* (SpC 134), *spider climb*.

Source: *Magic Item Compendium* 56.

Tabard of Valor

Price (Item Level): 16,000 gp (14th)

Body Slot: Torso

Caster Level: 7th

Aura: Moderate (DC 18); enchantment

Activation: —

Weight: 3 lb.

Emblazoned in blood-red hues across the chest of this gleaming white tabard is the lightning bolt symbol of Heironceus.

Whenever your current hit point total is equal to or less than one-half of your full normal hit points, you gain the *mettle* ability: If you are affected by a spell that would normally have a reduced effect on a successful Fortitude or Will saving throw, it instead has no effect at all upon you if you save successfully. If you already have *mettle* from a class feature or some other source, you instead gain improved *mettle*, which halves the harmful effects of a spell on a failed Fortitude or Will save while still protecting you entirely on a successful save.

The *tabard of valor* is part of a set known collectively as the *raiment of valor*, which also includes the *crest of valor* (page 139) and the *periapt of valor* (page 140). When you use a tabard with both of the other items, you gain additional abilities, as noted in the description of the *crest of valor*.

Cost to Create: 8,000 gp, 640 XP, 16 days.

Prerequisites: Craft Wondrous Item, *good hope* or *prayer*.

Source: *Complete Champion* 142.

Third Eye

This small hemispherical crystal has a wide, flat facet on one side and a multifaceted dome shape on the other. It sparkles with an inner gleam.

When you issue the proper command thought (a standard action) to a *third eye*, it adheres to the center of your forehead (the same command causes the item to disengage). Some *third eyes* function continuously when worn, while others require activation.

Source: *Magic Item Compendium* 140.

Third Eye Penetrate

Price (Item Level): 8,000 gp (11th)

Body Slot: Face

Caster Level: 15th

Aura: Strong; (DC 22) no school

Activation: —

Weight: —

This crystal glows with a piercing sapphire light.

A *third eye penetrate* grants you a +2 bonus on caster level checks to overcome a creature's spell resistance.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Prerequisites: Craft Wondrous Item, *limited wish* or *bend reality* (EPH 80).

Source: *Magic Item Compendium* 142.

Torc of Heroic Sacrifice

Price (Item Level): 6,000 gp (10th)

Body Slot: Throat

Caster Level: 13th

Aura: Strong; (DC 21) enchantment

Activation: Immediate (command)

Weight: —

This jet-black torc is crafted in the form of two clasped hands.

A *torc of heroic sacrifice* allows you to take an injury meant for your ally. When you activate this torc, you take all the damage dealt to a single ally by a single attack or effect that has just occurred. The damage dealt to you has no type, and therefore ignores any energy resistance, damage reduction, or immunities you might have. The ally must be within 30 feet, and you must have line of sight to that ally.

This ability functions once per day.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Prerequisites: Craft Wondrous Item, *greater heroism*.

Source: *Magic Item Compendium* 143.

PRESTIGE CLASSES

Seeker of the Song

Hit Die: d6.

Requirements

To qualify to become a seeker of the song, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 13 ranks, Perform (any one) 13 ranks.

Feat: Skill Focus (Perform [any one]).

Special: Bardic music ability.

Special: Must have been exposed to the primal music by hearing another seeker of the song use a seeker music ability.

Class Skills

The seeker of the song's class skills (and they key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the seeker of the song prestige class.

Weapon and Armor Proficiency: Seekers of the song gain no proficiency with any weapon or armor.

Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song. A seeker gains a +2

insight bonus to Armor Class whenever she uses her bardic music ability, seeker music, or a similar ability.

At 4th level and higher, a seeker also gains a +2 insight bonus on saving throws whenever she uses her bardic music ability, seeker music, or a similar ability.

At 7th level and higher, a seeker also gains damage reduction 2/— whenever she uses her bardic music ability, seeker music, or a similar ability.

At 10th level, a seeker gains these abilities and also acts as though affected by a freedom of movement spell whenever she uses her bardic music ability, seeker music, or a similar ability.

Seeker Music: A seeker of the song can use music or poetics to produce magical effects. Seeker music follows the same rules as bardic music (see page 29 of the *Player's Handbook*). Each use of seeker music costs one daily use of bardic music to activate. Seeker of the song levels stack with bard levels for purposes of determining how many daily uses of bardic music and seeker music the character has.

Some seeker music effects include a secondary effect, called a refrain. In any round when a seeker concentrates on a seeker music effect and expends another use of bardic music, she can activate the refrain associated with that seeker music effect. Using a refrain is a swift action (see page 86) that does not provoke attacks of opportunity. The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

Burning Melody (Su): A seeker of the song with 14 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over fire through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Burning Melody, Refrain: When she uses the refrain with her burning melody, a seeker shoots a 30-foot cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC 10 + the seeker's ranks in the Perform skill) halves the damage.

Song of Unmaking (Su): At 2nd level and higher, a seeker with 15 or more ranks in a Perform skill can turn a fragment of the primal music's power against constructs. She can expend a use of bardic music and make a Perform check to deal 1d8 points of damage per seeker level to all constructs within a 30-foot burst of the seeker (no save).

Dirge of Frozen Loss (Su): A seeker of the song of 3rd level or higher with 16 or more ranks in a Perform skill can gather the power of the primal music to gain control over cold energy through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to cold 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Dirge of Frozen Loss, Refrain: When she uses the refrain with her dirge of frozen loss, a seeker shoots a 60-foot line of cold energy from her fingertips. The line deals

10d6 points of cold damage to any creature it hits and causes any creature damaged by it to become fatigued. A successful Fortitude save (DC 10 + the seeker's ranks in the Perform skill) halves the damage and negates the fatigue.

Song of Life (Su): A seeker of the song of 4th level or higher with 17 or more ranks in a Perform skill can use fragments of the primal music to protect and heal her allies. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain immunity to poison and disease. An ally benefits from this effect for as long as it can hear the seeker sing.

Song of Life, Refrain: When she uses the refrain with her dirge of frozen loss, a seeker can make a Perform check to heal a living creature of an amount of hit point damage equal to the check result (up to the creature's full normal hit point total). She must touch the affected ally to use this ability. The touch is a standard action, although activating the refrain is still a swift action. The refrain has no effect on undead or nonliving creatures.

Anthem of Thunder and Pain (Su): A seeker of the song of 5th level or higher with 18 or more ranks in a Perform skill can gather the power of the primal music and gain some control over electrical energy through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to electricity 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Anthem of Thunder and Pain, Refrain: When she uses the refrain with her anthem of thunder and pain, a seeker shoots a ray of electricity from her fingertips. The ray has a range of 20 feet and requires a ranged touch attack to hit. The ray deals 10d6 points of electricity damage to a creature it hits. The seeker can then cause the electricity to arc to additional foes, all of whom must be within 20 feet of the first creature struck. Each secondary ray requires another ranged touch attack to hit and deals half as much damage as the initial ray. A seeker can create one secondary ray for every three seeker class levels (one when the song becomes available at 5th level, two at 6th level, and three at 9th level). No creature can be affected by more than one arc in a single round.

Hymn of Spelldeath (Su): A seeker of the song of 6th level or higher with 19 or more ranks in a Perform skill can turn the power of the primal music against magic effects. Any creature that can hear the seeker perform must make a Concentration check opposed by the seeker's Perform check in order to cast a spell. If the Concentration check fails, the spell is lost and has no effect. If the Concentration check succeeds, the spell is cast as normal. A hymn of spelldeath is a mind-affecting ability.

Hymn of Spelldeath, Refrain: When she uses the refrain with her hymn of spelldeath, a seeker can attempt to dispel magic. This ability works just like the area version of dispel magic, except the effect is centered on the seeker. At her option, a seeker can exclude herself and her allies from this effect, but the effect must still be centered on her. The seeker makes a level check just as if she were a spellcaster using the dispel magic spell, using

the total of her bard levels and seeker of the song levels as her modifier for the check.

Ballad of Agony Reborn (Su): A seeker of the song of 7th level or higher with 20 or more ranks in a Perform skill can gather the power of the primal music to gain control over acid energy through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to acid 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Ballad of Agony Reborn, Refrain: When she uses the refrain with her ballad of agony reborn, a seeker shoots a ray of acid from her fingertips. The ray has a range of 60 feet and requires a ranged touch attack to hit. The ray deals 10d6 points of acid damage to a creature it hits, and another 10d6 points of acid damage 1 round later.

Aria of Everywhere (Sp): A seeker of the song of 8th level or higher with 21 or more ranks in a Perform skill can pull the power of the primal music into herself and move short distances instantaneously. She can expend a use of bardic music or seeker music to instantly transport herself to any other spot within 25 feet + 5 feet/level. This ability otherwise functions as the dimension door spell, except that the seeker can't bring along additional creatures with this ability.

Dirge of Songdeath (Su): A seeker of the song of 9th level or higher with 22 or more ranks in a Perform skill can gather the power of the primal music to gain control over sonic energy through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to sonic 15. An ally benefits from this effect for as long as it can hear the seeker sing. In addition, as long as the seeker is singing a dirge of songdeath, other creatures within 30 feet cannot easily use bardic music, seeker music, or similar abilities. To use such an ability, a creature within the area must make a Perform check opposed by the seeker's Perform check. If the check is successful, the creature can use the ability as desired. If the check fails, the ability has no effect, but a daily use of the music ability must be expended normally.

Dirge of Songdeath, Refrain: When she uses the refrain with her hymn of spelldeath, a seeker shoots a ray of sonic energy from her fingertips. The ray has a range of 60 feet and requires a ranged touch attack to hit. The ray deals 15d6 points of sonic damage to a creature it hits.

Note of Solitude (Su): Upon reaching 10th level, a seeker of the song with 23 or more ranks in a Perform skill can use the power of the primal music to temporarily sever some creatures' tie with other planes. Extraplanar creatures within 60 feet of a seeker who activates this ability must make a Will saving throw (DC 10 + the seeker's ranks in the Perform skill). Creatures affected by this ability get a bonus on this saving throw equal to their Hit Dice. Any creature that fails this saving throw is instantly sent to its home plane. Unlike other musical abilities and affects, a note of solitude has a duration of instantaneous and cannot be maintained, though the seeker can activate it again on subsequent

rounds by spending additional uses of bardic music or seeker music.

Combine Songs (Ex): A seeker of the song of 2nd level or higher can combine two types of bardic music or seeker music to provide the benefits of both. The seeker chooses two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Subvocalize (Ex): At 5th level and higher, a seeker of the song can begin a new bardic music or seeker music song as a swift action (see page 86). A seeker can use this ability only if he already has one (and only one) bardic music or seeker music ability already active. A seeker can use this ability in conjunction with the combine songs ability to start a second song and then maintain both as a standard action each round (as per the combine songs ability).

Ex-Seekers of the Song

Like a member of any other prestige class, a seeker of the song can take levels in other classes after entering the seeker of the song class, but seekers of the song face a special restriction. A seeker of the song who gains a level in any other class after having gained his first seeker level can never again raise her seeker of the song level, though she retains the seeker abilities she has already earned. The path of the seeker demands constant attention and devotion. If a character adopts this prestige class, she must pursue it to the exclusion of all other careers. Once she has turned from the path, she can never return.

Source: *Complete Arcane* 56.

SPELLS

Friend to Foe

Illusion (Phantasm) [Mind-Affecting]

Level: Bard 5, beguiler 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, none of which are more than 30 ft. apart

Duration: 1 round/level (D); see text

Saving Throw: Will negates

Spell Resistance: Yes

Your enemies transform into what they each hate the most, suddenly turning against each other.

You overlay phantasmal images over your enemies, making them appear to each other as loathsome and despicable, implanting, implanting an urge to kill and destroy the object of their ire. Orcs might see each other as elves or dwarves, demons might see angels, and so on. All subjects receive a Will save to see through the phantasm. Each individual failing its save turns on the closest ally and attacks until the first time it deals damage, which causes the spell to end for that attacker.

Material Component: A swatch of white silk.

Source: *Player's Handbook II* 114.

Heart of Earth

Transmutation [Earth]

Level: Druid 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the *stoneskin*'s total protection is consumed), at the end of which time the spell's entire effect ends.

If *heart of earth* is active on you at the same time as *heart of air*, *heart of fire*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 106.

Heart of Water

Transmutation [Water]

Level: Druid 3, sorcerer/wizard 3, wu jen 3 (water)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

The crashing of waves echoes in your ears.

This spell converts part of your body into elemental water, which makes you better able to navigate aquatic environments and slip through confined spaces. You gain a swim speed equal to your land speed, which grants you certain benefits (including a +8 racial bonus on Swim checks; see MM 311). You also gain the ability to breathe water (as if under the effect of a *water breathing* spell). Finally, you gain a +5 enhancement bonus on Escape Artist checks.

Furthermore, while this spell is active, you can activate a *freedom of movement* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level, at the end of which time the spell's entire effect ends.

If *heart of water* is active on you at the same time as *heart of air*, *heart of earth*, or *heart of fire*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 107.

Invisibility, Superior

Illusion (Glamour)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

As you complete the spell, your senses dull somewhat. Upon releasing the spell's energy on your desired subject, your senses clear, although the spell's recipient can no longer be perceived.

This powerful glamor functions like *invisibility* (PH 245), except that it masks image, scent, and sound alike, concealing the subject from all senses except touch. As with *greater invisibility*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior invisibility renders the recipient immune to detection by *see invisibility*, *faerie fire*, *glitterdust*, *invisibility purge*, and *dust of appearance*, although creatures under the effect of the spell can be detected by *true seeing*. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Source: *Spell Compendium* 125.

Lightning Ring

Evocation [Electricity]

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Effect: Ring of electricity

Duration: 1 round/2 levels

Saving Throw: See text

Spell Resistance: Yes

Your body quakes as a ring of crackling electricity explodes from your chest to whirl about you.

The ring of electricity moves with you and does not interfere with your spellcasting or attacks, or with others attacking you. As long as the *lightning ring* is in effect, you gain resistance to electricity 20. At the beginning of your turn each round, adjacent creatures take 10d6 points of electricity damage, or half that with a successful Reflex save.

In addition, each round as a free action at the beginning of your turn, you can direct two lightning bolts that deal 5d6 points of electricity damage each, exactly as the *lightning bolt* spell (caster level 5th), in any directions you choose. Each bolt can be aimed separately. A creature struck by one of these bolts can make a Reflex save for half damage. The DC for this save is calculated for an 8th-level spell, even though the bolts mimic a 3rd-level spell.

Material Components: A small glass ring and a bit of fur from any animal.

Source: *Spell Compendium* 132.

Prismatic Ray

Evocation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You feel within you, as the spell nears completion, various energies locked in a battle within your body. As nausea threatens to overcome you, you croak out the final syllables of arcane power and point your hand. A single beam of brilliantly colored light then shoots from your outstretched hand.

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Kills; Fortitude partial, take 1d6 Con damage instead
5	Blue	Turned to stone (Fortitude negate)
6	Indigo	Insane as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Two effects	Two effects; roll twice more, ignoring any "8" results

Source: *Spell Compendium* 162.

Repair Critical Damage

Transmutation

Level: Sorcerer/wizard 4

The smell of grease and the distant echo of clanking gears greet your senses as you complete this spell. Upon touching the intended construct, the grease smell and gear sounds disappear. Major dents and scratches disappear from the construct, as do cuts, tears, and abrasions.

This spell functions like *repair light damage*, except that you repair 4d8 points of damage +1 point per caster level (maximum +20).

Source: *Spell Compendium* 173.

Repair Light Damage

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As a sculptor massaging a rough spot of clay into something less abrasive, your touch smoothes over the dents and dings of the construct you touch.

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level (maximum +5).

Source: *Spell Compendium* 173.

Resistance, Superior

Abjuration

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

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.

Shadowy Grappler

Illusion (Shadow)

Level: Sorcerer/wizard 6

Components: V, S, M

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

You feel a spectral force form near you, as if some intangible shadow being stood nearby. Upon choosing the target of your spell, you sense the shadowy force depart from your side, moving as fast as thought toward the creature you designated as your target. You see the target creature move as if attacked by an unseen foe.

Upon casting this spell, you create a shadowy force that automatically grabs the target (PH 156). The shadowy force immediately attempts to establish a hold on the target with a grapple check bonus equal to the DC of this spell. If the target succeeds on its saving throw, the grapple check bonus of the *shadowy grappler* is cut in half. For example, a sorcerer with a 16 Charisma who casts this spell creates a *shadowy grappler* with a grapple check bonus of +19 if the target fails its save and +9 if the target makes its save.

Every round on your turn, the *shadowy grappler* makes a grapple check against the target. Once it has a hold, the shadowy force attempts to pin the target on the following round. If the grappler establishes a pin, it uses the option to prevent the target from speaking. The grappler always attempts to maintain a grapple or work toward a pin.

A *shadowy grappler* occupies the same square as the target and moves with the target for as long as the spell lasts. Other creatures cannot join the grapple, either to assist the target or the grappler.

Material Component: A dried squid tentacle.

Source: *Spell Compendium* 186.

Solipsism

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/wizard 7

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Pangs of loneliness grip your heart as you complete the spell. Upon choosing your target, the feeling subsides even as a ghstly pale yellow mist swirls around your target for a moment.

You manipulate the senses of one creature so that it perceives itself to be the only real creature in all of existence and everything around it to be merely an illusion.

If the target fails its save, it is convinced of the unreality of every situation it might encounter. It takes no actions, not even purely mental actions, and instead watches the world around it with bemusement. The subject becomes effectively helpless and takes no steps to defend itself from any threat, since it considers any hostile action merely another illusion.

Source: *Spell Compendium* 194.

Stun Ray

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1d4+1 rounds; see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A quick jolt of electricity darts from your raised hand. The slight smell of ozone lingers afterward.

You blast an enemy with a scintillating ray of electricity. You must succeed on a ranged touch attack with the ray to strike a target. The target is stunned for 1d4+1 rounds by the ray of electricity. If the subject makes a successful Fortitude save, it is stunned for only 1 round.

Creatures that have immunity to electricity are not affected by this spell.

Material Component: A coiled copper wire.

Source: *Spell Compendium* 211.

ADVENTURE RESOURCE 1

If players want a reference to the “To Serve the Greater Good” series, you can give them this handout. It gives them a quick breakdown of the four adventures that came out in CYs 592-594.

COR2-07 Ashes of Innocence

This adventure dealt with the first of the fallen priests. A man by the name of Vadid, who bears 101 tattoos as his burden, ashamed of what he had done and full of rage at the world he fled (Veluna). Once he left the Archclericy, he awoke to find he had a small boy traveling companion. This is Aaront. The boy was possessed by a devil spirit by the name of Theron released from Perdition who was causing carnage and death as the priest and boy traveled the countryside. The party following this trail eventually catches up with them and learns of the boy's dark secret. They must convince the boy to willingly take this evil spirit back within him before it destroys again. During this, Vadid is finally pushed over the edge to a dark god and attacks the party. He dies and in doing so passes the tattoos onto the person who dealt the death blow. The boy is gone and the party is left thinking the day is won and over.

COR3-03 Fury of a Cold Man's Heart

Aaront has traveled north and now accompanies another bearer of the curses by the name of Zelt Damascus. This time it's the son of the traitorous priest. He has been working to find a way to remove the curses. The group strikes deep into Iuz's lands to find a temple of blood somehow connected to the Flight of Fiends. They sneak in and do a surgical strike in the temple to hopefully free Zelt of the curse and remove Theron from Aaront so he can no longer do any harm (and the boy does not have to bear his burden any longer). It goes badly and Theron is released from the boy and is free to roam as he pleases. The curses find another home on one of the PCs (and likely the same one who has the first 101 curses). The party flees back across the border into Furyondy.

COR3-08 A Man with Nothing

The party meets up with Zelt again who has been trying to track down the third priest from the betrayal as well as a place called Perdition. They head into the Yatil Mountains and eventually find a gate guarded by some of Theron's cronies. Passing through into Perdition, they find a duplicate of the city of Mitrik. Inside are 303 essences of devils and their 303 human counterparts locked in an eternal struggle against each other. They meet the leader of the human half and to their surprise it's the human half of Theron. After earning their trust, they meet Ra'Ned Fillisp and Aaront. Ra'Ned is the third bishop from the flight of Fiends betrayal and the only one left. He wants to collect the curses in himself and remain in Perdition forever, thus trapping all the devils in here with himself. He is talked out of it and a character takes all three upon himself and agrees to remain. They use the tattoos to summon Theron (the only devil not locked in Perdition) and, in a climactic battle, defeat him and lock him inside Perdition once again. Aaront leaves with the party and disappears in the Mitrik back streets.

COR4-07 Full Circle to Oblivion

The player with the curses chooses to not stay in Perdition. The doors swing open and chaos begins to unravel things. Ra'Ned Fillisp learns of this and gathers the heroes and Aaront together to try and find the person with the curses and gather them together once again. During the process, the players learn that Aaront is the vessel for the essence of the *Crook of Rao*. It lives within him and affects the world around him in subtle ways. They also learn of several groups wanting to undo the flight of Fiends for their own reasons. Some want it just undone (Iuz), while others wish to undo it and built it back up (Ra'Ned). The players learn that a time is coming when this will all come to a head and somebody in the right place at the right time will make the decision that could affect millions of lives. Aaront is now the bearer of all 303 curses and continues to follow Ra'Ned.

CORS8-01 Whispers of the Obsidian Citadel

Adventurers undo the Flight of Fiends, releasing the trapped fiends and their human counterparts back into the Flanaess.

ADVENTURE RESOURCE 2

There is much more information available about all the various characters and events in this series than is possible to dispense to players in a single adventure. They may have questions about certain people, events, or motives beyond what they learn in Gather Information/Knowledge checks. That information is listed here for them read at their own discretion. You may also use this to expand on information delivered in the adventure if it would provide a better understanding for the players.

THE CIRCLE OF EIGHT

Mordenkainen's first group was called the Citadel of Eight, a collection of mages, priests, and powerful warriors. This motley group did not last long, and with his second attempt, Mordenkainen sought out like-minded arcanists who shared both his goals and his affinity for magic. This mysterious assembly of wizards known as the Circle of Eight has long benefited from a past obscured by misinformation and enigma. The group's influence reaches from the Baklunish west to the Solnor Ocean, though its secretive methods ensure that few know the extent of its ministrations. Certain members of the Circle are well known and liked, their talents appreciated throughout the Flanaess. The mages Bigby, Jallarzi, and Otto, for instance, are welcome in courts far from cosmopolitan Greyhawk. Others, such as Drawmij, Nystul, and Theodain, prefer to operate away from the public gaze.

Mordenkainen the archmage formed the Circle of Eight as a tool to manipulate political factions of the Flanaess, preserving the delicate balance of power in hopes of maintaining stability and sanity in the region. Mordenkainen's view of "enforced neutrality" is not tit-for-tat equality, but rather a detailed theoretical philosophy derived from decades of arcane research. He has fought ardently for the forces of Good, most recently during the Greyhawk Wars, but just as often has worked on darker plots to achieve his ends. In all things, the Circle of Eight prefers to work behind the scenes, subtly manipulating events to ensure that no one faction gains the upper hand.

In the last two decades, the Circle has seen members come and go, but its dedication to Mordenkainen's goals and methods remains steadfast. Current members include Bigby of Mitrik, once Mordenkainen's apprentice and now an archmage in his own right; the rotund and jovial Otto, who favors the kitchen over the laboratory; Jallarzi Sallavarian of Greyhawk, one of the most dynamic wizards in a city of mages; the reclusive Drawmij, who oversees Keoland and the south from his undersea lair near Gradsul; and Nystul, a Tenha expatriate who wishes to expand the Circle, beyond eight if need be, to combat the growing threats presented by Iuz, Turrosh Mak, and the consolidating factions of the former Great Kingdom.

The treachery of Rary in 584 CY saw the destruction of Tenser and Otiluke, leaving the Circle at five. After a successful mission to rescue one of Tenser's clones from the clutches of the infamous necromancer-witch Iggwilv, the Circle added three new members, rounding out the membership. (Tenser, chafing at Mordenkainen's agenda, left the group in disgust after his rescue.) New members include the redoubtable Warnes Starcoat of Urnst; Alhamazad the Wise of Zeif; and the cold, unemotional Theodain Eriason. Mordenkainen remains the ninth member, a "shadow leader" dictating his agenda to others and influencing the Flanaess through his powerful network of agents and servitors.

Mordenkainen

Mordenkainen is one of the most feared and respected living mages in the Flanaess. Once a resident of the Wild Coast, Greyhawk, and Highfolk, respectively, he has traveled to the reaches of the exotic Far West and ventured extensively across the Flanaess, from the lands of the Northmen to the shores of the Amedio Jungle. There is scarcely a mage who has not heard of his exploits or recognized his skill and knowledge of matters both magical and political.

Mordenkainen stands 5 ft. 11 in. tall, and appears half-again younger than his true 82 years of age. He wears a dark beard trimmed to a point, and usually favors black satin coats, lined in red, over traditional robes. Ten years ago, Mordenkainen shaved his head, and he has remained bald by choice ever since. His most impressive physical features are his penetrating eyes. It is said that they hold hints of genius tinged with madness, a volatile combination that usually gets Mordenkainen what he wants from the easily persuaded. He revels in the art of debate, though his emotions can overcome him if he fears defeat. Luckily for him, this is a rare occurrence (though allegedly the spike that tore a rift in his once-strong friendship with Rary).

Little is known about Mordenkainen's origins, particularly the place of his birth. Rumors place him as Oeridian, perhaps Aerdi. Some even say he is of the line of Ganz Yragerne, making him distantly related to such notables as Zagig Yragerne and Heward. He has few friends, and no one in whom he completely confides. His greatest passions are for his Art.

Perhaps no individual in all Oerik sees himself as embodying the spirit of Balance as does Mordenkainen the Archmage. His philosophies are almost entirely one-sided on the matter, and many a worthy cause has gone unanswered by the mage's private army, the Obsidian Citadel (sharing the name of his hidden fortress home) because of his neutral-minded convictions.

Mordenkainen's view of balance is no tit-for-tat equality, but a highly detailed and extremely theoretical philosophy derived from decades of arcane research. He has fought ardently for the forces of good (most recently during the Greyhawk Wars), but just as often he has been known to work as a shadow player for malevolence. In all things, Mordenkainen prefers to maneuver behind the scenes, subtly manipulating events to ensure that no side gains the upper hand. As a result, the archmage is trusted little, even among the likewise-neutral Hierophants of the Cabal, who find his vision of Balance wholly self-centered and somewhat arbitrary.

This philosophy has gained the archmage a virtual army of enemies, not a few of whom once considered him a good friend. Among these last can be counted Evard the Black, Terik, and, of course, Rary. Iuz and his underlings, particularly Kermin Mind-Bender, have hated Mordenkainen from their first meeting.

In recent years, Mordenkainen has turned his full attention to his position as leader of the Circle of Eight. The events of the Greyhawk Wars and their aftermath strike him as prophetic of the dark times revealed in the *Tome of the Black Heart*, discovered so very long ago beneath Maure Castle. For decades, he has been collecting his thoughts in a work known as the *Codex of Mordenkainen*. Archmages across the Flanaess would give anything to peruse its pages.

Drawmij

Drawmij is 63 years old, though he appears in his late twenties or early thirties. His hair is sandy blond, his eyes blue, nearing purple. There is an unsettling quality to his features, and more than a few acquaintances have noticed that something about him seems different each time they are in his presence—the shade of his eyes, his height, or even the thickness and curl of his hair. Still, the mage is affable, and given his profession, little attention is paid to what Rary once termed “troubling inconsistencies.”

Drawmij spends as little time in Greyhawk as possible, finding the place stifling and distasteful. He prefers the cultured antiquity of southern Keoland, and his private undersea demesne to that. His only regular terrestrial haunt is the Keoish city of Gradsul, at the mouth of the Sheldomar River.

Drawmij has a close connection to Duke Luschan of Gradsul, a distant cousin to the King of Keoland. The two may be kin, even close family. Reportedly, Drawmij also consorts with the Hierophant Sverdras Meno, a powerful being who oversees the vast Azure Sea. Meno is thought to be a member of the mysterious Cabal, a congregation of the Old Faith even more enigmatic than the Circle of Eight. Few know that it is the one-time fastness of the hierophant that Drawmij has made into his private residence.

The mage speaks of contacts within the realm of Celene, and offers the weave of his fine robes and various artifacts displayed about his home as proof of his olven connections. Whether for reasons of politics or something more sinister, however, few in Enstad admit to any sort of relationship with the man. Somehow, though Drawmij has few known agents, he manages to report ably to the Circle on matters involving Keoland and its client states.

In the last eighteen years, Drawmij has focused his magical study on the science of travel and, more specifically, on theories of the manipulation of time. Though he has not admitted to ultimate success, there can be no denying that Drawmij, once merely enigmatic, has grown quite eccentric of late, perhaps as a reaction to an experiment gone awry. Jallarzi put as much forward to the assembled Circle in their most recent meeting, but she received only a cool smile from the mage and a harsh reprimand from Mordenkainen.

Drawmij met the news of the treachery of Rary with classic dispassion. Indeed, the nascent archmage appears to have been the Circle member least affected by the events of the Greyhawk Wars and Reconstruction. He only grudgingly agreed to the addition of Warnes and Alhamazad, and argued steadfastly against expanding the purview of the Circle to include non-human members. Finding Nystul his only ally in the matter, however, he has since treated the olve Theodain Eriason with bland acceptance.

Tenser

Tenser was born 525 CY, purportedly in the Wild Coast town of Fax. He was recruited on the shores of the Nyr Dyv by Mordenkainen to the original Citadel of Eight. It was Tenser who recruited the dim-witted though well-meaning Serten. Despite their decisive victories and advancing power, Robilar and Tenser frequently bickered over matters of morality, Tenser always taking the high ground.

In 569 CY, nearly a decade after the Citadel's formation, the first arrow flew at Emridy Meadows, and the Citadel was noticeably absent. Whether investigating magical secrets far to the west or unearthing lost passages in Urnst's Maure Castle, only Serten fought against the Hordes of Elemental Evil. None of them were there when he died. Tenser blamed Mordenkainen for the death of his friend, and retired inward to his castle. Others followed toward their own paths and the Citadel dissolved.

In 574 CY, Tenser, still bitter over the dissolution of the Citadel, sought membership in the Circle of Eight. After Leomund, one of the founding mages of the Circle, abandoned Oerth to explore other planes of existence, the petition was granted, and Tenser brought his unique, if less-than-subtle, ambition to the ideology of the group. His addition, along with Otiluke, solidified the Circle as a political powerhouse across the Flanaess. A decade later, at the end of the Greyhawk Wars, Tenser, along with Otiluke and Bigby, discovered Rary's plans to assassinate a

number of diplomats before the peace treaty could be signed. Rary killed Tenser and Otiluke and badly wounded Bigby. Sir Robilar, Rary's companion, had destroyed all of Tenser's and Otiluke's clones, ensuring their demise.

Robilar and Rary had been unaware of one of Tenser's clones hidden on Celene, one of Oerth's moons. Mordenkainen set about the task of returning his compatriot to life. Once restored, Tenser blamed Mordenkainen's manipulations for Rary's betrayal and his death and quit the Circle.

FADING LANDS

At several locations scattered throughout the Flanaess, small demiplanes intersect the Material Plane. Named *Fading Lands* by learned scholars, it is believed that deities or mortal wizards of great power created these pockets of elsewhere. Certainly they are rare in the extreme and usually of great age. Many *Fading Lands* may appear almost normal, but they should not be entered lightly for, almost without exception, they are dangerous and deadly places where the accepted laws of reality do not always apply.

These little known and little understood phenomena are extremely difficult to locate. Magical means of travel such as *plane shift*, *ethereal jaunt* and *astral projection* rarely grant access to such locations. Instead the persistent explorer must discover the specific method, either magical or mundane, of ingress and egress to such a place. Adventurers also report that the known *Fading Lands* are becoming increasingly difficult to find, suggesting that the magic that undoubtedly sustains them is failing. The reasons for this are unknown.

Reliable information regarding *Fading Lands* is notoriously difficult to uncover and usually found in the possession of puissant mages or extremely knowledgeable sages. The thick granite walls of the Great Library of Greyhawk contain a small collection of rare and highly magical tomes purporting to contain knowledge of such places. A few of these texts were penned by the eccentric, but surpassingly powerful wizard Zagig Yragerne making them valuable but of dubious veracity. Hidden away beneath the library these writings are not available for casual perusal by the curious, guarded as they are by the library's chief researcher the reclusive sage, Iquander. Similar texts were once held in Rauxes, although their fate after the catastrophic events of early 586 CY is unknown.

Known *Fading Lands* include the Faerie Court of Rings hidden deep within the Welkwood, the Mines of Dumathoin in the Stark Mounds, and the Crypts of the Iron Souls in the Gloriole Mountains. The *Blood Obelisk of Aerdy*, a powerful artifact hidden in the Gull Cliffs, also stands within its own *Fading Land*.

FLIGHT OF FIENDS

The years following the Pact of Greyhawk were anything but peaceful. Thousands of demons, devils, and other outsiders plagued Veluna, and Iuz's fiendish army still remained on Oerth. In Coldeven 586 CY, Canon Hazen of Veluna employed the *Crook of Rao*, a powerful artifact supposedly made by the god himself, in a special ceremony that purged the Flanaess of nearly all fiends inhabiting it. Outsiders summoned by Iuz, Ivid, or independent evils fell victim to this magical assault, which became known as the Flight of Fiends. The *Crook* was left inert and Canon Hazen was destroyed in its use.

GREYHAWK WARS

In 582 CY, the god Vatun appeared to his subjects among the barbarian tribes of the Thillonrian Peninsula. Ancient legend predicted that the return of Vatun, who had vanished centuries ago, would signal the birth of a barbarian empire in the north. Unfortunately, this particular "Vatun" was actually Iuz, whipping the northmen into a war frenzy.

The barbarians invaded the Old of Stonefist, which allied with them after Iuz ensorcelled Sevvord Redbeard, the Master of the Hold. The combined host then smashed through the Griffs and into the duchy of Tenh, which was swiftly overwhelmed. The barbarian alliance soon crumbled, but the damage was done: Tenh and Stonefist belonged to the Old One. Returning to his homeland, Iuz then conquered the Horned Society, Bandit Kingdoms, and Shield Lands in quick succession. Furyondy was invaded, and much of its northern territory was captured and laid waste. Iuz held the northern Flanaess in a death grip.

Taking advantage of the chaos, Ivid V ordered the Great Kingdom's armies to muster, with the intention of paying back his foes for centuries of impudence. The war that followed was staggering in scope and consequence. Almor was utterly destroyed; Nyrond was invaded; Sunndi was conquered. The nobles of the Great Kingdom fell upon one another, terrified of their insane Overking and eager to steal the lands of their neighbors. In the chaos, Medegia was despoiled and Rel Astra attacked by the Great Kingdom's own military. Ivid attempted to ensure loyalty by having his generals and nobles assassinated and reanimated as intelligent undead (animuses), with all the abilities they possessed in life. He in turn was also assassinated, though the church of Hextor restored him to undead "life," after which he became a true monster known as Ivid the Undying.

The madness of war bred more war. In 584, south of Greyhawk, a half-orc named Turrosh Mak united the vile nonhuman tribes of the Pomarj. Mak's armies boiled north, conquering several of the cities of the independent Wild Coast, then capturing nearly half of the Principality of Ulek. The appeals of Prince Corond of Ulek to Yolande, the elven

queen of Celene, fell upon uncaring ears. Celene closed its borders to even its most trusted allies, refusing to let elf blood fall in human wars.

This same year, decade-old paranoia regarding the Scarlet Brotherhood came true, as advisers in courts throughout the Flanaess were found to be Brotherhood agents. The Lordship of the Isles, Idee, Onnwal, and the Sea Princes fell under the influence of the Scarlet Sign, from treachery or invasion. Barbarians from Hepmonaland and the Amedio Jungle were used to secure captured lands. The Brotherhood was revealed as an evil, racist order dedicated to preserving the culture and purity of the ancient Suel Imperium, without regard to the lives of others.

For three years, the whole of the Flanaess flew banners of war. Nations fell as new empires were born. Demons and devils from the Outer Planes were summoned *en masse* by Iuz and Ivid V, and hundreds of thousands of mortals died. Finally, the battle-weary combatants gathered in Greyhawk to declare peace. Harvester 584 CY was to see the signing of the Pact of Greyhawk, fixing borders and mandating an end to hostilities.

On the Day of the Great Signing, however, Greyhawk suffered a great treachery: Rary, one of the Circle of Eight, destroyed his companions Tenser and Otiluke in a great magical battle, then fled. Many suspected that the former Archmage of Ket had hoped to hold the ambassadors hostage, perhaps capturing Greyhawk itself in the process. Instead, he and his cohort, Lord Robilar, went to the Bright Desert to form their own kingdom. Fearing further disruptions, the delegates hurriedly signed the Pact of Greyhawk. Ironically, because of the site of the treaty signing, the great conflicts soon became known as the Greyhawk Wars.

IUZ

Iuz, the Old One, is thought to be the half-fiend son of the demon lord Graz'zt and the powerful wizard Iggwily. Appearing on Oerth as a shriveled old man or as a huge, demonic-looking being, Iuz has many fiendish allies and impersonates other gods to fool mortals and increase his territory. He remains a great threat to the balance despite setbacks since the Greyhawk Wars.

In 570 CY, Iuz was freed by Sir Robilar from the *Godtrap* beneath Castle Greyhawk. He had been trapped, along with eight other gods, by the mad archmage Zagig in the dungeons of the castle. The Old One's release allowed him to retake his holdings in the northern Flanaess and build an empire the conquest of which led to the Greyhawk Wars.

Bonehearts and Boneshadow

Iuz's most trusted servants are his six Greater Bonehearts, six Lesser Bonehearts, and six Boneshadows. The Bonehearts are his political figures, leaders, rulers of nations, and top advisors. The Boneshadows are his elite spies, sowing discontent, gathering information, assassinating key individuals, and carrying out other secret missions for the Old One.

Null: The archmage Null is a Greater Boneheart and personally involved in most of Iuz's grand schemes. For example, he was with Iuz when Old Wicked stole the *Codex of Infinite Planes* and was the primary architect of the Old One's war on the Abyss.

Sunifarel Brightrobe: This half-elf wizard from Celene is one of the enigmatic members of the Boneshadow. He is primarily a scholar and collector of ancient lore, locations, and artifacts, preferably those dealing with unspeakable evils.

RAO

Rao, the Calm God, is shown as an old man with dark skin, white hair, slender hands, and a serene smile. Any time an offering of peace is made, Rao grows a day younger. Although he never intervenes directly on Oerth, Rao is the creator of several artifacts of good, particularly the *Crook of Rao*. He is a dedicated foe of Iuz, an ally of Zilchus, and is otherwise friendly with all other beings. He can cause any aggressive being to relax into an agreeable calmness with a glance, having thwarted even Nerull with his power in the past.

SIR ROBILAR AND THE NINE IMPRISONED GODS

As part of his mission to achieve godhood, Zagig Yragerne imprisoned nine demigods beneath Castle Greyhawk. Years later, Sir Robilar entered the ruins and released Iuz from the prison. Contradicting rumors say that the release was accidental, purposeful and on the orders of Mordenkainen, and many iterations between.

No one knows exactly which demigods were imprisoned, but the mural in The Magic Box portrays these nine: Merikka, Stern Alia, Wastri, Xilonen, Zuoken, Chitza-Atlan, Tlazoteotl, Rudd, Iuz

THARIZDUN

Tharizdun, the Dark God, is an old and evil god of uncertain origin, imprisoned by the concerted effort of all of the gods over one thousand years ago, after which he has not been heard from. If freed, it is said that the gods would again unite

to lock him away, for he wishes no less than to unravel the fabric of the universe. Sites keyed to him still exist, and his relics still hold power. Although no true depictions of him remain, he is thought to be an utterly black entity without a solid form, leaving cold, decay, and insanity in his wake. The current teachings of his faith revolve around the number three, the discovery of items relating to his power (keys to contacting him), and the means to free him from his confinement.

Many of his clerics are mad. The rest (such as rumored sects of the Scarlet Brotherhood, known as the Black Brotherhood) are deluded enough to think that his release will grant them privilege when he remakes the world. They are very secretive and learn to trust only other members of the cult. They conduct bizarre rituals and explore ancient sites for keys to his chains. Because of their god's imprisonment, his clerics must be in contact with an object or site imbued with some of Tharizdun's power to prepare or cast spells.

VELUNA

The folk of Veluna have long represented the best aspects of humankind. Here, humans and elves live in harmony, farming arable land and working together to build a common culture founded upon the tenets of peace, reason, and serenity. The influence of the Church of Rao is everywhere in Veluna, gently enforcing their doctrine through the administration of fair, firm (but not overly harsh) laws. A land renowned for its scholars and seers, Veluna is also a pilgrimage site for those seeking wisdom and stability in their own lives.

Trade in Veluna runs along two primary corridors, the Velderdyva River and the Great Western Road. Though most of the truly important settlements along the Velderdyva belong to Furyondy's duchy of the Reach, Veluna claims a number of small ports along the southern banks. A long-cultivated tolerance for the Rhennee bargefolk, who are generally unwelcome on the northern shores, provides a willing flotilla of barges, and occasional protection for larger vessels when strange creatures crawl from the river deeps. The Great Western Road is well-fortified, and sees more traffic than the river. Most of this traffic flows west, anchored by caravans bound for Lopolla and the rich markets of Ekbir, Tusmit, Zeif, and beyond.

ADVENTURE RESOURCE 3

Here is a list and brief description of the current occupants of *The Magic Box*.

Waitstaff

Devadas: The bartender and owner of *The Magic Box*, he's an older Oeridian man with a bald head and big belly. He smiles often and speaks little. He doesn't share any secrets of the tavern itself, but can recount the greatest adventures of both the Citadel of Eight and the Circle of Eight if asked. His favorite stories are about Otto and the times they cooked together in *The Magic Box's* kitchen.

Ashima: Devadas' youngest daughter. She has her mother's Suloise features with long, flaming red hair, pale skin, and vivacious curves. She turns every eye in the tavern, but never flaunts or takes advantage. Much like her father, she knows all the stories of the Citadel and Circle of Eight, but always defers to Devadas when stories are called for. She only takes the lead at his insistence or if he is in the kitchen.

Patrons

Berimor Ironshield: Berimor is the kind of person that others wonder why he is in a tavern. He doesn't like talking. He doesn't like singing. He doesn't like people. He sits in the corner with his face pressed firmly against a tankard of ale, stopping only to dispel any annoying magicks younger patrons may be casting. If spoken to directly, he usually responds with grunts, glares, or the occasional burp. Ashima has learned to simply refill his tankard when it is empty and to bring him exact change once he has paid and to otherwise stay out of his way.

Jahan Makalin: Jahan is a wizard because that is what his twin sister wanted to be as a child. Jahan loves Lusha and has followed in her footsteps his entire life. He doesn't like being a wizard, though, and has always managed to place himself in the middle of the pack, never great, never poor. Friends joke that he's a bard disguised as a wizard. Jahan loves attention and goes out of his way to get it, making jokes, playing tricks, and even singing the occasional song. He is well liked. Despite his mediocre talent, nepotism has seen him advance quickly among the wizarding ranks. Jahan also loves women and they love him. He is here today with Mahra Moonblossom, an apprentice wizard who frequently tells him that she wants to learn everything he knows. Jahan jokes that teaching her everything he knows won't take that long, leaving them time for more pleasurable activities.

Lusha Makalin: Jahan's twin sister, Lusha lacks his looks and his charisma so has spent her life in his shadow. Those that have met her assume she is bitter about this fact given that her magical ability dwarfs that of her brother. Lusha loves her brother and that love supersedes any ambition she might have. She does not resent the attention he gets or the advancement he receives. She contents herself at being the best she can be. She spends a lot of time keeping her brother out of trouble as well.

Mahra Moonblossom: This is the half-elf's first time at *The Magic Box*. Jahan brought her here. She enjoys his attention, but also understands what it means to be courted by a wizard of his prestige. She laughs at every one of his stories and only his stories. While she offers polite smiles and even the occasional giggle to others' stories, she does not like Lusha. Mahra does not smile at her or even look her in the eye.

Mercer: The dwarf is a justicar and a frequent companion of the wizard Stroth. He knows every inch of Greyhawk City and is the only person to find the tavern without intentionally looking for it. His natural inquisitiveness made him notice the hidden second story and so he investigated the front foyer. He might have figured out the optical illusion faster if Stroth had helped him at all, but as in all things, the gray elf simply let the dwarf enter first, entering only when he was certain his friend hadn't been killed by any lurking monsters. Mercer owns a keep in Veluna. He talks often of the new Flight of Fiends.

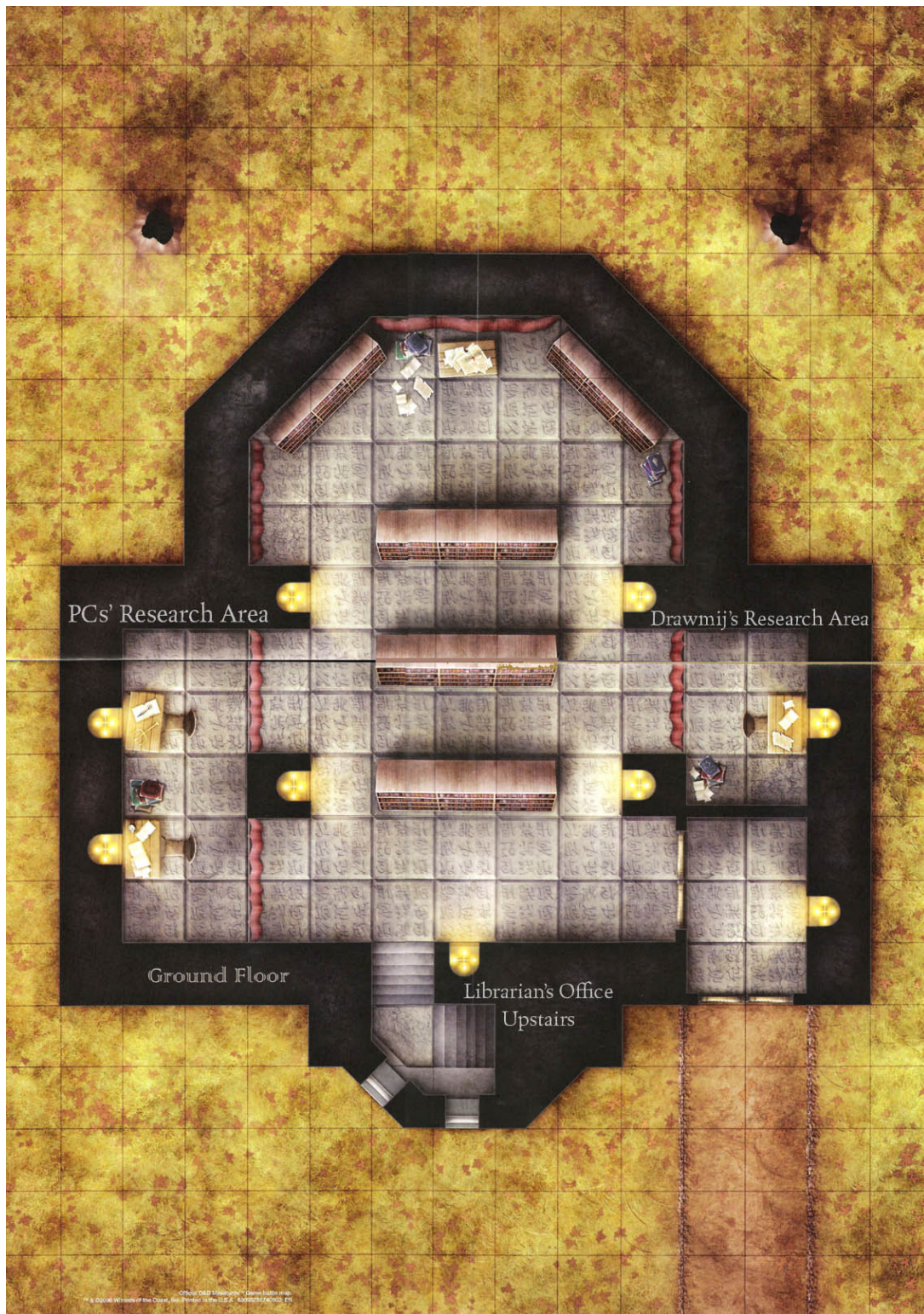
Stroth: The gray elf found *The Magic Box* three years ago and has become a regular patron. He enjoys the high-browed company and considers the wizards of almost-equal intellect. A classic gray elf, he offers little respect to any races other than gray elves (but even they are not as intelligent as he). He accepts his travel partner Mercer as someone who will do the things he does not want to, such as opening doors and entering buildings first. Stroth only speaks when spoken to.

Taras: He has already forgotten his mother's warning. He spends his entire time trying to think of something smart to say to Ashima, but he's not a very smart person. His comments usually come out like "You're pretty" and other equally simple statements.

GM AID 1: MAP OF THE CITY OF GREYHAWK



GM AID 2: MAP OF THE LIBRARY



GM AID 3: PLANE OF SHADOW

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

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

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

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

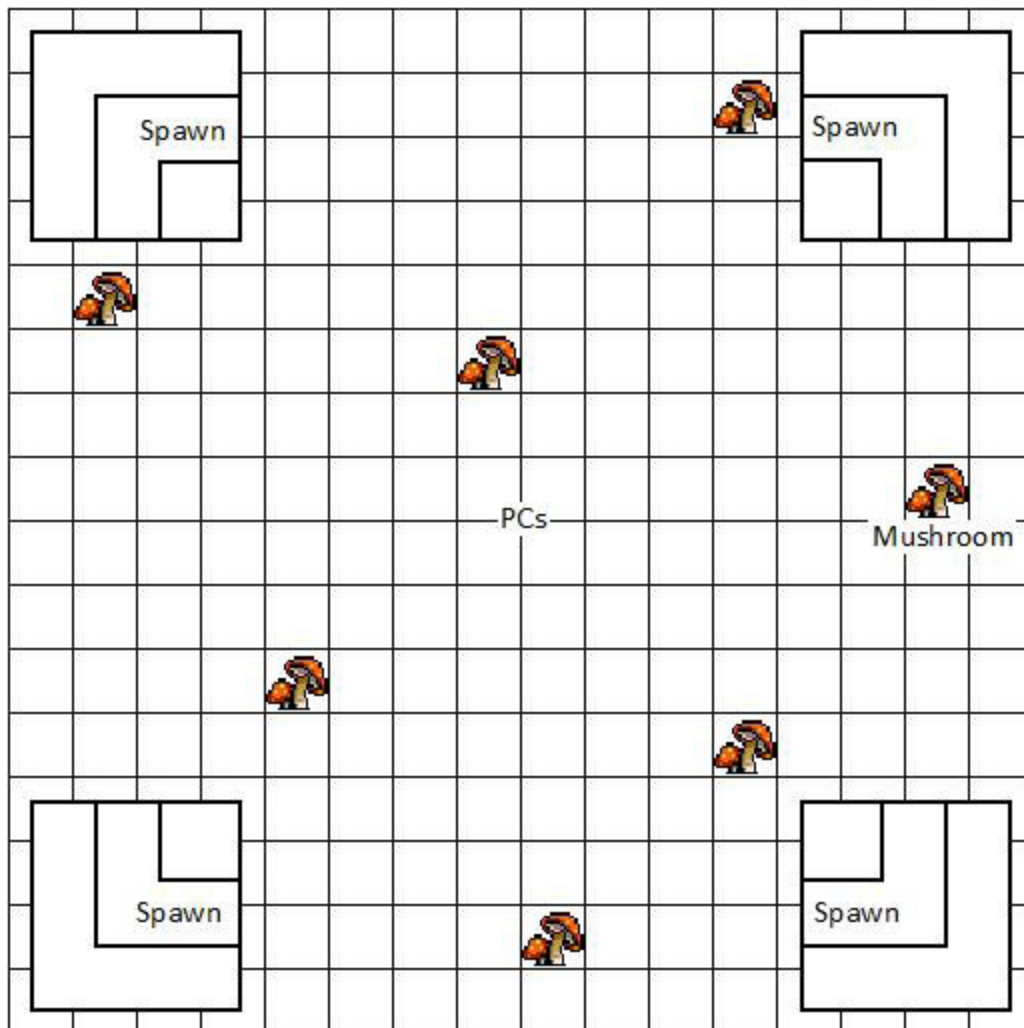
The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits:

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

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

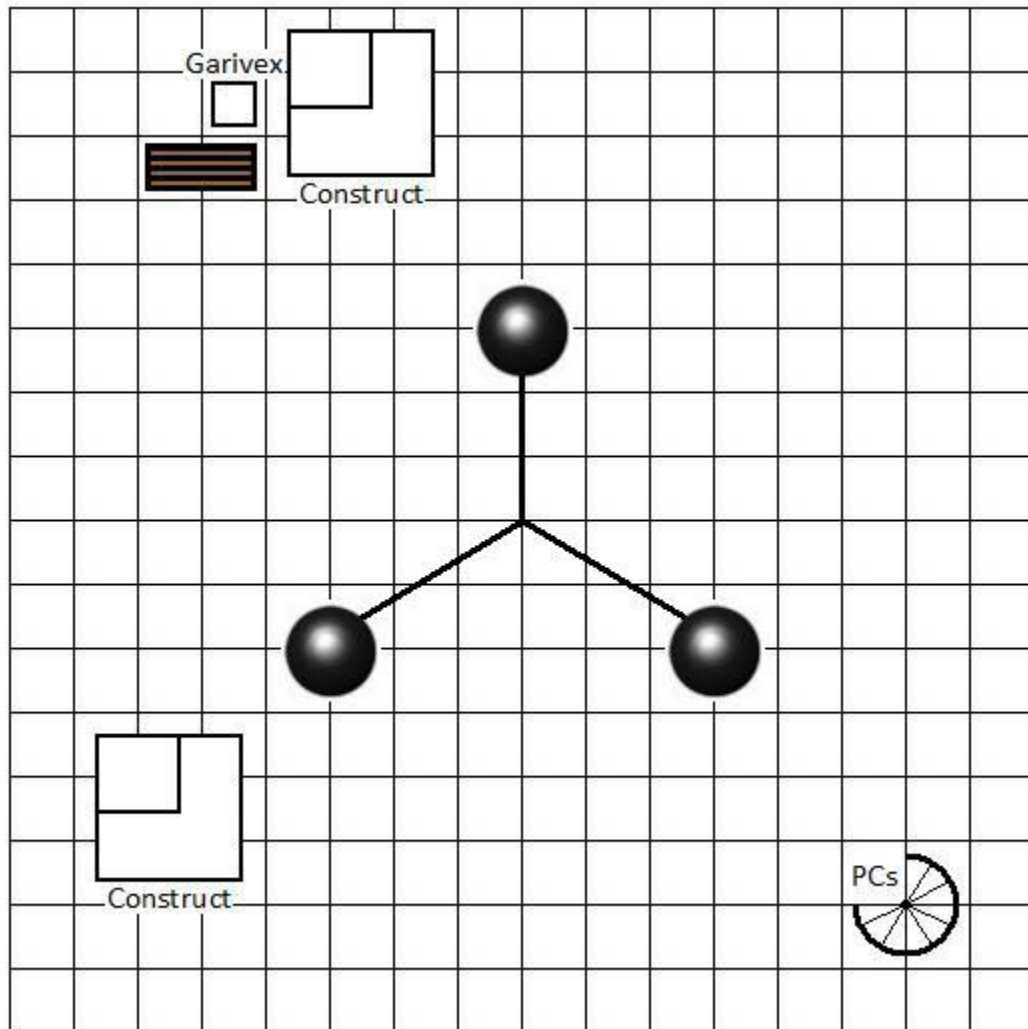
GM AID 4: MAP OF JUBILEX'S GRASP



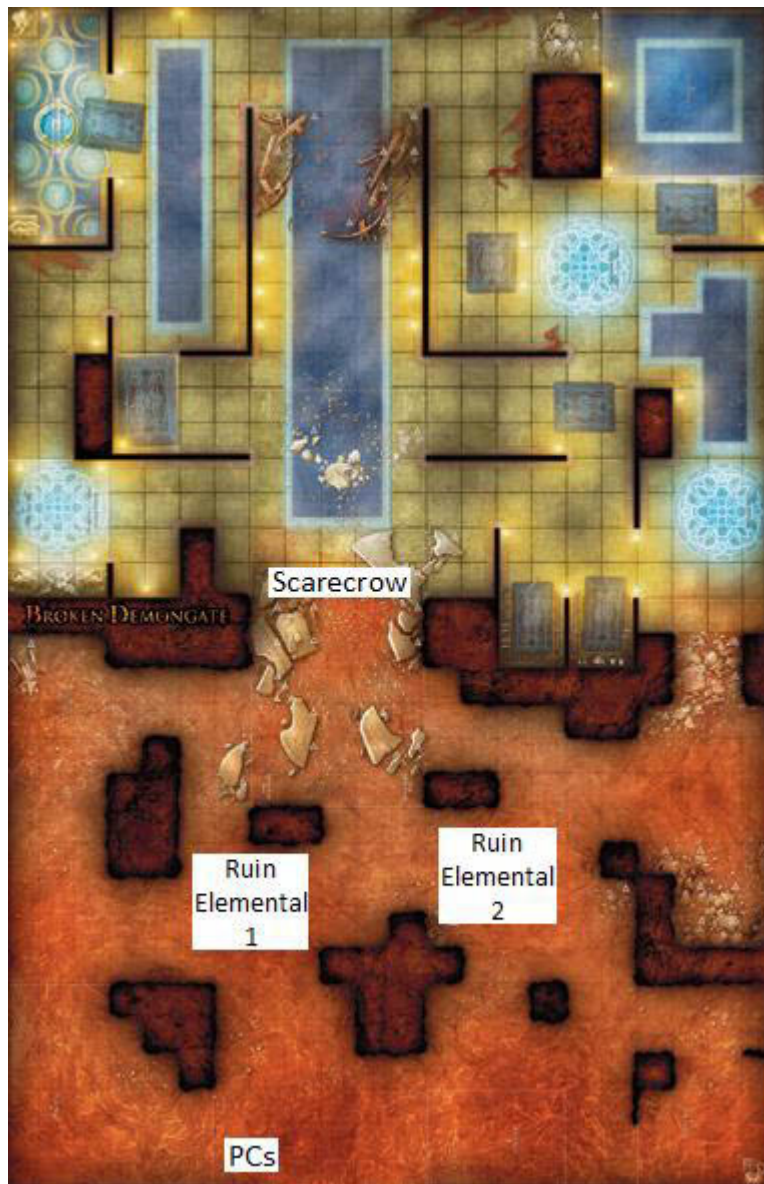
GM AID 5: MAP OF THE FOUNTAIN OF SCREAMS



GM AID 6: MAP OF THE PRISON



GM AID 7: MAP OF THE RUINS



PLAYER'S HANDOUT 1

Researching the Library of Greyhawk, you have come across this pertinent information published in a book written in 588 CY:

The Codex of Infinite Planes is a book so massive that even two strong men can barely lift it. The cover of the book is obsidian and the pages are sheets of paper-thin lead. Each page is inscribed with writings in alien languages and illuminated with illustrations both beautiful and horrific. No matter how many pages are turned, there is always at least one more.

The origin of this tome is thought to predate the invention of written language among humans. It was discovered by the High Wizard-Priest of the Isles of Woe and used to create an empire on Oerth and other planes of existence before its powers sank the Isles beneath the Nyr Dyv.

It was thought that the Codex had been destroyed, but the archmage Tzunk appeared with the *Codex*, and after lengthy study, attempted to conquer the City of Brass. The invasion failed. Tzunk was punished and the location of the *Codex* was lost.

All powers of the book are triggered by reading it, if one knows the proper page in which to look. The *Codex* can open a portal to any plane, demiplane, fading land, dimension, or world, at any location. It can summon a greater fiend to serve the reader for 24 hours, and it can raise the dead.

Those who use the *Codex* gradually become more than mortal, transforming into hero-gods or fiends. The archmage Tzunk, after lengthy exposure to the tome, gained a horrific form of immortality that caused him to remain conscious and animate even after his body was dismembered by the efreeti and scattered across the world.

The *Codex of Infinite Planes* is as much bane as boon. Terrible destruction has been unwittingly released against those who attempt to master it: earthquakes, storms, fiendish invasions, imprisonment, and death. This has led some to theorize that it is cursed or contains information best left unknown. Those who open it for the first time are often instantly annihilated.

The *Codex* uses its readers as slaves, entering their dreams and guiding them on visions of the infinite planes, forcing them to write its pages. This is how the *Codex* continues to exist and to grow. Eventually its scribes use up their own lives; when they come to the page that describes themselves, they are empty husks, and the *Codex* finds another slave to continue its self-creation.

593 CY: Adventurers claim to have found and used the *Codex* to seal the breach to the Ethereal Plane. They have no corroborating evidence to support this.

—Iquander.

PLAYER'S HANDOUT 2

Researching the Library of Greyhawk, you have come across this pertinent information:

The *well of many worlds* is a strange, inter-dimensional device that looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the *well* is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the *well* touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

In 594, adventurers delved a crypt in the Principality of Ulek and recovered a *well* on behalf of their benefactor, a drow named Tysiln. The adventurers betrayed the drow and delivered the *well* to the archmage Drawmij.

It is rumored that the *well* they recovered is actually a minor artifact, not subject to the randomizing effect normally associated with a *well of many worlds*. No confirmation has been given by the archmage or his associates.

PLAYER'S HANDOUT 3

Researching the Library of Greyhawk, you have come across this pertinent information, written in 574 CY:

The Valley of the Mage lies hidden within the central Barrier Peaks mountain range, concealing within its confines the source and headwaters of the Javan River. The only natural passage through the surrounding wall of mountains lies near the northern end of the valley. From here the river exits, flowing beneath the trees of the Dim Forest. This lush valley is one of the most naturally isolated realms in the Flanaess. The closest neighboring states are Bissel and the Grand Duchy of Geoff. Across the Barrier Peaks to the west are Ull and the Plains of the Paynims.

Valley elves patrol the entrance, often in force, and gnomes are sometimes found among their ranks. These patrols are comprised entirely of infantry, usually wearing chainmail or studded leather, and armed with longsword and bow. The tenor of encounters with these elves is highly variable; sometimes they are wont to attack immediately; while at other times the elves turn back intruders with only a warning. The patrols do not seem to be highly disciplined or organized, and the elves are just as unpredictable when encountered outside the Valley.

The sovereign that is said to rule here is known as the Mage of the Vale, or the Black One. His court has no formal relationship with any other government, though he is suspected of maintaining a ring of spies in several cities in the neighboring realms. There is almost no trade, either; it is thought that the Black One prefers to send his servants on errands of theft and banditry instead. Henchmen of the Mage that were captured have either escaped or wasted away, dying if not allowed to return to their master.

Little else is known of the Mage or the interior conditions of his domain. Those who have traveled there describe passing from under the deep shadows of the Dim Forest, through a wide gap in mountains, to find a warm and fertile countryside within, with few inhabitants. The broad northern basin is grassy and pleasant, while the high southern valley is rocky and tree covered. Little apparent danger is here during the day. Nightfall in the valley is quite sudden, and the landscape comes alive with monstrous predators. It is not known if these are conjured in response to trespassers or are hazards for the subjects of the Mage as well. It may be that serving the Mage of the Valley is as perilous as opposing him.

PLAYER'S HANDOUT 4

Researching the Library of Greyhawk, you have come across this pertinent information, written in 596 CY:

The original Mage of the Vale, Jaran Krimeeah, named his lover, a drow wizard named Tysiln San as First Protector of the Vale. Shortly after, he vanished. Since Jaran's disappearance, two wizards have become the Mage of the Vale. The first was killed during a giant raid on the Valley. The second and current Black One, Elock, is a necromancer refugee from Bissel. Due to hostilities by Evard the Black, necromancers find the march to be less than welcoming.

Tysiln still holds her post as First Protector of the Vale. She openly supports Elock's position as Black One, but continues the search for Jaran in secret.

Stories about the Mage of the Vale vary greatly, but many suggest that there may be more to the Valley than its verdant flora. The tales say that streams of magic flow through the Valley and that the Black One holds power over this magical current, using it to augment his already potent magical abilities. In addition it may or may not offer him a number of spell-like abilities that utilize the natural surroundings of the Valley in ways not usually affected by magic.

PLAYER'S HANDOUT 5

Searching through the books in the Library of Greyhawk, you have discovered this letter:

Friend,

I am no longer in my master's council as I once was, but some schemes are too grand to keep secret. His release of the ether threat onto Oerth has propelled adventurers into action. They have found the Isle of Woe and take now the hero's journey, as predicted by my master. They will find the *Codex of Infinite Planes* to seal the rift, and in doing so, make its location known to us. He will seize the *Codex* and bend it to his will. No corner of Oerik will be spared his wrath. No plane of the Abyss will be safe from his conquest. The old gods may have feared that the Dark God would unmake reality. How foolish of them to neglect the ingenuity of youth. To my master come all things.

V

PLAYER'S HANDOUT 6

Searching the librarian's office, you find and decipher the following information:

Diysen,

The Citadel has directly involved itself twice now. This was unexpected. Chances are high that they will discover the true location of the clone. Their resources in the Cairn Hills are nearly exhausted. Ensure no one reaches *The Magic Box*.

Agents have seen the Keolander sending lackeys to the library. Find any pawns he has employed and destroy them. His delays in the library will give us the time we need in the Valley.

Do not fail. Hail Iuz!

Sunifarel Brightrobe

PLAYER'S HANDOUT 7

Searching through the books Skor removed from the Library of Greyhawk, you discover one piece of pertinent information that you did not discover in the library.

The old gods, even when unified, were not powerful enough to destroy the Dark God, Tharizdun. Instead, they created a pocket dimension, the Demiplane of Imprisonment, to hold the god for all eternity.

A number of places on Oerth are called keys, unholy sites linked to Tharizdun's prison that can still draw divine energy from him. The Temple of Elemental Evil in the Viscounty of Verbobonc is perhaps the most notable of these. While his followers have tried repeatedly, none of these keys are capable of being used as a gate to the demiplane. Likewise, spells such as *planeshift*, *greater teleport*, *wish*, or *miracle* or powerful magic items, such as the *Well of Many Worlds*, are incapable of accessing the prison.

This was intentional on the gods' part. To breach the Demiplane of Imprisonment would be to afford the Dark God an opportunity escape. Once free, he could unmake reality.

FEEDBACK & CRITICAL EVENTS SUMMARY

Please complete this form and submit the results to iuzcircle@gmail.com.

On a scale of 1 to 10, 10 being the best, please rate the enjoyment and difficulty of each encounter:

Encounter	Enjoyment	Difficulty
2		
3		
4		
5		
6		
7		
8		

Encounter	Enjoyment	Difficulty
9		
10		
11		
12		
13		
14		
15		

How many PC deaths were there?

Please list any other comments you would like to make:

--

In your estimation, were the PCs more aligned or sympathetic to Drawmij or Tenser?

Drawmij

Tensor

Please place a check next to each wizard that the PCs freed:

Evard

Jaran

Tensor

Did the PCs remove the *Spiral of Shothragot* from the pool?

Yes

No

To whom did the PCs grant control of the *Spiral of Shothragot*? (If a PC or Other, please give details)

Elock

Jaran

Tensor

Tysiln

Other

PC

Details:

--