

IUZ4-01

Dorakaa

A One-Round D&D LIVING GREYHAWK[®] Iuz's Border States Meta-Regional Adventure

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Brave words have brought forth a dire request from those seeking the demise of the Lord of Pain. Now is a hero's chance to do what they have many-times claimed they would ... take the fight to the doorstep of Iuz himself.

It is strongly recommended that this adventure be played after all previous Machinations plot Iuz meta-regionals. This adventure will run longer than one standard convention slot.

An event for very foolish or very skilled adventurers (APLs 8 through 16). Characters below 8th level play at their own peril.

Warning: Portions of this adventure are not tiered!!

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. The RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Iuz Border-states Metaregion. Characters native to the Bandit Kingdoms, Furyondy, Highfolk, Perrenland or the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Portions of this adventure are not tiered, at all. The majority of the events in this module happen in the city of Dorakaa, the center of the power-base that is the Empire of Iuz. Mistakes by the PCs in this city will almost certainly lead to imprisonment, permanent death, or worse (in game-terms, anyways). Players need to play smart and know their limits.

Up to this point in the meta-regional events, adventurers have discovered that servants of a Greater Boneheart have been conducting experiments that combine undead and elemental creatures. The results of these creations have been horrifyingly successful. The creatures encountered have all the beneficial traits of the undead in addition to using fire and sonic attacks a skilled wizard would be envious of.

The group that has been responsible for the probes into what the Iuzians are doing is known as Drinkers of the Cup of Midnight. This mysterious group is devoutly opposed to the rule and efforts of Old Evil. Because of what they have found through these recent encounters, they have decided that they know enough about what Iuz's commanders are doing to risk an excursion into the very nest of evil used to rule the kingdom, the city known as Dorakaa. The City of Skulls is a place for the most stout of heart and devout of faith or the most evil of degenerates. The Drinkers realize that a scouting mission into Dorakaa is a very dangerous notion but worry that lack of action may result in the Boneheart being able to complete their objectives unopposed.

Thus, the Drinkers are going to send a group of skilled and experienced adventurers to do some snooping into the creation process of these creatures. They want to know more about these creatures being created: how many, where, how, and even why.

They will not let the adventurers go on their own though, and promise some help inside the city. They are willing to risk one old and deeply embedded spy to uncover this information.

Inside Dorakaa, the process of making and animating these horrible creatures is far more advanced than any but the most inner of Iuz's servants knows. The sheer number of shells waiting to be animated numbers in the thousands. Most are stored in caskets and stacked for safe-keeping until the animation step is ready for mass processing.

The storage place is hidden on a demiplane. There are numerous areas the PCs could access here if they can get inside the complex.

Adventure Summary

Introduction. The PCs are invited to meet two members of the Drinkers of the Cup of Midnight on Critwall Bridge between the Shield Lands and Furyondy. Here they are asked to venture to Dorakaa and search out the place where these new demundead creatures are being made. If they seem amicable to this foolish idea, they are given more information about how to survive Dorakaa, and some assistance to make survival possible.

Encounter One. The PCs travel through the old Horned Lands region and around the city Molag before picking up the ore and wagon they will need for their ruse. They should plan to take the eastern Skull Trail, a dangerous effort, as they will learn.

Encounter Two. The party is approached by some demons, ones familiar with the PCs and their mission. The party is offered some alternate transportation into Dorakaa in exchange for any information they uncover. What the PCs are not told is that they will be traveling through the Abyss, through the Castle of Foul Breezes. If they accept the offer they will be safely brought into Dorakaa by means of an open portal in the city.

If the PCs refuse the demonic offer of assistance, they can continue their travel unhindered.

Encounter Three. The Devouring Bridge, a creation of the Abyss, guards the only real crossing of the Opicm River. The nalfeshnee that created it resides in his tower on the northwest side of the river. There is a stiff price to cross the bridge.

Encounter Four. Once in the city, the PCs are exposed to the vilest of cities on Oerth. They can use their ruse to find the blacksmith they were sent to talk to, and hopefully get some assistance.

Encounter Five. The PCs find their contact. The blacksmith gives the party some information, but likely not as much as they would prefer. He suggests a few ways to learn more: making efforts to watch servants of the Boneheart to see if they lead the party to a place of interest, or talking to the drow enclave in town who are known to deal in matters of information.

Encounter Six. The PCs have decided to simply wait and watch, hoping for some information they can use. This option takes the most time but is the most subtle and likely the best chance to find the location of the production facilities.

Encounter Seven. Here the PCs have decided to contact the drow enclave in Dorakaa, which is led by a particularly powerful High Priestess of Lolth named Eclavdra, the Drow Ambassador. This is an exceptionally dangerous option, for the wrong word or deed could result in a battle the PCs cannot win.

Encounter Eight. The party has found the warehouse Null's servants use to store dead bodies until delivery to the demiplane. If they take the place of some corpses or skillfully follow the wagon of bodies they can gain entry to the secret lab.

Encounter Nine. Inside, the facility is relatively unguarded, for the Archmage Null trusts few beings to be inside one of his most valuable laboratories. Here the PCs can get some very good information about how much further along the mass production of these creatures is than suspected. The PCs will not have much time to explore for the areas are not unguarded, and when the alarm is raised, no expense is spared to protect this secret. The tricky part is that the PCs must get out of the demiplane before they can get out of the city.

Encounter Ten. With information in hand or failure imminent the PCs must flee Dorakaa, by their own means or by demonic help, depending on what

assistance they accepted earlier. The party should make efforts to return to their contact's abode and take him with them before leaving, which they will barely have time to do. Here they will find that he has been discovered already and they are in dire peril.

The party has to get out before the masses of Iuz's followers descend upon them, for the real Null knows someone has been in his most secret of places and is much angered by that.

Encounter Eleven. Those that accepted the help of the demons earlier will either be whisked away to fulfill their end of the bargain, or caught up with by the demons for the same purpose. Each has its perils for the demons desire to destroy the party so no one else can learn what they know.

Conclusion. If the PCs manage to escape the city and the demons they can have a reunion with the Drinkers and share what they discovered. They will have time to decide if what they found is good or not.

There are some things you the DM should look for in the Adventure Records and cert folders of each player before starting the game:

- ☛ Knighthoods (Holy Shielding, Hart, High Forest, etc.)
- ☛ Paladins or Holy Liberators

These two are of interest because of what the characters are asked to do in this adventure. The Drinkers are not really a truly 'good' organization. While they have good intentions in mind, they are willing to do those things necessary to truly hurt the plans of Iuz. This is brought right out in the beginning of the adventure, for the PCs are given the chance to do something that will greatly help their mission, but is not a good act.

Because of the code of conduct and beliefs knights, paladins, and holy liberators are supposed to uphold, this should be a dilemma for these PCs. Paladins and holy liberators specifically should lose their powers if they agree to allow some of these things happen, for it goes blatantly against their oaths to serve the cause of good.

Another group of items to look for is listed below.

- ☛ Demonic torture from *IUZ3-06 Every Passing Breeze*
- ☛ Errant-Lords/Ladies of Sterich from *CORS3-01 Assault on the Vault*

Both these certed 'rewards' will possibly play parts in the adventure.

Those that were tortured by the demons in *IUZ3-06* will be recognized by the demons that appear early in the adventure.

PCs that were successful in the special event *Assault on the Vault* and accepted the offer from the rulers of Sterich to become Errant-Lords of the region may be identified if they go visit the drow enclave in Dorakaa, a very useful source of information in the city. This is not good for the party's mission.

Lastly, there is a LOT of boxed text in this adventure. If you are a judge that prefers to explain what the PCs see and hear as posed in the boxed text, feel free to do so. But also be sure to include the things detailed in the boxed text for they are important to set the tone and feel of the adventure. The PCs have never been inside the city of Dorakaa before so it should be a new and frightening experience for them.

Introduction

No, Really, We're Serious

Dorakaa.

The name represents the most vile and wretched city on all of Oerth. As the crux of every plot spawned by Iuz the Evil and his fell Bonehearts, the city is a place any adventurer or hero would not tread lightly.

Yet the shock of the question just asked of you has made you take a moment to fathom what could happen.

Dorakaa is a bastion of evil surrounded by fifty-foot stone walls bathed in the blood of countless enemies and innocent victims of Iuz. A place guarded by a bridge forged in the Abyss itself. The city stables the infamous Legion of Black Death, an army of the most skilled and vile warriors ever assembled under one banner.

Those not willingly serving Old Evil in Dorakaa are incredibly powerful, useful in some strange fashion, slaves, or undead. It is the closest thing to the Abyss there is on Oerth. No, Dorakaa is not a place any good or sane person should travel to.

Yet you find yourself entertaining the notion at this very moment.

Standing upon the solid foundation of Critwall Bridge on the western edge of the Shield Lands, you review recent events. The summons came in an odd form. A fine oak box was delivered to you: at your favorite watering hole, the temple you spend much time in, the hidey-holes of your guild, or to the doorstep of your abode.

Inside was a single bottle of wine made by the finest makers in all of Furyondy. The note attached was simple, "Noon, Critwall Bridge, three days hence." It was signed "an Admirer of your Work."

For whatever reason that is your own, you decided to answer the call. Traveling to Critwall Bridge is easy for one of your skill and experience and it is impossible to miss the formation. Made of quality stone the massive bridge is one of two lifelines the beleaguered kingdom of the Shield Lands relies upon to get materials from the rest of the world. Stretching across the lower Veng River, between the Shield Lands and Furyondy, Critwall Bridge represents the successful steps the Shield Landers have made the past few years to get their lands back from Iuz.

Upon your arrival you were greeted by Shield Lands guards and are quickly directed to the middle of the structure. Upon approaching you saw two figures standing at the center of the bridge. Both

were human-sized and looked to the north, staring up the Veng as it sparkled in the bright sun of this cloudless day.

You recognized the two figures. The first was the Shade, the very attractive woman you've dealt with before, one who has asked you to do a few things of discreet nature. But even in the bright day, she hid in the deep shadows of her cowled cloak. The other figure is Jaedric, the charismatic merchant fellow you met on previous travels. His dark skin, broad nose, and friendly face seem to fit well with his black leathers and grey cloak.

With pleasantries exchanged, they asked you to wait for a time until the others arrived.

Allow the players to introduce themselves to each other at this point. Once that is done, proceed with the following:

Jaedric took the time to look at each of you closely before finally speaking in his pleasant voice, "We appreciate you taking efforts to be here. It is not lightly we've asked you to come here, nor that we explain what will be asked of you. But rest assured, it is something very important to help find out what the Lord of Pain and his servants are up to." He paused for a moment.

"As some of you may know, there is a certain member of the Boneheart that is putting forth great efforts to create a new sort of servant. These creatures combine some deadly aspects of the undead and the raw power of the elements. We know the basics of how and why they are being created, now we want to know where, and at what scale.

"There is only one place these efforts could be done well, and the information we have found about this subject points to the same place, Dorakaa." Again he paused before going on.

"We would like you to journey to the center of Old Evil's empire and try to discover the answers to these questions and return the information to us. We have some information and assistance that should be of great helpage

"We understand if you refuse this request, for our hearts are heavy even asking it. Honestly, we doubt all of you will return if you do go, but this is something we feel must be looked to. You have proven to be capable and willing to help those that oppose the Old One in the recent past. But if you decline, we shall think no less of you.

"Surely, you have questions or comments now."

So it is here and now that you find yourself, at a point where you must decide if this mission is worth the risk, or if it is even possible to complete.

It should be that the party will have numerous questions for the pair. Here is the sort of thing they can confirm or will share:

- If they get inside Dorakaa, there is a member of the Drinkers the PCs should contact. Specific information will be given once/if the PCs accept the task.
- The PCs mission is to find information, not fight evil. They should go there with blinders on, so if they hope to liberate, save, or uncover every travesty, they will not succeed and likely not survive.
- They do not know exactly where the core base of operations is, but believe it is inside the city. Spies within the city say there are rumors the Greater Boneheart Archmage Null is making a move to gain favor in the Cambion's foul gaze. They suspect this move is related to the creation of these new creatures.

The PCs should have questions about actually getting to/into the city itself, and this is what information they can glean from the Drinkers:

Finally the Shade speaks, "Dorakaa is not a place to take lightly, nor one to think you can best. It has some unique aspects due to the fact its Lord is a resident and a being of divine status. There are things you need to know about the city and its surroundings."

- One cannot *teleport* into the city without great risk. There is a portal to the Abyss somewhere in the city, likely inside the main palace. Because of this, and the Old One's presence, planar travel near the city is very unstable. It is said that anyone trying to get closer than a handful of miles to the city is instead routed to the Abyss for 'questioning' before being allowed to go further.
- Using *teleportation* magics inside the city also brings about the same issues, so do not attempt it, not even to leave the city.
- They do know for certain that *teleporting* is safe if done no closer than twenty miles from the walls of the city. Closer than that is asking for trouble.
- It is rumored to be possible to *plane shift* or *word of recall* out of the city (the PCs cannot confirm this yet and the Drinkers are not certain, but this is actually true).
- Physical approach to the city has its own perils but is possible. Aside from the numerous patrols, the three roads that lead into Dorakaa are guarded by magical traps and wards to catch the unwary or unlucky. Here she will share a map of the area with the PCs, so please give them **Player Handout #1**.
- Of course the Road of Skulls which approaches Dorakaa from the northwest is the most dangerous, but the Skull Trails approaching from the southwest and east have been built to have similar traps.
- Approaching the city by water is a death-sentence, for no trade comes to the city by Whyestil Lake and no disguise would get a group aboard a ship run by demons and intelligent undead.

- Praying to one's god/goddess for new spells while in the city poses a serious danger, for because of the Old One's presence, it is believed that He can "listen" in on the praying, and possibly alter or deny those requests to the other divine powers.
- Regardless of the truth of the latter part, it is likely that trying to renew divine spells and powers will draw his notice.
- It is their notion that the best approach is from the east, out of the old Horned Lands region and right into the city. Of all directions this is the one with the most layers of controlled lands and likely the weakest defenses.
- They believe the PCs should *teleport* north of Molag, then walk to the city on the eastern Skull Trail, which goes north until it passes Lake Whyestil, then heads west over the Opicm River.
- If posed as a group hired to bring some quality ore as well as some special materials to the Legion of Black Death's smithies the party should be able to pass the guards and gain entrance.
- The Drinkers can supply the ore, cart, and draft horse. They can have it delivered to the PCs on the road north of Molag.
- Using *teleportation* magics to go further than this is very hard, for the size of the load of ore they should bring with will be very heavy.
- This approach does present one unique problem but they have a solution for that. The Shade and Jaedric glance at each other then say something like "We shall explain more later." A DC 25 Sense Motive check reveals that something about this is making both these spies at least a touch uncomfortable.

It is assumed that the PCs will push this issue or ask about it later. If so, here is what is learned:

Jaedric and the Shade exchange some knowing glances before any response. Finally the charismatic merchant opens up

"There is a rather difficult protection on the approach from the east that must be used if your group does not possess the resources to teleport yourselves, the ore cart, and the mule to the edge of the safe transport area.

"The only bridge that spans the Opicm River is known as the Devouring Bridge. This abomination is guarded by the nalfeshnee that created it, an exceptionally powerful demon. To pass, an offering must be made to the fiend. A live one, and not some animal or such." He gives each of you a knowing look, he is clearly morose about the subject.

"We can make such a thing available to you."

Jaedric and the Shade will then tell the PCs about Panea, a young yet completely insane female gnome.

- While cute and cuddly looking, she is a vile creature that preys upon the weak and unsuspecting. Shade

found her on top of a message boy in a back alley in the Furyondian city Gorsend. She was busy chewing the ear off his lifeless body when the Shade subdued her.

- Panea is a pathetic and insane being beyond any help, and they have tried.
- They believe she deserves a swift death for the depraved things she has done to innocents. They ask that the party take her with and give her to the fiend. Her death will serve a good purpose to make up for what she had done in her life.
- If the PCs agree to take her, the Drinkers will be sure she is delivered to them with the wagons.

None of what is said above is false. Panea is a dangerous creature to those not able to defend themselves well but is not threat to an able-bodied individual. She is a murderer many-times over. Her origins are not known.

What is being proposed here should make some characters (especially the good ones) very uncomfortable.

Any paladin or holy liberator should have serious issues with this suggestion and should not follow-through with the notion. This is heading towards a blatant violation of their required Code of Conduct to maintain their Good and Divinely granted powers. Similarly, the Oaths sworn by some knighthoods may also restrict characters from agreeing to this sort of decision.

The problem with refusing to do this is that the Drinkers are right, to get across this bridge will require a sacrifice and if Panea is not brought with there will be a serious problem getting past this position.

Any PC (and this is where watching for knights, paladins or holy liberators is important) that tells the Drinkers to find someone else to do this mission and actually does not partake of this effort will be awarded a special gift. If the PC refuses to accept this mission because they will not deal with an organization that asks for a sacrifice of a creature (even an evil one) gets noticed by those of their relevant religion or such. Any PC that refuses to go on this mission because of what is asked of them and actually does not go will receive the special reward on the adventure record called "Notice of the Good". ONLY PCs that do not go on this mission get this, and it is unfortunately all they get, for they did not actually risk enough to gain experience or gold.

Let the PCs role-play out any arguments or discussions on this issue. It is very possible that any table will have some widely varying opinions on this proposal. The PCs do not have to accept the proposal to still do the mission, but it would make their time much easier, at least as far as they know right now.

To throw fuel on the fire, the Shade will inject this information at appropriate times:

- "With as dangerous as this mission is, we will accept even only a few of you agreeing to undertake it. Strength of arms and magic will not be what makes or breaks the effort, it will be cunning and luck."

- ☛ “We did not think some of you would like this suggestion, but had to give it to you anyways. When fighting a force as vile as the Old One, any option must be considered.”
- ☛ “It is your choice to take Panea with or not, but I seriously question your ability to get into the city without her 'assistance'.”

If the PCs decide to not take Panea, the Shade will shrug and say that she does understand.

Any paladin or holy liberator that agrees to this and actually follows-through with it will have issues, as will be explained in the specific encounters the actions take place in. Knights may also have issue if their leaders get wind of these events. By no means does doing this make the Drinkers happy, they just are willing to do dirty things to get clean.

Any PCs that decide to not partake of this mission will be thanked for taking their time to consider the request and politely asked to take their leave.

If the PCs, even only some of them, agree to undertake the mission, the following things happen:

- ☛ Shade gives the PCs a map of the city, with some of the known buildings detailed. She emphasizes to them that there are many more buildings in the city than are detailed on the map and that things may not be accurate. Give them **Players Handout #2**.
- ☛ The contact the PCs should seek out is a blacksmith, one that does work for the Legion of Black Death, Iuz's favored and deadly elite army. The smith should be a great help for the PCs once in Dorakaa. He is originally from Perrenland and is named Saljin. They are honestly not sure what he will look like these days, so long has he been embedded in the city, but he was once a short and strong man with much hair.
- ☛ The pass-phrase needed to be given to him so he knows who sent the PCs is “Is the wine in this city any good?” which should return the phrase “No, but the ale makes up for that by being terrible.”
- ☛ The Shade tells them they will deliver the wagon to wherever they want to begin their walking. The PCs should use this, amongst a few other things, to 'prove' they have business in Dorakaa.
- ☛ Jaedric urges the PCs to avoid any direct conflict. They should use whatever means they have to get away from a fight or avoid a battle. Their mission is to find out information about the production of these new creatures, then get back to the Drinkers.
- ☛ They warn the PCs to not pray for spells or powers from their deities while in or near the city as they may get bad results. They also say to avoid casting any divination type spell for they may give back false readings or get responses from one they'd rather not be conferring with.

For assistance, the pair gives the PCs the following things to aid their efforts:

- ☛ Jaedric gives them a set of forged documents with the mark of the Legion's supply masters, and instructions to bring the material to Dorakaa, for delivery to the smith named Saljin. They are of very high quality (Forgery, DC 42).
- ☛ Shade hands them three large bricks of an odd dark metal. It is *Urdrukar steel*, called 'mind metal' by those of from the Underdark. It has special properties, and will greatly support their ruse for things will seem more reasonable to any that question the PCs if some of the steel carried for the Legion is rare and useful.
- ☛ Jaedric will offer a *ring of mind shielding* to any PC that does not already have one, and would like such a defense. He will **strongly** urge all PCs to use one and explain that these rings will greatly help the PCs maneuver in the city, otherwise their goodly natures (if persistent) will give them away very quickly.
- ☛ Finally, the Shade gives the leader of the party a small stick and explains to them that it has been enchanted with magics similar to the *word of recall* spell. They should use it if they get in serious trouble and/or when they need to leave. Everyone must be touching the one that breaks the stick to take them home. It will return them to a large open field in Furyondy. She emphasizes to them that it will **not** traverse planes so they had better be on the Prime when they break the stick.

Once/if the PCs agree to do the mission, one way or another, read or paraphrase this:

The Shade continues finally, “There is one last thing you need to know. There is an old wife's tale in these areas, one that warns us not to speak the true name of the Old One. While mostly harmless around here, this is a serious thing inside Dorakaa. Do not, under any circumstance, speak the name 'T-U-Z' anywhere near or in the city. The old tale may prove to be more real than any of us want to know for certain. He is a Power and the normal laws of the world do not necessarily apply to him.”

With that, the pair of Drinkers bid you the best of luck any god will provide and take their leave. Standing on the pinnacle of Critwall Bridge, you are left to your own thoughts.

The party is on no real time constraint at this moment, so can take the rest of the day to talk and prepare before leaving, as long as the Drinkers know when to have the cart and other things delivered to their pickup point.

Encounter One

The Pick-up

This encounter is for the parties while they are traveling through the old Horned Lands, past Molag, and up around Lake Whyestil to get to the City of Skulls.

It is assumed that the party will have agreed to take the wagon of ore with them to aid their ruse for getting into the city. Adjust the following as necessary if they denied this request.

The Drinkers will have the wagon and ore waiting for the party most anywhere, but it is most logical to have the party pick up these things north of the city Molag. Assuming the party leaves by foot from the general area around Critwall Bridge, it will take three to four days to travel past Molag safely. Groups that want to *teleport* themselves can of course get there whenever they want.

If the PCs are capable of *teleporting* themselves and this whole load to the edge of the safe travel area, they may not have most of the following encounters.

- ☛ Be sure to check the weight limitations of the *teleport* spells. The wagon weighs 300lbs, the draft horse close to 600lbs., and the ore itself over 1000lbs.
- ☛ If the party can and plans to *reduce* and *teleport*, it is recommended that you have the demon offer encounter before they depart, so jump ahead to the information contained in **Encounter Three, Alternate Transportation**.
- ☛ If they stick to their plan, continue on to part 4A of **Encounter Four, Into the Breech**.

If/when they do get to the wagon a single Oeridian man named Magel (Ftr4, see *DMG* page117) will be waiting for them, riding his horse back south once they arrive. He is simply a hired hand and knows nothing of relevance.

All is as it should be; here is what he brings:

- ☛ A sturdy wooden wagon
- ☛ A healthy draft horse (see *MM* entry for stats)
- ☛ Sturdy burlap bags filled with standard quality ore for making weapons and armor (market value 1500gp).

If they also agreed to take the insane gnome Panea with for the bridge toll, she will be under some blankets in the wagon, safely bound and gagged.

She will not speak to them unless magically controlled. Even then, she speaks utter gibberish most of the time. She will speak in her pleasant yet erratic voice, and ask unrelated questions and give nonsense answers to the most basic of questions. If given a toy or doll to appease her she will smile warmly and hug it before trying to chew it apart.

All APLs

☛ **Panea, female gnome:** hp 17, see Appendix for statistics.

Regardless of where they get the wagon, once they get past Molag they will have a 'random encounter' with a creature (or creatures) looking for some food.

Getting past Molag and the patrols around it was not overly difficult. They were much less common than you suspected, apparently the efforts of the Furyondian army has thinned the defenses of the Old One in this region.

As your group makes its way north with the wagon, the desolation of the land is plainly evident. The surrounding countryside has been stripped of trees and stone, likely to fuel the war efforts of the Old One's armies. Certainly only ravenous scavengers now live in this area.

The Trail of Skulls is frightening. Fully sixty feet wide at the most narrow point, the road is in remarkable condition for travel, well-worn and hard enough to withstand the heaviest of wagons. But it is what the road is made of that is most dangerous. Skulls are everywhere; the skulls of humans, elves, dwarves, and other enemies of Iuz. But it is what the skulls can do that is so frightening. Some sit on long poles or stakes at the edges of the trail, others are almost entirely smashed into the road. Many have eyes that glow with infernal light and others look to be centuries old. But all are dangerous for their presence means some foul enchantment is likely.

Your group has the skills and smarts to avoid most all of these traps, though you realize the average traveler would be in serious danger.

Some time after passing Molag the creatures move to attack the party, having noticed them from their various vantage points or methods of concealment.

APL 8 (EL 10)

☛ **Ogre Mage (2):** hp 37 each; see *Monster Manual* page 200.

Tactics: This mated pair of creatures will be hiding behind a hillock or copse of trees a few hundred feet away from the road, waiting for passers-by they can attack. They will then use their *invisibility* and *fly* powers to move into position to blast the party with the spells or melee attacks, as appropriate. If being defeated they will use their *gaseous form* ability to flee.

APL 10 (EL 12)

☛ **Nessian Warhound (2):** hp 114 each; see *Monster Manual* page 152.

Tactics: This pair of evil creatures will be hiding behind a hillock or copse of trees a few hundred feet away from the road, waiting for passers-by they can attack. They will follow the lay of the land along the road and emerge from behind a hill-line on a full charge towards the party, starting at 30 feet. PCs making *listen* checks (DC 20) will hear them coming to avoid the surprise round.

APL 12 (EL 14)

☛ **Harpy Archer (2):** hp 103 each; see *Monster Manual* page 151.

Tactics: This pair of evil creatures will be hiding behind a hillock or copse of trees a few hundred feet away from the road, waiting for passers-by they can attack. They will let the party pass them fly into the air behind them before surprising them with arrow and song. If being soundly defeated they will seek to fly away.

APL 14 (EL 16)

☛ **Werewolf Lord (2):** hp 132 each; see *Monster Manual* page 176.

Tactics: This mated pair of creatures will be hiding behind a hillock or copse of trees a few hundred feet away from the road, waiting for passers-by they can attack. They will follow the lay of the land along the road and emerge from behind a hill-line on a full charge towards the party, starting at 30 feet. PCs making Listen checks (DC 30) will hear them coming to join the surprise round. They will move in dire wolf form then change to hybrid form before making their surprise attacks on the party.

APL 16 (EL 18)

☛ **Nightshade - Nightcrawler (1):** hp 212; see *Monster Manual* page 195.

Tactics: This creature is very smart and will not attack in daylight. It will instead follow the party until they make cap and/or the sun falls, then burrow into the ground to emerge upon them at night. It will cast spells upon itself before and during combat as appropriate, but will not use its *summon undead* powers.

After they have gotten past the fight, they can move onto the next encounter with the demons.

Encounter Two Alternate Transportation

This encounter happens as the PCs continue their travels to Dorakaa, whether by foot or spell.

When they are gathered together in a convenient time/place, they are visited by a group of demons, who have an offer for the travelers. In exchange for first-dibs on the information the PCs uncover, the demons will offer instantaneous travel to and from the evil city.

If the PCs accept the offer they will actually be safely brought into Dorakaa, though not directly. The demons will first bring the PCs to their Abyssal home, then out a portal inside Dorakaa. The demons will have taken many steps to prevent the PCs from seeing any 'evil' things they may be up to while traversing their Abyssal home, which should creep the PCs out even more than seeing something.

The PCs can of course refuse the offer and even go so far as to start a fight. The demons will simply leave with knowing grins and evil promises.

As you prepare to make your way towards the Empire of Iuz, the warm sun contrasts the dark thoughts brought about by your mission. Lost in thought for a moment, it is a few seconds before you realize there

are creatures popping into existence before your eyes. Large and imposing, you realize a small group of demons has joined your party. Those of you with experience or knowledge of such things recognize some of these creatures; four vrocks, a glabrezu, and a hezrou. They stand at a distance, oddly making no moves to attack or press their surprise advantage.

At the fore-front is one more demon, a female creature with six arms. Each hand is empty of weapons, though numerous hilts are visible on her body. The marilith holds a single piece of white cloth in an upraised hand, apparently a sign of peace. The other hands are held open in a relaxed manner. She smiles invitingly to you before speaking into your minds.

"We simply wish to talk."

Allow the PCs a moment to act.

Because they are under strict orders from their master, the demons will actually weather a bit of assault and attacks if they can meet their objective which is, simply speaking, to have a conversation with the PCs and make them an offer.

All APLs (EL 20)

☛ **Avehovna, demon, marilith:** hp 216; see *Monster Manual* page 44.

☛ **Demon, glabrezu:** hp 174; see *Monster Manual* page 43.

☛ **Demon, hezrou:** hp 138; see *Monster Manual* page 44.

☛ **Demon, vrocks (4):** hp 115; see *Monster Manual* entry page 48

Some PCs may recognize the marilith, Avehovna, as a servant of Rzasanet, Master of the Blood-Drenched Sky and Lord of the Castle of Foul Breezes. Any PC that played *IUZ3-06 Every Passing Breeze* has met these foul creatures. It was Avehovna that first greeted the PCs upon entering their Abyssal lair and took the defeated PCs to meet her master, Rzasanet the vrock.

If the PCs are too belligerent, aggressive or unwilling to deal the demons will eventually leave. It is more likely, however, that their numbers and powers will keep most parties from fighting, for a small time at least.

Though a very skilled liar and cheat, Avehovna is in fact doing neither at this time. She is delivering the offer as instructed by her master and means to give the party a fair chance at accepting it, also as instructed. Please familiarize yourself with her useful skills, for they will come in very handy for her here. Even if she detects the PCs as being deceiving she will bring them with her to their Keep, for it is as her master wishes.

For parties that hesitate long enough to talk, the following happens:

The marilith in front of you smiles as you stop for a moment, obviously pleased this meeting did not immediately turn to a confrontation. Behind her a good bit, the hezrou cackles loudly and speaks, "Me

tolds you the petty mortals would cower before us, me says we eats their boneses now!"

With a casual but confident turn the marilith stares the lesser demon down, fury barely held in check as she hisses, "You put the master's desires in danger. Return to the Foul Breezes now and await your punishment."

The snarl of anger does little to help the hezrou before he backs down and simply disappears from your sight.

"I must apologize for Dorckug's manners, he is a skilled killer but slow to advance within our masses for obvious reasons. He is dumb, and poor with directions.

"We thank you for meeting with us. I bring greetings from Rzasanet, Lord of the Blood-Drenched Sky. He is familiar with most of you of course, from your time in our Keepage." At this, there is quiet chuckling from the group of demons which is silenced immediately by a slight head-turn of the marilith.

"Rzasanet has bid me take time to speak with you in light of your recent meeting with the Drinkers of the Cup of Midnight. It might be that we have similar issues with what the Lord of Pain is doing. We have been watching and know of the mission proposed to you all. Rzasanet can and will help you, in exchange for a small thing. Might you be interested in hearing more?"

In truth, this whole encounter should place the PCs on edge very badly, for the demons apparently know a great deal about what the Drinkers are up to.

Of course the PCs can react as they wish. But if they hesitate for even a few moments and seem to be even passingly interested in hearing more, Avehovna will share these things:

- ☛ She is aware of the creation of the demundead creatures (true).
- ☛ Her Master wants to know more about this matter (true) but she is not certain why (technically true).
- ☛ In exchange for the very first opportunity to share information the PCs uncover about these efforts, the demons will provide the party with safe transportation directly into Dorakaa itself (true), thus allowing them complete avoidance of any of the dangers involved with quietly getting into the city, which are considerable (very true).
- ☛ She says that they can in fact get the PCs very close to where their contact is located within the complex of the Legion of Black Death (also true).
- ☛ All party members will be brought to Dorakaa in perfectly fine health, intact with all equipment as right now (true).
- ☛ The demons will even provide help with escaping the city (true), which only they can do in a quiet and safe manner (true as far as the PCs have access to for this adventure, but technically false).

- ☛ Yes her Master is aware of many things the Drinkers do, but she is not certain how he knows of this most recent meeting (true, technically).
- ☛ The 'how' of getting into Dorakaa is simple, she will take them through "the only safe portal into the city" but will say little more than that. If it is a deal-breaker she will reveal that they will be traveling through the Abyss before getting to Dorakaa, but she will try to avoid this detail.

Any paladin or holy liberator should have serious issues with this offer and should not allow their party to accept it. Agreeing to help from a pack of demons is a blatant violation of their required Code of Conduct to maintain their Good and Divinely granted powers.

If they let this happen, these characters will feel their holy powers fade as soon as they enter the city of Dorakaa. The powers will stay gone for the rest of this adventure and until the character gets an *atonement*.

On the Decline

If the PCs refuse the offer that will end this encounter with no combat, for these creatures are not here to fight, but be certain to keep this from the characters, they should at all times believe this encounter could end with bloodshed (mostly theirs). But please do read or paraphrase the following in the event that the PCs resist this kind offer:

As you decline Avehovna's offer for the final time, the beings with her snarl in rage at your insolence. As a group they begin forward but stop with the lightning quick motion of her hands.

"Now is not their time my brethren. Lord Rzasanet has made an offer in good standing and that is all we were here to do. The mortals will be left alone." She nods in all your directions, "Until the Blood-Drenched Sky passes over you, fare thee well in the lands of the Old One."

There are a few moments of stillness before the demons begin to blink out of existence in front of you. Somehow, their knowing sneers tell you that they know far more about your mission than you do.

At this point, move on to **Encounter Three, From Trail to Bridge**.

We Accept

If the party decides to accept the demonic offer, they are safely taken to Dorakaa by these demons, but not by means they might expect. Also, if they have the gnome Panea with them, they must decide what to do with her. The demons will offer to take her if they want.

The demons chuckle with glee as you accept their offer. Avehovna silences them with some arm gestures and quickly covers her own smile.

"Please forgive our outburst, you have really made our day, the Master will be much pleased that we have

succeeded in his objective to form an agreement with you and we should be richly rewarded.

"Now if it pleases you, prepare for the travel."

The wicked demoness begins patting herself down in a frantic series of gestures until she finds what she is looking for. She pulls forth a rolled parchment and a small set of bones. To your horror you realize it is a set of lower arm bones of a humanoid creature, likely an elf. Her smile reveals a full set of razor-sharp teeth.

"These will get us where we need to go."

The marilith patiently waits for you all before unrolling the parchment and reading its contents. Those of you skilled in the arts of spells recognize the words as some altered planar shifting spell. It is obvious the bone in her 4th hand is a focus of some sort. As the scroll bursts into dark fire she cackles and the world around you changes drastically.

You find yourself standing in what must be the Abyss.

For those of you that have been here before, you recognize the crimson-colored sky and sprawling castle before you. The demonic guide has brought you to a thin road heading up to the yawning mouth of a monstrous demon that serves as the frame for open gates to the fortress. The Castle of Foul Breezes beckons.

If relevant, she will say something like:

Chuckling to herself and at you, Avehovna slithers toward the open gates, "Did I forget to mention the route we would be taking to Dorakaa?"

Give the PCs a few moments to react or do something. Short of attacking them, the demons will ignore most anything the party does. It is their directive to simply walk the group into the castle and to the room they use to traverse planes. Some PCs have been in this room already, in IUZ3-06 Every Passing Breeze.

The trip through the castle is honestly very uneventful and unexciting. The PCs will be quietly led to that room and lead into Dorakaa itself.

Your entrance to the Castle of Foul Breezes is quick and uneventful. Avehovna quietly slides before you all, leading you into the open maw that is the front gates of the fortress. Other than your accompanying demons, the place seems void of any activity. You see no more demons, nor their minions. Avehovna takes you down a number of hallways before slithering up some long stairs, never pausing until she comes to a large metal door that is inlaid with the bones of numerous victims. Reaching two clawed hands to the handle, your marilith guide pulls the door open.

Inside the room is a simple pedestal made of stone. Three large windows give an excellent view of the area surrounding the castle, but the wind-swept and fire-blasted ground seems unappealing. Two walls are dominated by large archways filled with dark emptiness. Pair of hezrou and glabrezu guards lounge against the walls then rise as your group enters.

"Please wait here for a moment, I need to retrieve a key." With that Avehovna disappears from sight. The other demons stare at you with open hatred. A few begin to chuckle menacingly then all begin to laugh out loud, apparently sharing some silent joke at your expense. The marilith suddenly pops back into your view, holding a huge red gem.

"All ready my dears? If not, get ready, for in moments you will be in the middle of the most lovely city in your world." As she slides over to the pedestal the deep red gem in her hands begins to glow brightly.

"By the way, I suggest you not come through this gate all powered up with spells and enchantments. While a few is fine, you are supposed to be delivering iron ore to a blacksmith, not going into battle."

The PCs should be given a few moments here to prepare themselves for entering Dorakaa.

Avehovna will give any recommendations she (you the DM) feels will help them protect their cover, about their general appearance, and such. When everyone is ready, proceed:

Avehovna places the glowing gem on the pedestal and mumbles some quiet words, deep in concentration. Across the room, one of the archways begins to spew forth crimson mist before forming into actual images.

You see an enormous cavern. There is little in the way of light inside, but its shadows run far in all directions. A pair of mariliths and four other hulking demons stand attentive guard over the portal. Two humans wearing the black robes and bloody vestments of Iuz converse off to one side, and a band of orcs in intricate and black-lacquered armor stand at attention on the other. Crouched by itself on the edge of your vision is a squat little demon, likely a quasit.

"That little creature is Nilget, and he will take you to the Legion's hall once I speak to the guards here. Do not speak to me nor question me once we enter. You should appear as servants performing a required task. Once Nilget has delivered you to your contact dismiss him.

"Remember, we can provide you safe passage out of the city, though likely not through this portal. We will be watching from time to time. When you are ready to leave, wear a few of these," and she pulls a handful of red cloths.

"Just tie them to an arm or two. We will see it as a symbol of your desire to depart. Get to some safe place and we will come get you."

Nodding at your group, the marilith glides through the open portal. The demon guards sneer and jeer you when you follow. As you pass the archway, you feel a split-second of red-hot air wash over you then inhale a sticky sweet smell you'd prefer to avoid. Dorakaa stinks.

Avehovna immediately moves to the other mariliths and whispers to them privately while you try to get your bearings. The archway you just left is

placed against a wall of a monstrous room. The sounds of activity come from all around and you can see better here. The room has a thin cover of mist everywhere. Groups of demons, orcs, humans, trolls, and other creatures mill about the room. Apparently, this is an important place for the minions of the Old One.

The covey of mariliths motions the little quasit over to them and nods towards your groupage As Avehovna moves back to you it hovers in the air behind her.

"This one will take you to the Legion of Black Death's halls and the blacksmith. Do not dally, they expect the mind metal, and soon." With that, your friendly guide slithers back through the portal from where you came. A few moments after she disappears from sight, the archway blinks a few timers before revealing only the stone wall behind it.

Now, it seems, you are alone in Dorakaa.

"Follow me," says Nilget the quasit as he flies out the massive room.

Nilget is a very friendly and talkative quasit. He is consigned to a life as a messenger here and is just trying to make the best of it for now. He enjoys all the neat and powerful creatures he sees and meets here but has little desire to advance himself. However, he knows he will be rewarded for valuable information so keeps his eyes open. He speaks with a high voice for a demon and will constantly badger the PCs with questions and comments.

All APLs

☛ **Nilget, quasit:** hp 13; see *Monster Manual* page 46.

Proceed to part 4B of **Encounter Four, Into the Breech**.

Encounter Three From Trail to Bridge

Once at the bridge, the PCs have a few options for getting past it:

- ☛ If the group agreed to take Panea the gnome with them, she will purchase them passage over the Devouring Bridge with her life.
- ☛ If they refused to take the gnome, they can attempt to sneak past the guards around the city (a really dumb idea).
- ☛ Lastly, they can attempt to join another group passing the same way that will be purchasing passage over the Devouring Bridge, thus they will not have to do it themselves (really the best idea). The following part of this encounter allows for that option to happen.

Ahead you spot another group that travels at a much slower pace. Numbering more than a score, you see three different wagons at a stoppage A ring of a dozen

guards surrounds the area as other figures tend to one of the wagons.

If the PCs want to approach they can easily do so.

- ☛ This is a small caravan of very seedy merchants delivering wagon-loads of quality lumber to the city.
- ☛ They have hired a group of human mercenaries to guard them on this profitable journey.
- ☛ If the PCs can hide their real reasoning for coming here or simply bribe these merchants amply they will have a group to help cover their passage into the city.
- ☛ These merchants have what is needed to cross the Devouring Bridge, even if the PCs do not.

The leader of the merchants is Tilgune of Zilchus, a rogue and priest dedicated to making coin when and where he can. He is a confident, friendly and calm man who truly just wants to make some coin.

All APLs

☛ **Tilgune:** hp 81; see Appendix.

☛ **Merchants and Guards** (12 each): half of these men and women are Ftr3, the other half are Rog3. All statistics for them can be found in the *DMG*, pages 117 and 123.

Tilgune knows the following things of import to the PCs:

- ☛ He is fully aware of and prepared for the 'toll' needed to cross the upcoming bridge. He's made this trip numerous times in the past. There is a slave girl he bought in the Bandit Kingdoms stashed in one of the wagons who will work nicely.
- ☛ He will definitely take on more 'guards' if there is some benefit for him (100xAPL gp or equivalent in magic items). He knows that some want to pass into the city unnoticed and is fine with it if it is worth his time.
- ☛ Tilgune may also pose his offer as help for the group getting into the city by "offering them protection" for passing through these lands he is familiar with. He does not really care if this is accurate or not, he will play the game for the profit.
- ☛ He really does not care what the PCs are doing here, and really will not ask. He has found that keeping to one's own business is a good thing in this part of the world.
- ☛ What he will pay attention to is the sort of coin the party gives him. It is foolish to carry stamped coins from any of the enemy nations of Iuz and if he is given some, he may talk once away from the party, for it could make him even more coin.
- ☛ If Tilgune believes the PCs are lying or being overtly evasive with them he will simply say he has enough guards for the rest of this trip and will leave them to their business.
- ☛ If asked about alternate routes past the Devouring Bridge, Tilgune knows that there are no passable

ways across the river for leagues and leagues, weeks of additional travel. The Iuzians destroyed them all decades ago to limit the approach of large or small forces.

- ☛ All roads besides the Skull Trail are destroyed or impassable for carts and wagons.
- ☛ The Opicm River is also patrolled regularly by demons and humanoid servants, both on foot and by watercraft.

Play out this encounter as you see fit, it should not take long, but should provide some atmosphere to the area and a solid opportunity for the PCs to get into the city about as undetected as possible. It is also a set of instances where the party can alert the defenders of Dorakaa to the presence of a group not wanting to play by their "rules".

If the PCs have Panea with them and decide to let the merchants use their 'toll' instead they will have to decide what to do with the gnome at a time of their choosing.

If he discovers that the party has a toll sacrifice with them too, he will attempt to convince them to use her instead of his, or buy the gnome from the party. He will offer up to 200 gold pieces.

Once the party approaches the biggest obstacle to getting to Dorakaa by foot, read or summarize the following:

The last few miles have passed very quickly. Guard patrols are rare and mostly in the distance, seemingly unworried about what passes on the road. The few that have approached you were easily gotten past with your fake documentation or evasive skills.

Ahead is an imposing sight. The roar of the Opicm River, at least half a mile wide at this point, dampens other noises. Traversing the river on foot, horse, or with wagon here is impossible. But stretching across this river is a long, wide bridge. It is plain to see why it is called the Devouring Bridge. It arcs slowly and gradually, with side walls that rise into the air at irregular intervals to form jagged renditions of gore-splattered teeth. At the close end is a pair of monstrous statues of some nameless demon. Their gigantic maws and clawed hands are covered in the gore of unknown victims. Another set of statues stand on the other end of the bridge.

Towering above everything is a grotesque tower. Its lower levels are thinner than its upper ones, and the entire structure resembles nothing more than the leg of some colossal beast. It is clearly not from around these parts.

Give the party some time to talk about how they want to approach this encounter. If they are tagging along with Tilgune he will take the lead here (unless the party has given him reason not to do so) and pay his slave girl over as the required toll.

Alter what happens to whom as is relevant. Then proceed with something like this:

As you approach a demon suddenly pops into view above the fiendish statues. Tiny wings frantically flap, and they alone appear to keep the thing in the air. It seems to be a pig-like nalfeshnee, but is different from any others you have ever seen; it is noticeably larger. It bellows to your group.

"This be the Devouring Bridge and me its creator. Grovel, for you now know mastery of craft. To pass you must give me the toll I need from any that wants walk its length. Give me sacrifice now or walks away fast."

The monstrous demon crosses its arms and scrunches its ugly face to see what you all do.

☛ **Demon, Nalfeshnee, Advanced:** hp 341; see Appendix.

☛ **Greater Stone Golem (4):** hp 271; see *Monster Manual* page 136.

☛ **Demons, demons, demons (many):** hp varies; see *Monster Manual* entries.

Tactics: Stats are included for these monsters in case the PCs want to commit suicide. This should not be a combat encounter. This is a major defensive position for the followers of Iuz and as such extreme resources have been allocated to assure it is not taken easily, if at all.

If the party begins a fight here give them ample chances to realize they are in over their heads and get away. Use what demons you feel are appropriate from the *Monster Manual* (except a Balor) to make them understand this is a force they cannot defeat. Let them get away if they start a fight, but if they insist on suicide, grant their wish.

There are two 'easy' ways to get past the bridge:

- ☛ If the party is with the Tilgune, they can/should sit back quietly and see what happens when he pushes the slave girl onto the bridge.
- ☛ If the PCs are not with the merchants and have Panea with them, they can now give her over to the demon.

If the PCs watch the merchants, or themselves push forth a sacrifice, read or explain the following:

As the 'toll' for crossing the bridge is unwillingly shoved onto the edge of the construction it seems very confused and freezes in place. The over-sized pig-demon lets out a huge bellow of laughter. As he does so, the statues at the near end come to life. From their guard positions at the foot of the bridge they reach down and lift the victim into the air. With measured calm the stone demons raise the figure up, pause for a short moment, then pull in opposite directions. Gore splatters each statue. The nalfeshnee chuckles as it flies over and rips the grisly remains from each statue. As it turns and flies towards its tower on the other side of the river it says in your minds, "You can pass."

Making it over the bridge is easy now. As appropriate for your players, describe the bridge as the filthy, sickening construction it is. It is slippery and smelly from things best left unknown. The tower on the other side appears to be made of stone, but is covered with even more filth. Investigating it is suicide for the party.

If the party approaches the bridge by itself and does not have Panea they will be asked to give up one of their own to pass, else told to walk away. Any PC can volunteer to do this, but it is not a wise idea for they do die in the encounter if they just 'let things happen'.

The only real options at this point are for the party to fight the demon and his servants, wait for another group to come along and try to cross with them, or retreat and try to sneak past the defenders at some other point.

The first option is very foolish but the statistics for these creatures are in the Appendix if this happens. Luckily, the demon will not move far from his bridge if the PCs try to flee because the fight is going badly for them.

The second option is much more viable and if they choose it, invent some group similar to the previous one and let the PCs tag along with them when they cough up their 'toll'.

If the PCs insist on crossing at another place they can search for one as they wish. However, they should quickly realize that this is a very difficult option will add days and days to their travel time.

- ☛ The Opicm is a large and rough river and the followers of Iuz have made sure this is the only passable bridge for hundreds of miles in either direction.
- ☛ If they insist on this way, if they are not taking extremely careful steps to avoid detection they will be detected. Patrols of rafts, boats and ships of demons and soldiers regularly patrol the river. They are quite attentive to their jobs, so close to their Lord's central city.
- ☛ If the party is spotted the patrols will race to attack. An actual battle is not important, but one thing is. At least one demon will immediately leave, to go warn its superiors of a group attempting to cross the river or sneakily enter Iuz's domain. Feel free to quickly map out and have a combat, but be sure the party notices what happens here or could reasonably prevent it (extremely difficult). Use generic NPC and demon stats from the *DMG* and *MM*, the creatures being from an EL 4 to 10 range of toughness.
- ☛ The PCs will need to expend considerable magical resources to shrink the wagon, draft horse and ore down to a size that makes it possible to cross the river at another spot.
- ☛ Additionally, once they are crossed the river, the rugged lands will make travel painfully slow as the wagon bogs down in the non-road areas.

Any paladin or holy liberator should have serious issues with the notion of a sacrifice and should not allow their

party to let it happen. Permitting the sacrifice of a creature in this fashion, even an evil one, is a blatant violation of their required Code of Conduct to maintain their Good and Divinely granted powers.

If they allow this to happen, they will feel their holy powers fade as soon as they pass the bridge. The powers will stay gone for the rest of this adventure and until the character gets an *atonement*.

Once past the Devouring Bridge and back on the established road, it is easy to follow the Skull Trail as it turns west and south towards Dorakaa. Tilgune will continue to accompany the party unless they give him reason not to. He will be pretty vague and casual with talks. He will likely avoid any offers to make deals or arrangements.

Encounter Four Into the Breach

Finally, the PCs arrive in the city itself and must go about finding their contact without revealing themselves to the constantly watching and suspicious eyes.

It is well known that the servants of Iuz treat demihumans, especially surface elves and dwarves, very badly. Keep this in mind for any interactions that party will have from here on out. The idea here is to make them uncomfortable and worried more than anything. Their general nature should be suspect and they should take steps to cover it whenever possible.

4A

If the PCs are here by traveling up the Skull Trail use this section of information:

Finally, you close on the end of your trip to Dorakaa. In the distance, you can see outline of the mighty walls of city, and occasionally some of you think the faint screams of misery or agony can be heard. Distant figures can be spotted spiraling over the city.

Smart PCs will realize or should suspect that there is a lot more to the defenses of the city's perimeter than what first meets the eye.

- ☛ There are many demons and other fell creatures flying all around the city's outer walls and surrounding area. The demons of course have many useful traits that can detect those trying to sneak past. Powerful ones can use *true seeing* at will, others can detect *invisible* creatures, most have very developed *spot* and *listen* skills, and some can *scent* too.
- ☛ Using *teleportation* magics, even short-range ones like *dimension door* will not work properly, as the party was warned.
- ☛ The party should not be able to get over the walls by flight without a fight, nor past the open gate area.

As the party approaches closer, read or describe this to them:

You stand before the open eastern gates of Dorakaa. In front of you, a score of orc and human guards stand at the ready, checking all that try to pass the gates. War dogs mill about the open area, chewing on large bones or scraps of questionable meat. The stench of the city pours out this opening in the walls, threatening to overwhelm your senses.

At your approach, a sniveling pock-faced Oeridian man cuts you off.

"Who are 'ye and what's you doing in the Old One's luxurious capital?"

The other guards around him seem to be waiting on your response, too.

➤ **Gate Guard Leader, human male Ftr7:** hp 57; see entry in *DMG* page 117.

➤ **Gate Guards, human and orc males Ftr6 and Bbn6:** hp varies; see entry in *DMG* pages 113 and 117.

➤ **War Dogs (12):** hp 13 each; see *Monster Manual* page 272.

➤ **Demons, demons, demons (many):** hp varies; see *Monster Manual* entries.

The party should be able to pass here with little problem. They have very high-quality forged papers (DC 42 Forgery check) stating the order for raw ore for the Black Legion, a large stash of ore in their possession they can show the guards, and hopefully for them magic rings protecting their alignments (if good). Have the PCs make Bluff and Diplomacy rolls as appropriate for how this role-plays out, but the guards are simply not that skilled. It is possible for the PCs to get direction to the hall of the Black Legion here, making their journey that much easier.

The real defenses here are looking for those attempting to sneak past with skill or magic, both of which are hard to do:

- ☛ The war dogs are trained to bark out and follow any scents they do not recognize.
- ☛ There are two demons posted in and around the open gates that constantly alternate their abilities to detect for *good*, *invisible*, and *magic* auras as well as having the *true sight* ability in effect at will.

Once the PCs have passed the gate guards they are free to roam the city at their leisure. Tilgune will take his leave of the party at this point if he has not done so already. Describe the general condition of the city as they get accustomed to its unique nature.

At this time of day Dorakaa is strangely quiet. Stories have depicted the city as a place of constant slaughter and cruelty but you do not see that right away.

Your best guess would be that you have entered the Foreign Quarter. Merchants from Ket, the Bandit Kingdoms, Dyvers and other lands more interested in

profits than allegiances are visible. Buildings display the banners of these countries as well as personal marks or symbols of trading houses. Overall, this does not seem to be such a bad part of town.

Further walking down the main thoroughfare does reveal some of the nasty side of town. Orc and mercenary groups often take items from dismayed yet fearful merchants. And at all times, everyone makes efforts to stay out of the way of the black robed priests wearing the grinning skull symbol that confidently meander down the streets.

It is easy to work your way towards the middle of the city. An imposing structure rises above all others. Formed from a child's nightmare of an evil castle, the keep of Iuz the Evil makes for a terrible landmark to be walking towards. But it is near there that the Black Legion, Iuz's favorite troupe of warriors have their complex.

It is not hard to find your way to the complex of the Legion of Black Death. There is a set of buildings with defensible wall surrounding a huge courtyard that is mostly filled with training troops. You spy the buildings on your left as you reach the end of the wide street you took here. But these are not the buildings that demand your attention.

To your right is the massive structure of Boneheart Citadel. This is the place most of Iuz's schemes hatch from, where the truly powerful of his servants spend much time scheming against the rest of the world and each other. The black stone structures are surrounded by tall iron-wrought fences. The pointed ends of the fence bars have at least one head impaled each, some more. The states of decay vary from very old to still dripping.

Directly ahead is what can only be the Palace of Iuz himself. Clearly the tallest building in the city, this keep is surrounded by a wall seemingly made of metal, stone and bones. From the corner of your eye it seems the wall moves slightly, but direct stares reveals nothing of this sort. Demons of all sort fly freely over the battlements and rooftops of the palace, making it look to be some sort of depraved nest of twisted birds. It is hard not to think about what it looks like inside, to wonder if the Old One is looking out right now, amusedly watching your efforts to fool one of his servant's plans. On second thought, its best to not think about what is inside those walls.

Your progress toward the Legion's complex is uninterrupted as you finally proceed in that direction.

4B

Use this information for the parties that took the demons up on their offer and have entered the city via the portal:

Nilget the quasit leads you to the opposite end of the underground chamber you just entered. Skilled mercenaries, elite orc guards and numerous demons cover this room as you move across the cold stone floor. A set of thick iron gates as tall as any giant are

open to a gradual incline upwards. Nilget flies casually up this opening. Two times your group is stopped by guards in front of more large doors on level landings; first orcs then priests of Iuz. Both wanted to see the ore you carried before allowing you to pass. Finally, you see daylight ahead.

The bright sky would be a welcomed sight but for what surrounds you. The tunnel you just walked comes out from under a massive building. The black stone structures are surrounded by tall iron-wrought fences. The pointed ends of the fence bars have at least one head impaled each, some more. The states of decay vary from very old to still dripping.

"Boneheart Citadel is much pretty, even if built by humans not you say?" utters Nilget. This citadel is the place most of Iuz's schemes hatch from, where the truly powerful of his servants spend much time scheming against the rest of the world and each other.

Directly ahead is what can only be the Palace of Iuz himself. Clearly the tallest building in the city, this keep is surrounded by a wall seemingly made of metal, stone and bones. From the corner of your eye it seems the wall moves slightly, but direct stares reveals nothing of this sort. Demons of all sort fly freely over the battlements and rooftops of the palace, making it look to be some sort of depraved nest of twisted birds. It is hard not to think about what it looks like inside, to wonder if the Old One is looking out right now, amusedly watching your efforts to fool one of his servant's plans. On second thought, it's best to not think about what is inside those walls.

Your progress toward the Legion's complex is uninterrupted as you finally proceed in that direction.

The key to the adventure from this point on is to create a feeling of constant danger for the PCs without overwhelming and belittling them. This is Dorakaa and it holds enough firepower to destroy the most capable of adventuring companies. But it is the players fearing for their character's lives without over-whelming them that makes these encounters fun.

Use your judgment as DM to see what your party needs to try and create that feeling of "well this is possible but we'd better not mess up" that is the key to the players enjoying what they are doing.

Encounter Five No Wives' Tale

Here the PCs finally meet their contact and can relax for a time. Those hoping to gain new divine spells will be drastically disappointed or regretting their decision. The party will be given a stern warning about speaking the name of Iuz at any time.

The approach to the Legion of Black Death's complex is stopped at its main entrance gate. Guards dressed in completely black enameled armor and weapons ask

your business before pointing you to the next large building past them. The armory is there and so is the smith awaiting this material, or so you are told.

The armory of the Legion is a tall and simple building. Made entirely of stone, its walls are ugly yet very functional. Dozens of individuals mill about outside the large open doorways. Vats of water are spread throughout this open area as are any number of other tools of the trade. Some quick questions get you pointed into the building itself. Once inside you see that the whole interior of the structure is open, with specific sections partitioned off. To one side weapons of all fashion are made, in the middle is the forge for making armor of mundane and unusual type. Off to the other side is the area where more mundane tools are made. Dirty men and orcs work on chains, wheels, shackles or any other implement not directly responsible for killing effectively. It is here that you finally locate Saljin.

He is a short, squat man covered in the grime of his work. His head is sloppily shaved bald and his soot-covered face makes it hard to tell what he really looks like. But he is extremely fit and muscled and cuts an imposing figure as he pounds out a band of iron. He stares you down as you approach.

"What do you want?" he mutters, taking a long drink from a water skin.

The PCs can make conversation with the man and eventually work the pass-phrase into their conversation. He will respond with the proper phrase ("no, but the ale makes up for that by being terrible") after the slightest bit of surprise and hesitation. If the PCs are following through on their ore delivery ruse he will ask to see what they have brought. He will appear pleased by this, get the attention of some other smiths in the room, and then have them leave the normal ore here but keep the special stuff stored away. He'll take a moment to quietly tell the characters that they can speak once they get to his private smithy at his quarters then tells them to follow him out of the forge area.

✦ **Saljin, human male Rogian:** hp 52; see entry in *DMG* page 123. Saljin has many ranks of Craft (armorsmith, blacksmith, weaponsmith), so as to pull off his disguise. He is also a skilled liar, of course, having to be to live here for so long undetected.

Saljin will lead the PCs away from the center of town, off the main streets, past buildings that are very run-down and dirty. He tells the PCs that his quarters are in the Artisan's Quarters. It is there that he prepares the special metal they brought before it is forged into chains for special prisoners.

It is readily apparent that Saljin the smith lives very simply. His residence is a wide squat building that was likely a shop at some time. There are three main rooms, a sleeping area, a room with tables and chairs for preparing and eating food, and a large room in the

back that has been converted into a small smithy. He ushers you all in quickly, peers out a closed shutter for a time, then turns.

"I must admit, I did not think I was ever going to hear that phrase. Seemed like they had forgotten about me. Before you say anything listen to me. Do not, at any time speak the commonly known name of Him, for he can and will hear what is being said and look to see who is talking about him in his own city. He is a god, he can do such things. I have seen it myself!"

He clams himself down visibly, then rises, walking to his foodstuffs and stove.

"Wait, before you begin let me be a good host. I shall make you all some tea?" He puts a pot of water on his wood stove and begins brewing some tea.

Saljin is legitimately surprised that the PCs are here. He had come to believe the Drinkers had been wiped out or were unable to do much to fight the Old One. He had given up hope to really ever be involved in any skullduggery in this city. At this point he is quite nervous, for he believes this is his one chance to get out of the city.

While letting the PCs explain their mission he will be bidding his time for the right time to ask them to take him with them when they leave this place. He will get more and more agitated the longer it takes to ask this question, so play him as getting more and more anxious. Allow sly PCs some *sense motive* checks (DCs = 4 + apl) to reveal to them that he is getting anxious and is holding something back. The man is pretty frantic to get out of this city for once and all.

He will want to know why the PCs are here and will intently listen to what they have to say, asking questions as appropriate.

When the PCs inevitably ask him for information he will know the following things:

- He knows naught of the creation of any new creatures but that is not surprising, such rumors are not part of his social circles.
- There are rumors of alliances being formed within the Boneheart groups. Supposedly Iuz is going to raise someone new to Greater status and they are all working to make sure it is one of their underlings or allies.
- The High Priestesses Halga and Althea despise each other but work well together and are wary of the power the wizards possess.
- The wizards Null and Jumper begrudge the high priestesses because they seem to have more of the Old One's direct ear than they.
- Everyone fears the power of the ruthless Kermin Mind-Bender.
- Archmage Null has been very busy lately. His followers have bought great quantities of wood recently but no one knows what for. It does not seem to be delivered to his tower, on the other side of the Palace.

- Production of weapons and armor are at steady but normal levels so he doubts large-scale invasion in on the immediate horizon. Everyone here seems to think the Lord of Pain is happy with his current position.

Once the PCs make more known or as appropriate he will suggest the following options:

- Watch and wait outside Null's tower, try to map the comings and goings of his servants. It may be that they reveal something of import.
- As crazy as it seems, the drow enclave in the city may be willing to deal. They are known to have as good of information as any group in the city and will deal if it is worth their while. The relationship between the followers of the Spider Queen and Old Evil is an odd one none but the players understand. He recommends that they bring the Urdrakar steel with, they may be able to use it to 'buy' some information. It all a very risky option, but valid none-the-less.

Saljin tells the PCs that this should be a safe place to rest and regroup, as long as they are careful to not leave or draw attention to themselves. He says that he has to go and work at the forge at different times so will not be around to help them most of the time.

When an appropriate time in the conversation occurs, read or paraphrase the following:

Up to this point, you have assumed Saljin was holding something back, more that he was nervous about asking something than hiding it. Finally he confronts the issue.

"Listen, I know it may not be my place, but I have a favor to ask of you. Please, for the love of all that is sacred take me with you when you leave this place. Too long have I stood by and watched evil done to men undeserving. Too long have I done my small part to fuel this blight on Oerth. I am tired, I want to see smiling children and peaceful fields. I want to talk to a pretty lass. Mostly, I just do not want to die in this wretched city." Saljin the spy-smith gathers himself for a short time.

"I have done my task, hiding my place as spy for the Drinkers. I have earned the right to go home."

Of course the party can do what they want with him. He is a mostly broken man right now and he just wants to find some peace. He is close to breaking and how the PCs treat him will go a long ways towards how he reacts after they leave.

Encounter Six Now We Wait

The PCs have decided to stake out Null's Tower and see where his servants go. This step may take more time but is likely the safest route for finding something out.

As DM you will be given a lot of latitude to set this encounter up. Here's the gist of more information they can find out through Gather Information checks (DC 30) or some careful snooping of their own:

- To the north of Null's Tower is the Orc Quarters portion of town. This district is one of the most heavily populated and least controlled. There are a number of tall buildings with good views of Null's Tower.
- Luckily, the orcs greatly fear Null and tend to try and avoid him and his servants. Null is well-known to be a wizard with a penchant for experimentations and many times some orcs simply disappeared near that tower.
- Because of the orc fear of Null, the buildings closest to the Tower are almost entirely abandoned, and a number of them would serve as a great temporary place to stakeout and monitor activities.
- See the attached map for details on what buildings are where. Take some time to quickly diagram what and where the PCs are and what they see in this part of the city.

Once the PCs commit to this course of action, describe quickly how they found it, then read this to them:

Having found a large abandoned building with good view of much of Null's Tower you have made your way to its back entrance. The easiest route was to actually walk right between the Tower and the Palace of Iuz. It was odd, to walk so close to such representations of evil and not be noticed, but your group did it.

In front of you now is a pathetic excuse for a four-story structure. But for what is available, this is the best place to see what is happening around Null's Tower. Gaining entrance is no problem. The back door is completely missing.

- Securing the building should be easy for the party. There are three very drunk orcs on the second floor, sleeping off their libations. Use standard *Monster Manual* stat for these fellows as necessary.
- A quick or thorough search will reveal nothing of value anywhere in the building, but does give the party two prime vantage points of the Tower. One looks to the southeast, the other the southwest. Particularly paranoid parties can watch to the north too, in case any patrols want to take a look inside.
- The windows on the upper floors are mostly missing shutters so someone openly sitting there and looking out should be pretty easily seen by an

attentive eye. The PCs can find filthy drapes or blankets to drape over the inside of the windows, giving them almost total concealment (Int check DC 2 + apl to realize this).

- Allow them to be inventive about any other preparations but the best course of action is to make as few changes as possible and simply stay hidden.
- Remind them that many demons fly over the city looking for something that seems tasty or amusing and too much fanfare may warrant investigation. This is bad for the party.

Now the PCs wait. Paraphrase or read the following once the stakeout actually begins.

As you settle into your watch position you notice a few things of interest. First, there is a low stone wall between the Orc Quarters and Null's Tower. The wall in fact separates the Tower and Boneheart Citadel from the dirty area of the orc clans. The wall itself seems old and in poor condition, but no orc makes to come near or cross it, and your instincts tell you there is much more to it than you see now.

Second, the area around the Tower is barren of any plant life. No trees, no grass, no weeds make a home here. It is as if they know this is a place for death. Third, the Tower has no windows. Its top peaks to a point so fine it seems to fade from your vision rather than just end.

The first few hours are boring. Activity is high in this part of town. It seems that the number of orcs here is almost limitless. Large and small groups walk in all directions, some with distinct purpose, some lazily, others completely too far into their cups. But none come closer to the Tower than the main streets around it. You cannot see the main entrance doors but you feel there is little activity through them. You can see the barren walkway leading up to them from the southeast window but no one has used it yet.

It is a few hours before dusk when a small wagon ambles down the main road from the northwest. A single donkey pulls the flimsy flatbed contraption that has two riders. One is a robed man, dressed in what seems to be the garb of a priest of Iuz. The other is a long pine box, likely a coffin. The wagon driver guides the donkey up the path in front of Null's Tower. He disappears from sight as he makes for the doors. Few moments pass before the driver and two other figures emerge again. One is female and wears blood-red garb with stained leather apron. The other a set of breeches but no shirt, with dark markings or symbols evident on his chest and back, even from your distance. The driver tilts the coffin lid up so the others can peer inside. Both of the new figures reach inside, probing for something you cannot see. Finally, they nod in agreement and send the driver off. Quickly he mounts his wagon and drives it back down the road he came from.

What just happened here is pretty simple.

- One of Null's servants, a lowly priest working at the cemetery to the northwest of his tower has brought a body to be inspected. The priest only knows that he is to bring intact bodies of young humans to the tower for looking at by some ranking servants.
- These individuals know about what is required for the demundead creations.
- If the body is usable, the female (a ranking priest of Iuz) preserves it with a *gentle repose* spell, then has the low priest bring it to a warehouse on the edge of the cemetery district, to await being picked up by other servants of Null.

This is a lead the PCs should follow-up on. If they wait, they find out this is pretty much a daily occurrence, for death is common in this part of the world and bodies are plentiful. They should realize that this is one method Null is using to amass bodies for his experiments and creations. It can lead them to where they want to go, too.

Encounter Seven Welcome to My Parlor

The PCs have decided to go to the drow enclave in the city to see if they can broker information from them about what Null is doing, and where.

Finding the drow enclave is remarkably easy. Asking where it is will get points and directions to the south end of Dorakaa. However, asking about it will raise the suspicion of most anyone here, for while they know of the drow and accept their presence by order of the Boneheart, no one likes them here. If the PCs ask too often or freely about where/how to find the drow, they will draw more attention than they want.

The leader of the drow in the city is a High Priestess Lolth named Eclavdra. She has been the drow representative from Lolth and Graz'zt in Dorakaa for many years and is steeped in its politics. Iuz himself chafes at her presence here but allows it, to keep his Abyssal allies and its rulers appeased.

The number of drow actually in the city is remarkably small. At most a score are here at any time, usually this is closer to a dozen. Few know this, because none dare to snoop around their building for fear of getting caught by the drow or facing the anger of the Boneheart.

This should not be a combat encounter, for it is more than most any party should be able to handle. But there are some things that would trigger a battle so these npcs are listed with statistics. Do what you can as DM to dissuade any party from trying to fight here, but if pressed the drow will fight.

If the PCs go this route for information, there are a few things you need to watch for as DM:

- The drow are conniving and deceitful creatures that hold grudges. Any PCs that played the special event

Assault on the Vault and accepted the reward Lord Errant of Sterich should be watched (check for these certs before the event begins).

- If they reveal themselves with the same names used for their *Lord/Lady of Sterich* reward during the encounter with Eclavdra she will recognize it. The drow of the Vault have many spies in the area of Sterich and know the names if not faces of the hero-adventurers that raided a fellow drow house and celebrated such afterwards. Lolth has promised great rewards to those brought low for this insult and has spread word far and wide to lookout for such individuals. The drow know that heroes as far as Highfolk and the Bandit Kingdoms partook of these raids. If Eclavdra has such a person in her sights she will be sure to give them some revenge, depending how they act here.
- If these characters are not civil, polite and flattering to her at all times she will lie to them about where to look and what to do. She is a vain and shallow creature in many ways and has no tolerance for her 'lessers' to not respect her position.
- The **ONE** instance where the drow will attack is if any member of the Stone Crow adventuring company of the Keoland region is recognized (by admitting who they are) the drow will have a much different reaction. These adventurers leveled a great insult to the drow after the initial raids in the event *CORS3-01 Assault on the Vault* and the dark elves plan to repay it. In fact, the presence of even one such character will start a fight with Eclavdra and her available minions as soon as she is ready. This is bad for these PCs. However, she **will** allow those not part of this adventuring company a single chance to leave. If they do not do so, they are included in the slaughter.
- Any identifiable surface elves will be noted by Eclavdra, and raise an alarm in her head that she will pass along to others to investigate. This is of course the drow's traditional enemy, if they can hinder them in any way they will.

The PCs may be in for a surprise for when they first approach the drow they will be politely asked to wait for a time. They will in fact gain audience with the High Priestess herself, who will want to know why the characters are after such information.

Finding the drow enclave in Dorakaa is very easy. It is near the end of the main road heading south, to the continuation of the Skull Trail. As you walk, more of Dorakaa is revealed to your watchful eyes.

Groups of orc troops march or stagger up and down most streets, depending if they are on duty or off. Bands of mercenaries purposefully walk toward some unknown goal. An occasional troll or ogre lumbers past your group, sniffing the air for something of interest. Dirty and disheveled common folk hustle from doorway to alley, in constant motion to avoid drawing attention.

But all make way for the black-robed priests that bear the grinning skull symbol.

The city itself is dirty here for to your east are the Slave Quarters. Streets are covered in decades of filth that has never been cleaned away. The alleys are worse. Buildings are in terrible condition, missing windows, smashed shutters, and open doorways are common. It is plain that the only law here is that those who can, do. Those who cannot flee or die.

The west side is called the Mixed Quarter. Rumor says this is where initiate priests are mind-washed, assassins are trained, and unholy items are cursed. As bad as the slave section seems, this one gives you a much worse feeling because its evil is well-hidden amongst its stable buildings and cleaner streets.

You find your destination right off the main street. It is impossible to tell what the building looks like for it seems to move. As you get closer you realize why. Spiders, tens of thousands of spiders, crawl across the entire surface of this place. Only the few curtained windows and veiled door frame are uncovered. The entirety of the rest pulses with the writing masses of Lolth's favorite creatures. All passers-by give the building a wide berth.

There are no guards out front and a clean walkway leads up to the building.

The PCs can enter the building whenever they wish. They will be greeted by a single drow sitting behind a large polished desk, reading a book. There are two doors from the room that appear to lead further into the building, of course.

This is the 'greeter' for the enclave, a charismatic entertainer named Scallion for the surface folk (not his real name). He will greet the PCs in a very civil manner and ask their business in the house of the Spider Queen.

Depending on what they say they are after, they will get the following information or opportunities:

- ☛ Scallion assures the party that he is fully able to answer their initial questions, and decides who gets to seek the counsel of the drow.
- ☛ They can use the Urdrakar steel to 'buy' an audience with one that may be able to answer their questions. Using less than all three bricks of it is not value enough for them to waste their time.
- ☛ If they are utterly and immediately truthful about what they want (to find out what Null is up to) he will actually smile and applaud.

Once the PCs have made a deal with Scallion, he will ask them to wait here for a time while he gets one that can possibly help them. He leaves the room via the right door, whistling an amusing tune. He will return about 20 minutes later and announces, "She will see you now." He will not tell them this, but this 'she' is the drow Ambassador to Iuz, Eclavdra. This request has intrigued her for few know of the real efforts of the Boneheart's elite members.

If the PCs insist on being evasive and non-specific, or if he feels they are lying to him, Scallion will entertain them for a time before excusing them, admitting "the drow can be of no assistance to you this day". If they are dismissed in this manner they have just lost their one and only chance to deal with the drow, and they have raised an alarm within a sect of power-players in the city. It will not be long before word reaches the rulers of the city that a group is sniffing around for information.

If the PCs have gained an audience with Eclavdra, proceed to the following. If not, they must find another source for some valid information.

Scallion gracefully leads you down a hallway behind the right door. The hallways are remarkably clean and clear of any decorations. A number of closed doors populate the hallways but no other creatures are seen.

The passage ends at a set of doors etched to resemble a pair of entwined spiders. Your guide knocks three times, hesitates for a moment, then pulls the doors open.

You enter a large room with vaulted ceilings. The supports have been carved to resemble the legs of a gigantic spider. Dull red lights provide limited illumination but ample shadow. Four drow guards stand at each side of the room. They are dressed in remarkably intricate chain shirts of some dark metal. Spiked bucklers, rapiers, hand crossbows and curved daggers are plainly visible.

The centerpiece of the room is a deformed spider. Its legs bend so that its head and torso are almost touching the ground, yet its bulbous end rises high into the air. At first it seems to be an amazingly detailed carving, but when it adjusts its legs slightly you know different.

From the shadows beyond your vision three figures emerge. The first is a very short and thick drow elf with numerous facial scars. Four feet tall at best, he carries himself with confidence and contempt but is strangely appealing. He wears a bright chain shirt and a dark metal longsword. A large shield of mithril floats in the air beside him as he walks.

The second figure is that of an average-looking bald drow female. She wears dark purple robes that are not tied closed. Utterly unconcerned by what is revealed, the tapping of her tall staff is the only sound any of them make.

The last figure is the most striking. At exactly five feet tall, she carries herself like royalty. Her long white tresses fall to the floor behind her, resting on the train of her skirts. She wears a skimpy chain shirt that does nothing for her modesty. A long mace sits on her belt and a wickedly curved half-moon shield is slung over her back. The white vestments mark her as a favored follower of Lolth, while the dark spider symbols about her neck and wrists confirm she enjoys pretty things, too.

The gorgeous female drow strolls up to the crouched spider, pets its head slightly, then slides onto its back like a favored chair.

"Well, it seems that good Scallion has brought us interesting guests this day. Goody. Its been a might boring lately.

"I am Ambassador Eclavdra, High Priestess of Lolth who is Queen of the Demonweb Pits. I must admit, the information you requested of Scallion is very intriguing. You are now at my court, proper etiquette at all times is a requirement.

"After you properly introduce yourselves to me it would be appreciated if you fully expound on what you want. I will not tolerate lies, insults or disrespect, so handle yourselves properly please. Speak freely, I assure you this room is protected from the prying ears and eye of the Old One and his servants."

Eclavdra is actually willing to give the party the information it wants, if they say and do the proper things.

- ☛ First, she or Scallion will ask for all the bricks of Urdarak steel. If they do not get three of them, they will not be helpful to the party. If the party told them they had enough to make it worth their time, try to lie to keep the ore, or refuse to give it to the drow, they also get lied to.
- ☛ The drow priestess is incredibly vain and demands to be treated with respect and manners. In fact, if they are polite to her she will give them what she knows without asking for any information in return. Of course, she is getting something she values from telling the PCs, but they have no way of knowing what that is.
- ☛ If the PCs insult her or try to annoy her she will give them utterly false information.

She is generally aware of what Null is doing, and these are the things she will share if they treat her properly and to her liking:

- ☛ Her spies have noticed the sheer number of bodies he has servants stash then secret away.
- ☛ He has been working this way for at least three years now, if not longer.
- ☛ She has had the wagons followed and is certain they are being taken to some building in the Artisan's Quarters but not certain exactly which. The entire area is very heavily guarded and hidden. Radiations of the most powerful of magics are found in the area, but it has been impossible for her spies to find out what and where they are exactly without giving themselves away, which she does not want.
- ☛ It is her belief that Null has been developing a new sort of undead servant, to both improve his place in the eyes of the Old One, and give him an army of his own.
- ☛ She is uncertain what has happened to all the bodies, for the buildings in the Artisan's Quarters are not large enough to house all of them. She will suggest

that maybe most of the bodies are consumed in testing or some such thing, Null is a known artificer and inventor.

Eclavdra will recommend that the PCs go to the warehouse the dead bodies are first stored in and see what they can learn.

She is very interested in any information on these new creatures that the PCs will share. She does not know what they are or can do, and would be willing to trade some of the above information for this. Eclavdra and her group can talk telepathically as the wizardess cast *Rary's telepathic bond* before meeting with the party.

At no time will she allow the PCs to cast any spells or use magic devices in her presence, and doing so may begin a dangerous battle.

If the PCs are rude to her, thus violating her instructions to be honest and clever (yes, she is a hypocrite), she will display no difference in her mannerisms, but will give drastically different information, sending the PCs into a direly dangerous part of the city. Skilled parties can of course detect her evasiveness or get the feeling she is not being truthful with them.

This is what she tells the party if she decides to lie to them:

- ☛ She tells the party that Null has been working with some foul Lord of the Abyss to create a new creature designed to destroy the armies of the Old One, for Null plans to take his place as the demi-power of this empire.
- ☛ His laboratory is a large building deep inside the Mixed Quarter, not very far from here actually.
- ☛ The entire area is guarded over by demons in the service of this unknown fiend, and by the Assassin's Guild of Dorakaa. Its is one of the most dangerous places to approach in the whole city.

This action should cause the party a lot of wasted time. It will also give her time to inform the followers of Iuz of some characters in town asking about what the Greater Boneheart are doing.

ALL APLS (UNTIERED)

☛ **Eclavdra:** hp 164, see Appendix.

☛ **Scallion:** hp 136, see Appendix.

☛ **Graldjek:** hp 208, see Appendix.

☛ **Matarones:** hp 151, see Appendix.

☛ **Monstrous Spider:** hp 52; see *Monster Manual* page 289.

☛ **Demon, Bebilith (4):** hp 150; see *Monster Manual* page 42.

☛ **Demon, Retriever (4):** hp 135; see *Monster Manual* page 46.

Tactics: Should a fight start, simple, kill the party. If the PCs are dumb enough to start a fight here, they get what they deserve. Eclavdra herself will not stick around for

the fight, instead trusting her bodyguards to do the deed, and using her *word of recall* to depart to a safer area. If she is forced to stay because of party actions, she will fight for keeps.

Demons (of the above-listed variety and others in the *Monster Manual*) will begin and continue to appear if the PCs keep fighting, until they flee, are captured, or dead.

Encounter Eight Let's Go For a Ride

PCs that immediately follow the wagon will see it go back up the main street to the northwest, and head into the Orc Quarter for only a short bit before pulling around behind a small warehouse, and entering.

It is here that Null's servants store the dead bodies used in creation of the demundead. This is also where the only real chance the party has to get into his demiplane.

The warehouse is protected by *guards and wards* spells and a *forbiddance* (all cast at 3+ APL level, so for an APL 12 party the spells here are cast at 15th level). The PCs will need to use some pretty powerful magic in a subtle fashion to gain entrance, but it is possible.

In the warehouse:

- There are nineteen pine boxes, stacked in five rows, five high.
- Inside each is the naked body of a dead person. Every body is that of a relatively young male, all human or half-elf.
- All are protected from decomposition by *gentle repose* spells.

The PCs have two options, first they can sit and wait and see what happens, or they can take a gamble and go for a ride.

Unfortunately for the party, the bodies will not be taken into the secret lab until the following night. So they have to (hopefully anxiously) wait, however as a DM, this is funny.

Some groups may not immediately realize that they should swap places with the bodies in the coffins and take the free ride to wherever they are going. This is fine, the party is under no real time (unless they are being chased or sought-after), so they can just sit and watch this first wagon-load, then 'hitch a ride' on the next in a few days when the number of bodies again reaches a score or so.

Alternatively, some parties may decide that following the wagon and 'jumping' the driver to gain entrance to wherever the coffins are going is a good plan, and if they execute well it can be.

If they decide to hide in the coffins, the gist of what the PCs can do here to help their plight is very simple:

- By removing the bodies of the dead and climbing in themselves they will be brought right into the demiplane by Null's own servants.
- The pine coffins are not airtight, so no suffocation.

- Obviously, very large PCs will need to find a way to adjust their weight else they will be noticed.
- Gear will need to be reduced in quantity, put in a separate coffin, or left behind. Heavy armors and weapons may make considerable noise and thus noticed for their encumbrance.
- Dead bodies can be disposed of by dumping them down into the sewer grate in the alley behind the warehouse.
- One or two PCs can easily watch for the wagon returning and still get into a coffin before the driver enters.

If the PCs take the big chance and ride in the coffins, read or paraphrase the following:

Your hunch pays off. Lying in your coffin, you hear the doors of the warehouse open, followed by the creaking of harness leather and sputters of horses.

"Load the wagons," a deep voice mutters. Dragging footsteps approach, a rotten stench follows, and the coffins begin moving. One by one, they are lifted, moved, and set down again. It is an odd sensation for sure, being inside a coffin bound for a bad place. Ropes are secured before the wagon moves out. The rough road jostles you around a good bit but the ride is not too uncomfortable. It is hard to tell how much time passes but it does not seem that long before the "whoa" command is given and the wagons pull upage. Heavy feet land on the ground.

Minutes pass slowly and you hear nothing distinctive but feel that someone or something is moving around out there. When there is noise it is very odd. It sounds like a fine silk sheet is being slowly, methodically ripped in half. Finally, the wagon lurches as the driver apparently gets back on and urges the horses forward. You move only a short ways before the wagons stop again and the command "Unload and stack there" is given again. Same as before, the coffins are lifted one by one and set down. The aroma of the workers has gotten no better. As the wagons move away another sound, this more like a shallow hiss, is clearly heard before everything goes silent and you are left alone in your dark coffin.

If the group decides to watch and/or then later follow the wagon to see where it goes, describe/play-out the following:

- The wagon driver will come back the following morning with another coffin and body, mumbling something about "have a full score now, must tell the Tower to empty the warehouse." This should get the PCs ready for 'pickup' very soon. It will in fact happen that night.
- If they keep waiting, the doors of the warehouse will open a few hours after midnight the same day and a man wearing the dark robes of a priest of Iuz will enter with two ogre zombies. They throw open the doors to reveal a large wagon.

- The priest will mutter something like “load the wagons.”
- One by one, the coffins are lifted into the wagon by the ogres. Ropes secure the load before the wagon moves out. When it leaves, the priest takes the driver seat, the ogres follow behind the cart.
- The wagon heads down the rough main road back to the southeast, and turns northeast once it reaches the middle of the city. It goes into the Artisan's Quarter, turning back and forth a number of times before stopping in front of a wide, squat building.
- The driver waves one ogre to open the doors, then drives the wagon into the large open space, fully half the bottom floor of the building.
- If some or all of the PCs can sneak into the room with the priest/zombies/wagon, they will see him dismount and approach a blank wall and mutter something (DC 14 + *apl* *listen* check 'ascendance'). This password works to open or close the portal from either side. The portal will stay open until the closing password is given.
- The wall shimmers for a few seconds before a quiet tearing sound reveals another large room. But this one is not a room in a simple old warehouse. It is empty, has no light source and walls of stone.
- The priest will then command the ogre zombies to unload the wagon, which they will do. If nothing stops them they will finish, the priest will mutter the same command word and leave.

If the party decides to 'jump' the priest and zombies, use the following statistics:

ALL APLS (EL 8)

☛ **Iuzian Priest, human** Clr6: hp 42; see entry in the *DMG* page 115.

☛ **Ogre Zombies (2):** hp 55 each; see *Monster Manual* page 267.

Tactics: A capable party should be able to get at least a surprise round on these fellows. The cleric is very arrogant about his safety, being a servant of Null and all that. If the party does not slay him before he gets to act he will seek to do the one thing he can do, raise the alarm. If he does this, see the Appendix for details on what happens. The zombies will simply fight, or do whatever the cleric commands them to do.

If the party captures and somehow manipulates the cleric into telling them what he knows, they find it is not much:

- He is delivering these bodies to a secret place of his master, the Greater Boneheart Archmage Null.
- He will only share the password with a person that has *charmed* or otherwise magically influenced him.
- If he is not so influenced, he will not share it under any circumstance. He is much more afraid of what the Archmage will do to him/his soul when (not if) it is discovered he has betrayed him.

- He does not know what the bodies are used for, only that they are going into a demiplane of the Archmage's own construction.

If the PCs did not hear or do not discover the password they will not be able to enter the demiplane because there is **no** way into it without the proper permission. Thus they will need to wait until someone comes back and they can get the password, or they have to go back to the first warehouse and try to get into the second one by waiting for the next delivery, which they can do if they are willing to be patient and wait.

If they stay and investigate the warehouse area, there is only one thing of interest, the main room:

- There is only one magic effect, from the *conjunction* school, of strong aura (Spellcraft DC checks of 24 required for this information).
- It is a *portal* from this room to the pocket-dimension created by the Archmage Null.

Once the party finally manages to get into this place, proceed to the next encounter.

Encounter Nine

Mine Pockets are Deep

The PCs are now inside the first large room of the demiplane Null created to do experiments unseen. It is utterly dark in here, and the coffins are stacked. If they rode inside the coffins it should be annoying but possible for the PCs to free themselves. If they snuck or cajoled their way in, alter as you see fit for what they see in this first room.

Finally, you have found your way into what you hope is your objective. There is no light but that which you provide. The air is dry and stale. This forty-foot square room has floors of plain stone. At regular spacing there are skulls embedded in the stone.

There are no actual walls nor a physical ceiling. Everything off the edge of the floor ends in a thick mist you cannot see more than a foot into. The room tops out at ten feet, where the mist forms a gradual cover. A single archway provides the only exit from the room. It too is filled with the mist, and you cannot see what is on the other side.

The entire room and all places here glow that same *conjunction* magic as the portal. This is the first room of a demiplane Null created to conduct experiments without being pestered. Here his servants deliver bodies to create more demundead.

If a PC makes a Spellcraft check (DC 30) they can figure out this is likely a demiplane. Characters that then also make a Knowledge (planes) check (DC 30) will recall that any demiplane has specific rules or characteristics, as determined by its creator. The PC will not be able to

determine what the specifics are, but can recall the following aspects that can be controlled: gravity, time, size, alignment, and impeded magic.

This whole demiplane has the following traits:

- ☛ **Gravity:** Normal gravity.
The only way for the party to figure this aspect out is through experimentation or trial and error.
- ☛ **Time:** Fast flowing.
Each minute of time on the Prime Material plane (in Dorakaa) is the equivalent of one day passing in the demiplane.
- ☛ **Size:** Finite.
This area has a limited scope of size, meaning there are specific and limited places that can be accessed. The PCs will only be able to enter three areas, though can glimpse into a few more.
- ☛ **Alignment:** Strongly Chaotic and Evil.
Chaotic. Anyone not of Chaotic alignment suffers a -2 circumstance penalty to all Intelligence, Wisdom and Charisma based checks.
Evil. Anyone not of Evil alignment suffers a -2 circumstance penalty to all Intelligence, Wisdom and Charisma based checks. These penalties do stack for any Lawful Good character.
- ☛ **Magic:** Impeded for Positive Energy and Conjunction.
Impeded for Positive Energy. Any magic (even from items) from a Positive nature fails to function if the caster does not make a DC 15 + spell level caster level check. This also means that healing in these areas may be very difficult.

Anyone that casts a spell from this school that fails the above check will have the spell simply fail. Allow them a Spellcraft check (DC 15 + spell level) to realize that something about this place is blocking this school of magic from functioning properly.

Impeded for Conjunction. In addition to blocking all spells of this school, Null has placed this effect in place so that no one may use *gate*, *plane shift*, *teleportation*, *word of recall* or similar traversing magics to **enter or leave** the demiplane without permission from Null himself. He is of course exempt from this hindrance.

Anyone that casts a spell from this school will have it simply fail. Allow them a Spellcraft check (DC 15 + spell level) to realize that something about this place is blocking this school of magic from functioning. Items that have a constant effect (such as *bracers of armor*) from this school of magic will continue to function here. Items that use magic of this school and must be activated will not function here.

The mist is simply a creation of Null's mind. It is a private joke he enjoys. He firmly believes that most everyone else on Oerth wanders around in a thick fog that

dampens their minds. So to protect his private work he has cloaked this secret lab in that which confuses others. It makes up the 'walls and ceilings' of all areas in the demiplane. Some traits of the mist:

- ☛ There is no way to enter the mist. PCs can reach less than a foot off the edges of any room they are in or walkway they are on.
- ☛ They cannot leave the flooring areas, other than to get off the ground
- ☛ PCs cannot *fly* or incorporeally move into the mist. The laws of the normal world do not apply here.
- ☛ The mist is here for effect, to make the PCs realize they are not on Oerth any longer.

Passageways

Once the PCs make the leap to cross through the archway explain the following:

You feel the mist cover every inch of your being as you push through the archway. It was as a wet blanket covered you fully.

You emerge onto a walkway less than five feet wide. The same thick mist makes the walls and ceilings here. The walkway leads straight ahead out of your sight.

Things of note:

- ☛ Null, whatever version of him that is here, knows instantly when someone crosses out of the threshold of the entry room onto the walkway.
- ☛ He does not know who or what they are, but knows someone or thing has come into his secret lair. Because few have permission to do this and he is expecting no one at this time, he raises his defenses.
- ☛ The passageway moves straight forward for 100 ft. before ending in another archway which can also not be seen through.
- ☛ This archway leads to the Laboratory area, described next.

Laboratory

It seems you have finally gotten somewhere. Crossing this archway has brought you into a large round room. Roughly one hundred feet across, the mist surroundings rise into a large dome, peaking at about fifty feet. The room is not empty. Shelves line the walls, each covered in tomes and scrolls, vials of strange liquids, figures and statuettes of fiendish and dark imagery. Four large tables cover much of the floor space. Each has a body, or part of a body on its surface. Dark, stained sheets partially cover the remains or some strange process. Other pedestals and smaller tables are scattered about the room, holding parchment for notes and diagrams. It is quite the disgusting place.

Around the room are three more archways, all filled with the dampening mist.

Allow the PCs a few moments to explore the room. The remains on the tables are some corpses similar to what is in the other bodies. A search will reveal the dissected bodies and some parts of large bats. PCs familiar with the demundead will recognize these as pieces parts of making such beings.

Honestly, there is not much to learn in this room. The party members have likely already been in a place where these shells are made so this is nothing new. The books and scrolls scattered about are pretty standard fare of necromantic arts and experimentation ideas. Sifting through it all would take a long time, which the party will not get.

Relatively early in the party's room search, one of the archways will swirl and a man comes gliding into the room. Have the PCs make Spot checks (DC 12 + APL) to notice the swirling of the mist from the archway.

It is with no evident surprise or emotion that a figure comes gliding through one archway. It is a human male of small stature, closer to five feet in height than six. His thin and straggly black hair is matched by a greasy and pock-marked face. He wears dark robes and the symbol of Iuz. He seems almost uninterested by your presence, until he speaks.

"What are you doing in my secret place?"

This is of course not truly Null himself, though it is in some fashion. It should regardless be quite shocking to the party to have what at least initially seems to be Null in the same room.

A paranoid man, Null trusts no one to keep watch on his demiplane but himself. An avid artificer, he has been working on making more capable copies of himself and this is his best effort to date. This being is a modified *simulacrum* of the Archmage. It knows a great deal about what experiments Null is working on and allows him to get a great number of small tasks finished while keeping track of his fellow Bonehearts and pleasing Iuz himself.

Wily PCs may figure out this is not the real Null. For one, they are all still alive. Two, some questioning will reveal that while it is 'Null' and knows what he is up to, it is not the original Null. A Sense Motive check (DC 12 + APL) will reveal that this creature is being evasive and not telling all/complete truths.

This Null will not speak for long. As DM, use your imagination and feel for the table to play this encounter for as long as seems prudent. It will ask some questions and try to learn what it can from the party but when they get evasive or annoying he attacks. The real point of it being here is to show the PCs that they have entered a place close to the workings of this Boneheart, and hopefully frighten them some. There is nothing in this room the wizard is afraid to destroy so it tosses mass-damage spells freely.

All APLs (EL Variable)

✦ **Null, simulacrum:** see Appendix for appropriate APL information.

Tactics: Null will first see to his survival by casting any short-term spells he has not gotten up already (i.e. *greater invisibility*, etc.) then *fly* into the air near the top of the mist dome, and try to control the battlefield by cutting the PCs off from each other with wall or similar spells so as to not fight the whole party at the same time. DO not lock him into one set of tactics, he is smart enough to do whatever is most relevant for the situation. If nothing else he'll just pick the most dangerous foe and work to take him/her apart.

If the simulacrum is brought to zero or fewer hit points, he is destroyed. When the fight ends, and if the Null here is killed read or paraphrase the following:

As the vile wizard succumbs to your attacks you see his figure begin to morph and slide. Color fades from it completely and as it collapses, all that is left is a pile of ice and snow.

Smart PCs can make appropriate checks to realize this was some sort of *simulacrum*.

Treasure:

APL 8-12

Headband of Intellect +2 (Adventure, DMG)

Slippers of Spider Climbing (Adventure, DMG)

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

Ring of Counterspells (Adventure, DMG)

Metamagic Rod, Lesser Maximize (Adventure, DMG)

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

Vibrant Purple Ioun Stone (Adventure, DMG)

When this copy of Null is killed the real one is alerted to a problem because of the bond they share. He is uncertain what has happened and is in the middle of something important so the PCs have a few moments to search more before things start to happen. Null will finish his current business before *teleporting* to the storage area of his demundead, to be sure all is well there. Once he is happy he looks to other parts of his demiplane, the ones the PCs are in right now.

Of the three archways leaving the lab area, only one is accessible by the party. It leads to the next section, a study. The other two are something the PCs cannot activate by any means. Allow the PCs to go into the study.

Study

A small but comfy room, this study is tidy and organized. A large and plush couch occupies the left part of the room. In the middle is a huge wooden desk. The matching cushioned chair sits behind it. A single vial sits on the desk, holding down a piece of parchment. To the right is a narrow bookcase full of manuals and tomes. A large chest sits on the ground next to it.

On opposite ends of the room hang two banners, each suspended in air by nothing visible.

The first is wrinkled, dirty and stained. Black of background, it displays a grinning red fiend with long dark horns and a tainted golden crown hovering above its head. The symbol of the Horned Society is well-known to many.

The second has been torn and shoddily sewn together. It is wind-worn and has obviously seen its share of battles. A gray cracked-marble border surrounds the vibrant red background. Central is the black watch tower of the Shield Lands. An attached pendant bears some symbol of crown and axe.

This area is a place of quiet for the Archmage of the Boneheart. He comes here to think of new experiments and avoid distractions.

The pendants are simply reminders of Null's past achievements in the field. Appropriate *heraldry* checks (DC15) will reveal the general origin of these banners. As one of the commanders in the invasion of the Horned Lands and the Shield Lands, Null had the banners of the opposing generals brought to him for display. Neither is magical in any way, but represent fond memories for the wizard.

Of interest to some PCs, the Shield Lands banner was one of Earl Holmer's (former leader of the Shield Lands) own, taken from the hands of his squire dead when the Earl was captured.

Things of interest:

- ☛ The vial on the table is a magical elixir, see Adventure Record for details.
- ☛ The parchment under it is a partial and unfinished note. The lesser Null was scribbling it when the party interrupted him. See **Player's Handout #3**.
- ☛ There are some items of value in the chest, which is unlocked and unguarded.
- ☛ The tomes and manuals are more long and depraved works about techniques for necromancy, item creation, and experiments. They have no real value gp-wise.

Treasure:

APL 8-12

Darkwood Buckler (Adventure, DMG)

Dust of Dryness (Adventure, DMG)

Elixir of Holy Essence (Adventure, see Adventure Record)

APL 14-16 (All of APLs 8-12 plus the following):

+2 *Heavy Darkwood Shield, Animated* (Adventure, DMG)

Give the PCs little time to spend here before things begin to happen:

As you search this private sanctum of the Boneheart Null a feeling of cold rushes over you all. You feel as if you have drawn the gaze of some terrible being. As the notion passes, the floor of the chamber rumbles, as if upset.

If the party does not get the hint to get out, increase the rumblings until they do. Once they get back to the Laboratory area the following happens:

As you rush back to the lab area you note a few changes. First, the rumblings increase intensity and frequency. Secondly, one of the archways you could not access previously has cleared so that you can see through it.

You see a massive area, as large as any great feast hall you've been to. The floor is the same as the one you stand on now, and you cannot see the mist walls or ceiling. You feel this is another extension of this strange place.

Lined in neat rows and stacked past your line of vision are simple metal racks. Each a few feet wide, a few tall and about six long. Resting on each space is the body of a smallish figure. Pale of skin and hairless, you see folded wings under each. You recognize the figures as those of the demundead creatures. They do not move at all which eases your worries some. What sets you on edge are the sheer number of them. What you can see easily numbers in the hundreds, if not thousands. And you feel this is not all of them, for your vision covers nowhere near all this room.

Stepping into your view is that same greasy little man you fought moments ago. Yet this one is different. He wears richly embroidered robes, jewels of a king, and the sneer of a madman.

"I see you little ones, yes I see you all. You've annoyed me this day, so I suggest you run for your lives now."

With that the archway swirls back to a thick mist while the floor vibrates angrily.

For those that want or ask, the node they just saw is only open for viewing, not passing through. Any attempts to jump next to the wizard fail, and no magic will pass through.

That was the real Null, gone to make sure his pile of shells was unharmed. He is quite unnerved that some unknown opponent has gotten so close to his most valuable work and does not plan to leave it. But he is not sitting idly by, either. The demiplane is manifesting his anger by shaking and this is a good time for the party to leave from whence they came before they get stuck here for good.

Encounter Ten Can We Leave Now?

It is assumed that the PCs will make all efforts to get out of this demiplane as soon as possible. If not, find ways to motivate them to do so.

It is possible for the PCs to slip out of the entry room and back to the Prime plane. If they did not dally they can also get away from this warehouse before forces arrive at the place. But make it dramatic for them as you can, it should be a tense moment, wondering what is on

the other side of the portal. Luckily for the PCs, the time passage laws of the demiplane are helping them right now, for they re-enter the Prime less than one minute after having left it.

Once back on their own plane, the PCs have to decide what to do to get out of town. Hopefully they will have the fortitude to go back and try to get Saljin. They can make their way back there unmolested if they are careful. When they do, describe the following:

The abode of Saljin the smith is late at this dark hour. Things are quiet in this part of town, but screams of agony can be heard in other areas. The city seems to be pausing for some big event.

You can make out a dim light from inside Saljin's place, likely his table lamp for reading.

Once they enter his house they will find Saljin, or what is left of him. While the PCs were away tracking down Null's lair the smith has been busy. He did some checking around town trying to find out more valuable information to help the PCs, thinking this was his last chance to make a difference. Unfortunately, he piqued the interest of the wrong people, who came calling on him. Interrogated in the most vile fashion, he eventually broke and revealed what he knew. The priests of Iuz decided to set a trap for the PCs.

They slew Saljin and then elevated him to zombie status. They left him in his own house and set a series of *alarm* spells around his home to alert them to any one else's presence. The spells are set to alert the casting mage silently. He placed them under the main table, by each window and door, and on the roof.

The followers of Iuz are lying in wait at many places around Saljin's home, in other buildings, hiding in alleyways, etc. They will await signals from their unseen scouts and demons before acting.

The inside of Saljin's home is much as it was. His few possessions lie scattered about the room. The lamp sits on the table, giving off a dim light and many shadows.

Saljin himself paces near his stove. He does not seem to have noticed you enter for he does not look upage His arms are curled close to his chest and he slowly paces back and forth, muttering something under his breath.

Once the PCs approach or do something to gain his attention:

The pacing stops. Saljin turns towards you all and you see what has become of him. Opened from ear to ear the man's throat is utterly cut. Dark splashes of blood stain his clothing. He makes no move towards you before uttering in a gurgling voice, "Wait, let me make you some tea," and turns back to the stove, reaching for his water pot.

Give the party a few moments to react to this. Anything of value left in the home is now gone, captured by the followers of the Old One when they paid their visit to Saljin.

Do not wait too long before describing or reading the following:

Much as before in the demiplane, you feel a terrible presence wash over you. It is gone within an instant, but its impact is stunning. As your minds clear, you notice the magical ring given to protect your auras crumble to dust on your finger.

Suddenly, a shrill whistle cuts through the night air. The area around you all begins to glow with a shimmering emerald aura and you hear raised voices heading your direction.

Iuz himself has decided to take a look and see what the party is doing, having been alerted by Null and others. He is amused by the PCs yet annoyed by their *rings of mind shielding* so destroys them so as to give his minions a good chance of capturing the party.

It is assumed the PCs will now want to leave this vile place. The immediate problem is the spell a wizard of Iuz has cast on the area. She used a *dimensional lock* spell (cast at 17th level) to stop *conjunction* magics to be used to leave the area. Allow parties *spellcraft* checks to realize what this emerald aura is. This will prevent the PCs from using the *word of recall* stick or other such spells to get away, while in the house.

What they can do is get out of the building and to an area not affected by the spell. Unfortunately, doing this means those sent to apprehend them will get a shot at them. Outside is an ever-growing horde of soldiers, orcs, priests, mages, assassins and demons all vying to kill or capture these invaders.

Only parties that refused the help of the demons should have the combat in this encounter. They do not get *Encounter Eleven, Tell Us What You Know*, so once this is over go to the *Conclusion*. Those parties that accepted the help of the demons should be allowed to escape unscathed and before combat begins, but barely.

This should not be a traditional combat encounter. The PCs can stay as long as they want but the sooner they can gather together and depart, the better. The party will likely have to leave the abode of Saljin to invoke their magical way home. Once they leave, they will be engaged by the following npcs who have moved towards the house while the party is inside. The street outside is 20 feet wide, with buildings around and across from it. There are a few alleyways not far from the house.

APL 8 (EL 10)

☛ Iuz's Dread Guard, female human Ftr8 (2): hp 68 each; see Appendix for statistics.

APL 10 (EL 12)

☛ Iuz's Dread Guard, female human Ftr8 (4): hp 68 each; see Appendix for statistics.

APL 12 (EL 14)

☛ **Iuz's Dread Guard, female human Ftr8 (4):** hp 68 each; see Appendix for statistics.

☛ **Cleric of Iuz, male human Clr12:** hp 87; see Appendix for statistics.

APL 14 (EL 16)

☛ **Iuz's Dread Guard, female human Ftr12 (3):** hp 100 each; see Appendix for statistics.

☛ **Cleric of Iuz, male human Clr12:** hp 87; see Appendix for statistics.

APL 16 (EL 18)

☛ **Iuz's Dread Guard, female human Ftr12 (4):** hp 100 each; see Appendix for statistics.

☛ **Cleric of Iuz, male human Clr16:** hp 115; see Appendix for statistics.

Tactics: Slow the party down long enough to subdue and capture them. This group was sent by Null himself with orders to prevent them from leaving. If the PCs start to become troublesome they will not hesitate to use deadly force, bodies can also be questioned.

The party has ten rounds to defeat this group before reserves begin arriving.

- ☛ If they are not gone by then a group of demons for the same apl arrive and join the fray (use the stats for demons in the next encounter).
- ☛ Five rounds after that more demons and Iuzian guards like the one at the end of the module arrive. Groups of escalating power up to the highest apls of this event will continue to come until the party gets out of the city, is subdued, or killed to the last.

Again, parties that accepted the help of the demons should have no combat encounter here, their final battle will come next. Allow these groups to see what became of Saljin, hear the alarms raised, then invoke their get-home item or get help from the demons to get out of the city.

Play up the tension as best you can, it should be a scary, tense moment for the PCs, and they are in dire peril. If the party is not out of the city ten rounds after they hear the alarms raised they will get the fights in this encounter, both the Iuzian guards and demons, at the same time.

Encounter Eleven Tell Us What You Know

If the PCs agreed to the demon's offer earlier, some friends of Avehovna show up again here.

Accepting demonic aid:

Should the PCs want help getting out of Dorakaa the demons will get them right out of Saljin's home (or wherever is relevant) and take them to an open area

outside the Castle of Foul Breezes in the Abyss for "debriefing".

If the PCs win the initial fight (and they should see that more and more demons are coming for a closer look) they CAN use their *word of recall* stick to get off this plane. Yes, this breaks the general rule of the spell but this is an altered version.

Getting out on their own:

If the party leaves the city before the demons can get their end of the bargain, they will encounter them later. Rzasanet the demon lord will spend considerable magics to get his hit-team to where the party has gone.

If the party goes to a plane the demons would really not want or be able to travel to (and use your judgment based on alignments and nature of the plane) they can escape this final battle, though the party will get no experience for the encounter.

Regardless, if the demons can get to where the party has gone, this will happen:

- ☛ The demons seek to find out what the PCs learned, then eliminate them for good.
- ☛ As the party catches their breath (either in the Abyss or where their escape takes them) they get their demonic visitors, wanting their end of the struck bargain.
- ☛ If the PCs try (and fail) to lie or deny them, they attack in a rage. If the PCs actually tell them the truth (or what the demons think is the truth), they laugh at the foolish mortals then attack so none else can learn of this.

APL 8 (EL 10)

☛ **Demon, babou (4):** hp 66 each; see *Monster Manual* page 40.

APL 10 (EL 12)

☛ **Demon, vrocks (3):** hp 115 each; see *Monster Manual* page 48.

APL 12 (EL 14)

☛ **Demon, hezrou:** hp 138; see *Monster Manual* page 44.

☛ **Demon, vrocks (4):** hp 115 each; see *Monster Manual* page 48.

APL 14 (EL 16)

☛ **Demon, glabrezu (2):** hp 174 each; see *Monster Manual* page 43.

☛ **Demon, vrocks (4):** hp 115 each; see *Monster Manual* page 48.

APL 16 (EL 18)

☛ **Demon, glabrezu (2):** hp 174 each; see *Monster Manual* page 43.

☛ **Demon, nalfeshnee (2):** hp 175 each; see *Monster Manual* page 45.

🔥 **Demon, vrock** (4): hp 115 each; see *Monster Manual* page 48.

Conclusion

Once the party gets out of Dorakaa and gets back to the safe place from their get-away item, they will be in a quiet field in Furyondy, in the middle of the night, as promised.

The party breaks down what they found for the Drinkers, who are horrified at how far along Null really is. The Shade seems to be in shock about what you've told her and is not sure how they will go about fighting all these creatures if they become animated.

Lastly, describe to the PCs how it is not too long after this that they are enjoying some relaxation when they feel some powerful magic wash over them. Have each make a Will save, DC 34. Failure means they are now being *scryed* upon by Null, who sends a *message* to each "Oh yes, you have gained my attention now."

The End

Experience Point Summary

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

Encounter One: The Pick-up

Defeating the wandering monsters	
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter Nine: Mine Pockets are Deep

Defeating the Null simulacrum	
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter Ten: Can We Leave Now

Defeating Iuz's minions and escaping Dorakaa	
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

- OR -

Encounter Eleven: Tell Us What You Know

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

Story Awards

Refusing the offer of assistance from Avehovna and other demons	
All APLs	100 XP

Crossing the Devouring Bridge without using Panea the gnome as a sacrifice	
All APLs	100 XP

Entering and operating in Dorakaa without 'altering' more than one NPC group or person (before entering the demiplane)	
All APLs	50 XP

Dealing with Eclavdra and the drow enclave without offending her	
All APLs	50 XP

Bringing Saljin out of Dorakaa (even as a zombie)	
All APLs	50 XP

Returning the information about Null's experiment progress to the Drinkers	
All APLs	50 XP

Total Possible Experience:

APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,100 XP

Treasure Summary

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

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

the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter One: The Pick-up

APL 12: M: +3 *studded leather* (765gp) x2, +1 *ring of protection* (167gp) x2, +1 *frost composite longbow* [+1 Str bonus] (708gp) x2.

APL 14: M: +2 *bastard sword* (695gp).

Encounter Nine: Mine Pockets are Deep

APL 8: M: *headband of intellect* +2 (333gp), *ring of protection* +1 (166gp), +1 *dagger* (192gp), *slippers of spider climbing* (400gp), *scroll of mirror image* (13gp), *cloak of resistance* +1 (83gp), *darkwood buckler* (2gp), *dust of dryness* (71gp), *elixir of holy essence* (83gp), *mithral heavy shield* (85gp).

APL 10: M: *headband of intellect* +2 (333gp), *ring of protection* +1 (166gp), +1 *dagger* (192gp), *slippers of spider climbing* (400gp), *scroll of mirror image* (13gp), *cloak of resistance* +1 (83gp), *darkwood buckler* (2gp), *dust of dryness* (71gp), *elixir of holy essence* (83gp), *mithral heavy shield* (85gp).

APL 12: M: *headband of intellect* +2 (333gp), *ring of protection* +1 (166gp), +1 *dagger* (192gp), *slippers of spider climbing* (400gp), *scroll of mirror image* (13gp), *cloak of resistance* +1 (83gp), *darkwood buckler* (2gp), *dust of dryness* (71gp), *elixir of holy essence* (83gp), *mithral heavy shield* (85gp).

APL 14: M: *headband of intellect* +2 (333gp), *ring of protection* +1 (166gp), +1 *dagger* (192gp), *slippers of spider climbing* (400gp), *scroll of mirror image* (13gp),

cloak of resistance +1 (83gp), *darkwood buckler* (2gp), *dust of dryness* (71gp), *elixir of holy essence* (83gp), *mithral heavy shield* (85gp), *meta-magic rod of lesser maximize* (1,176gp), *ring of counter spells* (333gp), +2 *animated heavy darkwood shield* (1355gp).

APL 16: M: *headband of intellect* +2 (333gp), *ring of protection* +1 (166gp), +1 *dagger* (192gp), *slippers of spider climbing* (400gp), *scroll of mirror image* (13gp), *cloak of resistance* +1 (83gp), *darkwood buckler* (2gp), *dust of dryness* (71gp), *elixir of holy essence* (83gp), *mithral heavy shield* (85gp), *meta-magic rod of lesser maximize* (1,176gp), *ring of counter spells* (333gp), *vibrant purple prism ioun stone* (3,000gp), +2 *animated heavy darkwood shield* (1355gp).

Encounter Ten: Can We Leave Now

APL 8: M: +1 *dire flail* (224gp) x2, +1 *breastplate* (112gp) x2, *mithral heavy shield* (85gp) x2, +1 *longsword* (193gp) x2, +1 *mighty composite longbow* [+4 Strength] (150gp) x2, +1 *short sword* (192gp) x2, *amulet of natural armor* +1 (167gp) x2, *ring of protection* +1 (166gp) x2, *cloak of resistance* +1 (83gp) x2, *potion of cure moderate wounds* (25gp) x4, *potion of blur* (25gp) x2.

APL 10: M: +1 *dire flail* (224gp) x4, +1 *breastplate* (112gp) x4, *mithral heavy shield* (85gp) x4, +1 *longsword* (193gp) x4, +1 *mighty composite longbow* [+4 Strength] (150gp) x4, +1 *short sword* (192gp) x4, *amulet of natural armor* +1 (167gp) x4, *ring of protection* +1 (166gp) x4, *cloak of resistance* +1 (83gp) x4, *potion of cure moderate wounds* (25gp) x8, *potion of blur* (25gp) x4.

APL 12: M: +1 *dire flail* (224gp) x4, +1 *breastplate* (112gp) x4, *mithral heavy shield* (85gp) x4, +1 *longsword* (193gp) x4, +1 *mighty composite longbow* [+4 Strength] (150gp) x4, +1 *short sword* (192gp) x4, *amulet of natural armor* +1 (167gp) x5, *ring of protection* +1 (166gp) x5, *cloak of resistance* +1 (83gp) x5, *potion of cure moderate wounds* (25gp) x10, *potion of blur* (25gp) x5, +1 *heavy mace of impact* (692gp), +1 *full plate* (221gp), +1 *heavy steel shield* (98gp), +1 *dagger* (192gp), *potion of bull's strength* (25gp), *potion of bear's endurance* (25gp).

APL 14: M: +1 *dire flail* (224gp) x3, +1 *breastplate* (112gp) x3, *mithral heavy shield* (85gp) x3, +1 *longsword* (193gp) x3, +1 *mighty composite longbow* [+4 Strength] (150gp) x3, +1 *short sword* (192gp) x3, *amulet of natural armor* +1 (167gp) x4, *ring of protection* +1 (166gp) x4, *cloak of resistance* +1 (83gp) x4, *potion of cure moderate wounds* (25gp) x8, *potion of blur* (25gp) x4, +1 *heavy mace of impact* (692gp), +1 *full plate* (221gp), +1 *heavy steel shield* (98gp), +1 *dagger* (192gp), *potion of bull's strength* (25gp), *potion of bear's endurance* (25gp).

APL 16: M: +1 *dire flail* (224gp) x4, +1 *breastplate* (112gp) x4, *mithral heavy shield* (85gp) x4, +1 *longsword* (193gp) x4, +1 *mighty composite longbow* [+4 Strength] (150gp) x4, +1 *short sword* (192gp) x4, *amulet of natural armor* +1 (167gp) x5, *ring of protection* +1 (166gp) x5, *cloak of resistance* +1 (83gp) x5, *potion of cure moderate wounds* (25gp) x10, *potion of blur* (25gp) x5, +1 *heavy mace of impact* (692gp), +1 *full plate* (221gp), +1 *heavy*

steel shield (98gp), *+1 dagger* (192gp), *potion of bull's strength* (25gp), *potion of bear's endurance* (25gp).

Conclusion

ALL APLs: *Urdrakar Steel Helm* (250gp).

Total Possible Treasure:

APL 8	1,250 gp
APL 10	2,100 gp
APL 12	3,000 gp
APL 14	6,000 gp
APL 16	9,000 gp

Items for the Adventure Record

APL 8

Darkwood Buckler (Adventure, DMG)

Dust of Dryness (Adventure, DMG)

Elixir of Holy Essence (Adventure, see AR)

Headband of Intellect +2 (Adventure, DMG)

Mithral Heavy Shield (Adventure, DMG)

Slippers of Spider Climbing (Adventure, DMG)

Urdrakar Steel Helm (Adventure, see AR)

APL 10 (All of APL 8 plus the following)

Adamantine Breastplate (Adventure, DMG)

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

+1 Heavy Mace of Impact (Adventure, A&EG)

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

+2 Heavy Darkwood Shield, Animated (Adventure, DMG)

Ring of Counterspells (Adventure, DMG)

Metamagic rod, lesser maximize (Adventure, DMG)

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

Vibrant Purple Prism Ioun Stone (Adventure, DMG)

Special

Elixir of Holy Essence. This small crystal vial emits an unearthly moan when tapped and radiates a pale white light. The top of the crystal vial is capped with a cold iron stopper shaped in the likeness of a skull. This elixir can be applied to a weapon as a standard action and makes the weapon holy for 1 hour, dealing an additional 2d6 points of damage to any creature of evil alignment that it strikes and the weapon is considered good aligned for the purposes of overcoming damage reduction. One vial will coat a single melee weapon or 20 units of ammunition.

Moderate evocation [good]; CL 7th; This item cannot be crafted; Price 1,000gp; PCs cannot purchase more than one vial of this elixir.

Urdrakar Steel Helm: For succeeding in your mission and returning the Urdrakar Steel ore borrowed to help your cover into Dorakaa, the Drinkers have had trusted and skilled smiths forge the ore into a fine steel helm for you. They will forge the helm into the likeness of your choosing though because of the nature of the metal it has a very dark tint.

This Urdrakar steel item has the following characteristics: it grants the wearer a +2 bonus on all saving throws versus Scry spells cast at them, and it increases the arcane spell failure chance of the wearer by 10%. The helm weighs 6 lbs.

Faint abjuration; This item cannot be crafted by PCs; Price 3,000 gp

Questionable Deed: For taking part in the decision to sacrifice the gnome Panea to the fiendish guardian of the Devouring Bridge in the Lands of Iuz, you partook of a very questionable act. While not a shift in your alignment, this does represent a mark on the goodness of your being, and those who pass judgment on where your eternal soul will finally rest have taken notice.

Approval of the Good: By refusing to partake of the mission offered by the Drinkers of the Cup of Midnight, those you are sworn to serve and protect have taken notice and approve. One time only, you may call upon the might of just powers you serve and invoke a *Righteous Might* spell upon yourself as if cast by a 20th level caster. Triggering this power is a standard action.

Note: Only PCs that refused to go on this mission because of what was asked of them and actually did not go will receive the reward.

Thanks of the Drinkers of the Cup of Midnight: For agreeing to go into the dread city of Dorakaa and returning with vital information on the plans of the Archmage Null you have earned the appreciation of the Drinkers. They promise to repay this effort at some future time.

Attention of the Greater Boneheart Archmage Null: For your part in a raid on the secret demiplane lair of the Boneheart wizard Null, he has taken note of you personally. Certainly this will not be a bad thing in any future adventures ...

Appendix 1: What Will Get the Party Noticed

This section will detail what you the DM need to keep track of, and be aware of if the party messes up in some fashion while approaching or inside Dorakaa. There are certain things the party may do that will “get noticed” by NPCs in this adventure. Some of these things are subtle, others more obvious. This Appendix section will detail what to watch for and how the NPCs will react to each.

1. Attempting to *teleport* into, around, or out of Dorakaa is a bad thing, as they were warned. The teleporters will not arrive where they intended, but will find themselves in the huge room below Boneheart Citadel, near scads of Iuz's most dangerous servants. If they do this, the party has about one round to plane shift or word of recall out before they get swamped by powerful demons, elite orcs soldiers, priests of Iuz and other terrible monsters. Use most of what you want to subdue or kill them.
2. Paying Tilgune the merchant before crossing the Devouring Bridge can cause him to become suspicious of the party. He will take the coin of course, but notes where they are from. It is wise to ask the party (once they have left and gotten past Molag) what sort of coin they carry, it is more wise by the party to pay in gems. Tilgune is fully aware of what coins from most all countries look like and will make a metal note of such. If he is able to sense lies or evasiveness while talking with the party during their travels he will also take note of that. Should the party want to accompany him to where he is staying or try to make contact with him in the city they will fail, as he has folks watching for such things. This also raises an alarm in his head. What he will do with this information is take it to those in Dorakaa that pay for such. While these individuals will likely not directly act on this information, they will keep it in mind.
3. Trying to bribe their way past, sneak past or avoid the Devouring Bridge. If the party tries most any way to cross this bridge (not involving the offering of a sacrifice) that gets noticed by the demons, such information will be sent along to Dorakaa. Demons have wonderful ways to quickly pass information along to those they serve and are schooled to do so, especially near this city. What the leaders of Dorakaa are interested in knowing is what the patrols and guards have spotted along the Opicm River; numbers of people, general nature, location, etc. Some of those in the city are very paranoid and want to have information about any unidentifiable group that approaches, as is reasonable.
4. Asking too many questions and getting caught lying or being evasive while talking to NPCs. You will need to use your judgment here, based on whom they speak to in the city, but asking questions around town about “what’s been happening?” or “what is that guy Null up to?” will raise alarms. Any general gather information check that fails by more than 5 (DCs for these checks should be 25+, people here are evil, paranoid, or frightened) will cause those NPCs to talk and inform Iuzians, for gold or favors.
5. Annoying, insulting or making the drow angry in any way. While this enclave has their own agenda and will give the party what they want if treated properly, making them upset is a bad thing. If the party made the Ambassador upset at them right away (making her tell them entirely false information) she will still decide to tattle on them later. Drow have no love for the goodly or non-serving races and will not hesitate to let those in power know of subtle information they inquire. Eclavdra is vile enough that she will give the party a bit of a “head start” before she tells on them, she has no desire to see Null gain even more power than he has now.
6. Attempts to pray for new spells or divine with another power will draw the attention of Iuz - directly. If a divine caster attempts this sort of action, a number of things happen. They will feel that it is difficult to “connect” with their deity, but can “push through”. Once the ceremony has begun, they will feel uncomfortable, like something is not quite right. At this point they will get an experience as the one in Encounter Ten, where they draw the gaze of the Old One himself. You should describe that they actually feel like they are looking at Iuz himself, that he is looking back at them. If they do not immediately leave the area they are in and find a new place to hide they have issues. Ten rounds after they “saw” the Old One demons from Encounter Eleven (for the appropriate apl) begin to appear in the area, and attack. Ten rounds later another set of those demons and a set of guards/cleric as per Encounter Ten arrive to join the festivities. More come until the party escapes, is captured, or killed. Also, spells of the *divination* school will fail while within the city itself. Praying is possible if the party can find a safe location to do so from, which is highly unlikely if not impossible in the city, they will constantly be on the run.
7. Saying “IUZ” out loud, as they were warned numerous times to NOT do, brings about a similar reaction as above. The Old One himself will “look” to see who is talking about him and when he sees it is not one of this priesthood, he acts. He crumples their *rings of mind shielding* to dust and sends minions to apprehend these deviants. Use the same time-line and NPCs stats as described in the above instance.

Appendix 3: NPC and Monster Statistics

Encounter One The Pick-up

All APLs

☛ **Panea:** female gnome, Rog1/Brb1; CR 2; Small-Size Humanoid; HD 1d6+1d12+4; hp 17; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10 (+1 Dex); BA/G +1/+2; Atk +2 melee [by weapon+2] or +2 ranged [by weapon]; Full Att same as above; SA Sneak Attack +1d6; SQ as gnome from PHB; AL CE; SV Fort +4, Ref +3, Will -1; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 12. Height 3ft. 10 in.

Skills and Feats: Appraise +4, Balance +5, Climb +5, Escape Artist +5, Hide +5, Listen +3, Move Silently +5, Spot +3, Survival +4; Dodge.

Tactics: Panea will avoid combat with the PCs, she knows when she is out-classed.

Panea is entirely unaware of her current predicament. She does not know she is “scheduled” to be sacrificed to a demon. This cute little gnome acts very shy and friendly, and will do things to tug at the heart-strings of the PCs. She'll make motions that show her bonds chafe and hurt, look doe-eyed, etc.

However, if she is released, she will take the opportunity to flee to safety or attack a helpless person.

Encounter Three From Trail to Bridge

All APLs

☛ **Tilgune:** male human, Rog5/Clr7; CR 12; Medium-Size Humanoid; HD 5d6+7d8+12; hp 81; Init +3; Spd 30 ft; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 *bracers of armor*); BA/G +8/+8; Atk +10 melee (1d6+2+1d6 *shock* [crit 19-20/x2], +2 *short sword of shocking*) or +12 ranged (1d8+1 [crit 19-20/x2], +1 *light crossbow*); Full Att +10/+5 (1d6+2+1d6 *shock* [crit 19-20/x2], +2 *short sword of shocking*); SA Sneak Attack +3d6; SQ evasion, spontaneous casting (cure), turn undead 4x/day, uncanny dodge; AL LN; SV Fort +7, Ref +9, Will +9; Str 10, Dex 16, Con 12, Int 14, Wis 16, Cha 12. Height 5 ft. 10 in.; Languages; Abyssal, Baklunish, Celestial, Common, Draconic, Dwarven, Elven, Flan, Infernal, Oeridian, Orc, Suloise (ancient), Sylvan.

Skills and Feats: Appraise +10, Bluff +10, Concentration +7(+11), Decipher Script +8, Diplomacy +12, Disguise +12, Forgery +10, Gather Information +8, Knowledge (Iuz meta-region) +8, Knowledge (Religion) +8, Listen +9, Profession (Merchant) +12, Sense Motive +11, Sleight of Hand +9, Spellcraft +7, Spot +9, Use Magic Device +7; Combat Casting, Dodge, Mobility, Negotiator, Silent Spell, Still Spell.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC + 13 + spell level): 0 – *detect magic* (x2), *detect poison*, *light*, *purify food and drink*, *read magic*; 1st – *disguise self*⁶; *command*, *endure elements*, *protection from evil*, *protection from good*, *sanctuary*, *shield of faith*; 2nd – *invisibility*⁶; *augury*, *calm emotions*, *delay poison*, *find traps*; 3rd – *nondetection*⁶, silent and still *detect good*, silent and still *detect evil*, *obscure object*; 4th – *confusion*⁶; silent and still *calm emotions*.

*Domain spell. **Domains:** Law (cast spells at +1 caster level); Trickery (bluff, disguise, and hide are cleric class skills).

Tactics: If a fight breaks out between the PCs and Tilgune, he will order his men to attack and do everything he can to escape.

☛ **Demon, Nalfeshnee,** Advanced: Gargantuan Outsider CR 22 (chaotic, Extraplanar, evil, tanar'ri); HD 22d8+242; hp 341; Init +1; Spd 30 ft., fly 40 ft. (poor); AC 27 (touch 9, flat-footed 26) [-4 size, +1 Dex, +19 natural]; BA/G +22/+46; Atk +33 melee [3d8+12, bite]; Full Att +33 melee [3d8+12, bite], +28 melee x2 [2d6+6, claws]; Face/Reach 20ft./20ft.; SA Smite, spell-like abilities, summon tanar'ri; SQ Caster Level 18, Damage reduction 10/good, darkvision 60ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100ft., true seeing; SR 22; AL CE; SV Fort +23, Ref +15, Will +18; Str 34, Dex 13, Con 32, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +26, Concentration +32, Diplomacy +30, Disguise +9(+11acting), Hide +18, Intimidate +26, Knowledge (arcana) +27, Listen +35, Move Silently +22, Search +27, Sense Motive +27, Spellcraft +29(+31 scrolls), Spot +35, Survival +10(+12 following tracks), Use Magic Device +26(+28 scrolls); Cleave, Combat Reflexes, Craft Wondrous Item, Improved Bull Rush, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite).

Encounter Seven Welcome to My Parlör

All APLs

☛ **Eclavdra:** female drow Clr12 / Contemplative 2 / Thaumaturgist 5; CR 20; Medium Humanoid (elf); HD 12d8+2d6+5d4+38; hp 126 (164 with *bear's endurance*); Init +6; Spd 30 ft; AC 35 (touch 8, flat-footed 31); BA/G +11/+14; Atk +19 melee (1d8+8 +2d6 vs. good / crit 19-20, +1[+5] *unholy heavy mace of impact and wounding*); Full Att +19/+14/+9 (1d8+8/crit 19-20, +1[+5] *unholy heavy mace of impact and wounding*); SA Spells, turn undead 4/day, spell-like abilities; SQ drow traits, spell resistance 30; AL CE; SV Fort +17, Ref

+15, Will +27; Str 12 (16), Dex 16 (22), Con 14 (18), Int 16 (22), Wis 21 (27), Cha 16 (20).

Skills and Feats: Bluff +20, Concentration +21, Diplomacy +20, Knowledge (Iuz Meta-region) +14, Knowledge (planes) +16, Knowledge (religion) +19, Scry +13, Sense Motive +18, Spellcraft +18, Spot 13; Augment Summoning, Chain Spell, Maximize Spell, Quicken Spell, Spell Focus (Conjuration), Spell Penetration, Silent Spell, Still Spell, Weapon Focus (rapier).

Possessions: *belt of giant strength* +4, *boots of speed*, *cloak of resistance* +5, *eyes of the eagle*, *gloves of dexterity* +6, *headband of intellect* +6, *Heward's handy haversack*, *metamagic rod (quicken)*, *pearl of power* 4th level, *periapt of wisdom* +6, *ring of protection* +4, *ring of spell turning*, *rod of splendor*, *strand of prayer beads*, +1 *unholy heavy mace of impact and wounding*, +4 *glamered drow chainmail of medium fortification*, +2 *animated heavy mithral shield*, +3 *dagger*, spell component pouch x2.

Spells Prepared: (6/7+1/7+1/7+1/7+1/6+1/5+1/5+1/4+1); base DC = 18 + spell level: 0th – *cure minor wounds* (x2), ~~detect magic~~ (x2), *detect poison*, *read magic*; 1st – *command*, *comprehend languages*, *detect evil*, *detect good*, *detect law*, *protection from good*, *protection from law**, *remove fear*; 2nd – *calm emotions*, *death knell*, ~~delay poison~~ (x2), *hold person*, *resist energy*, *invisibility**, *sound burst*; 3rd – *bestow curse*, *blindness/deafness*, still and silent *charm person*, *dispel magic*, silent *hold person*, ~~magic vestment~~ (x2), ~~magic circle against law~~*, 4th – ~~deathward~~ (x2), *divine power*, ~~freedom of movement~~, still and silent *hold person*, *inflict critical wounds**, *restoration*, ~~spell immunity~~ (confusion, enervation, *magic missile*, *scorching ray*, *slow*) [cast on Graldjek]; 5th – *greater command*, *quicken divine favor*, *plane shift*, *righteous might*, ~~spell resistance~~, still *confusion**, *true seeing*, *wall of stone*; 6th – *antilife shell*, silent *bear's heart*, *greater dispel magic*, *harm*, *heal*, *mislead**, silent *recitation*, ~~word of recall~~; 7th – *blasphemy* x2, *disintegrate**, chained ~~greater magic weapon~~, *slimewave*, *word of chaos*; 8th – *antimagic field*, *cloak of chaos*, ~~greater spell immunity~~ (dimensional anchor, enervation, *harm*, *power word blind*, *power word stun*), *polymorph any object**, *summon monster VIII*, *unholy aura*; 9th – *energy drain*, *gate*, *implosion**, *miracle*, *summon monster IX*.

*Domain spell. **Domains:** Chaos (Chaos spells +1 caster level), Destruction (Smite power), Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Scallion:** male drow, Rog 13/SD 1; CR 15; Medium Humanoid (elf); HD 13d6+1d6+70; hp 136; Init +6; Spd 30 ft; AC 30 (touch 21, flat-footed 22); BA/G +9/+14; Atk +15(+17) melee (1d6+8(+10) / crit 15-20, +3[+5] *keen rapier of shocking burst*); Full Att +17/+12/+7 (1d6+8(+10) / crit 15-20, +3[+5] *keen rapier of shocking burst*), +17 (1d6+4(+7) / crit 17-20, +2[+5] *keen short sword of wounding*); SA opportunist, sneak attack, spell-like abilities; SQ drow traits, improved evasion,

spell resistance 26; AL CE; SV Fort +12, Ref +22, Will +9; Str 14 (20), Dex 20 (26), Con 14 (18), Int 16 (20), Wis 12, Cha 14.

Skills and Feats: Appraise +8, Bluff +12, Decipher Script +10, Diplomacy +12, Disable Device +18, Disguise +7, Escape Artist +25, Forgery +10, Gather Information +7, Hide +25, Knowledge (Iuz meta-region) +10, Listen +11, Move Silently +25, Open Lock +18, Search +15, Sense Motive +18, Sleight of Hand +18, Spot +23, Tumble +20, Use Magic Device +7; Combat Reflexes, Dodge, Expert Tactician, Mobility, Two-Weapon Fighting, Weapon Focus (rapier).

Possessions: *amulet of health* +4, *belt of giant strength* +6, *boots of speed*, *cloak of resistance* +4, *eyes of the eagle*, *gloves of dexterity* +6, *headband of intellect* +4, *Heward's handy haversack*, *ring of protection* +3, +4 *glamered drow chainmail of medium fortification*, +3 *keen rapier of shocking burst*, +2 *keen short sword of wounding*.

➤ **Graldjek:** male drow, Barb 2 / Ftr 2 / Ro 3 / Wiz 1 / BlaGrd 2 / DevDef 5 / Temp 1 (of Keptolo); CR 18; Medium Humanoid (elf); HD 2d12 + 2d10 + 3d6 + 1d4 + 3d10 + 5d12 + 1d10 + 102; hp 208; Init +5; Spd 40 ft; AC 34 (touch 21, flat-footed 26); BA/G +15/+18(21); Atk +25(+27) melee (1d8+11[+13] / crit 15-20, +3 [+5] *keen longsword of shocking burst and wounding*); Full Att +27/+22/+17 (1d8+11[+13] / crit 15-20, +3 [+5] *keen longsword of shocking burst and wounding*); SA aura of despair, defensive strike +1, rage 1/day, smite good 1/day, sneak attack, spell-like abilities; SQ dark blessing, deflect attack +2, detect good, drow traits, evasion, familiar (weasel), fast move +10', harm's way, mettle, spell resistance 28, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +28, Ref +21, Will +14; Str 16 (22), Dex 16 (20), Con 16 (22), Int 14, Wis 12, Cha 16 (22).

Skills and Feats: Escape Artist +11, Climb +13, Hide +17, Intimidate +19, Jump +13, Knowledge (Religion) +10, Listen +13, Move Silently +11, Search +12, Sense Motive +10, Sleight of Hand +11, Spot +10 Tumble +11, Use Magic Device +8; Alertness, Blind-fight, Cleave, Close-Quarters Combat, Combat Reflexes, Endurance, Improved Sunder, Power Attack, Scribe Scroll, Weapon Focus (longsword), Weapon Specialization (longsword).

Blackguard Spells Prepared (2); base DC = 11 + spell level: 1st – *corrupt weapon* (x2).

Templar Spells Prepared (1); base DC = 11 + spell level: 1st – *entropic shield*.

Possessions: *amulet of health* +6, *belt of giant strength* +6, *boots of speed*, *cloak of charisma* +6, *eyes of the eagle*, *gloves of dexterity* +4, *ring of protection* +3, +4 *glamered drow chainmail of medium fortification*, +2 *animated heavy mithral shield*, +3 *keen longsword of shocking burst and wounding*.

➤ **Matarones** - female drow Wiz13 / Archmage 3; CR 17; Medium Humanoid (elf); HD 16d4+80; hp 129 (151 with empowered *false life*); Init +4 Spd 30 ft; AC 26

(touch 18, flat-footed 22); BA/G +7/+7; Atk +9[+12] melee (1d4+2[+5] / crit 19-20, +2[+5] *anarchic and unholy dagger*); Full Att +9[+12]/+4[+7] (1d4+2[+5] / crit 19-20, +2[+5] *anarchic and unholy dagger*); SA spells, high arcana – mastery of counter-spelling, mastery of elements, mastery of shaping, spell-like abilities; SQ drow traits, familiar (bat), spell resistance 27, telepathy; AL CE; SV Fort +15, Ref +14, Will +19; Str 10, Dex 14 (18), Con 14 (20), Int 20 (26), Wis 16, Cha 14.

Skills and Feats: Concentration +24, Craft (Alchemy) +27, Decipher Script +22, Knowledge (Arcana) +27, Knowledge (arch & engr) +13, Knowledge (Dungeoneering) +13, Knowledge (Geography) +13, Knowledge (Iuz meta-region) +20, Knowledge (Nature) +13, Knowledge (Nobility & Royalty) +13, Knowledge (Planes) +20, Knowledge (Religion) +20, Listen +4, Search +7, Spellcraft +31; Alertness, Combat Casting, Empower Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Spell Focus (Evocation and Necromancy), Still Spell.

Possessions: *amulet of health* +6, *boots of speed*, *bracers of armor* +8, *cloak of resistance* +5, *gloves of dexterity* +4, *headband of intellect* +6, *Heward's handy haversack*, *metamagic rod (maximize)*, *pearl of power* 5th level, *ring of freedom of movement*, *ring of protection* +4, *staff of conjuration*, +2 *anarchic and unholy dagger*, spell component pouch x2.

Spells Prepared: (4/6/6/6/6/5/3/3/2; base DC = 18 + spell level, 19 + spell level for Evocation and Necromancy): 0 - *detect magic*, *ray of frost*, *read magic*, *touch of fatigue*; 1st - *magic missile* (x2), ~~*protection from good*~~, *ray of enfeeblement*, ~~*shield*~~ (x2); 2nd - ~~*bear's endurance*~~, *false life*, *invisibility*, ~~*resist energy*~~ (x2), ~~*see invisible*~~; 3rd - *dispel magic*, *displacement*, *fireball* (x2), ~~*fly*~~, *lightning bolt*; 4th - *confusion*, *enervation* (x2), *greater invisibility*, ~~*stoneskin*~~, *wall of ice*; 5th - *baleful polymorph*, ~~*empowered false life*~~, ~~*Rary's telepathic bond*~~, *quicken magic missile*, *wall of force*; 6th - *disintegrate*, *greater dispel magic*, ~~*repulsion*~~ (5ft); 7th - *limited wish* (death ward), *prismatic spray*, ~~*spell turning*~~; 8th - *horrid wilting*, *silent finger of death*

Contingency: *displacement* when attacked

Encounter Nine

Mine Pockets are Deep

APL 8

➤ **Null Simulacrum, Wiz10:** Male Human (simulacrum) CR 10; medium-sized humanoid; HD 10d4+10; hp 40 (76 w/*bear's endurance* & *false life*); Init +6 (Dex, Impage Init.); Spd 30 ft., AC 21 (touch 13/14, flat-footed 19) [+4 *shield*, +4 *bracers of armor*, +2 Dex, +1/2 Deflection]; BA/G +5/+4; Atk +5 melee [1d4/19-20 crit, +1 *dagger*] or +7 ranged [*spell effect*];

SA Spells; SQ; AL CE; SV Fort +5 (+8), Ref +6, Will +11; Str 9, Dex 15, Con 12 (16), Int 22 (24), Wis 16, Cha 5.

Skills and Feats: Concentration +14, Escape Artist +7, Hide +6, Knowledge Arcane +19, Knowledge Planes +19, Knowledge Religion +19, Listen +8, Move Silently +6, Spellcraft +19, Spot +8; Craft Wondrous Item, Empower Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation and Necromancy).

Possessions: *headband of intellect* +2, *ring of protection* +1, +1 *dagger*, *slippers of spider climbing*, *scroll of mirror image*, spell component pouch x2, *cloak of resistance* +1.

Spells Prepared: (4/6/6/5/4/3; base DC = 17 + spell level, 18 + spell level for Evocation and Necromancy spells): 0 - *detect magic*, *ray of frost*, *read magic*, *touch of fatigue*; 1st - *magic missile* (x2), ~~*protection from good*~~, *ray of enfeeblement*, ~~*shield*~~ (x2); 2nd - ~~*bear's endurance*~~, *false life*, ~~*fox's cunning*~~, *mirror image*, ~~*see invisible*~~, *scorching ray*; 3rd - *dispel magic*, ~~*displacement*~~, *fireball* (x2), ~~*fly*~~; 4th - *confusion*, *empowered scorching ray*, ~~*stoneskin*~~, *wall of fire*; 5th - *baleful polymorph*, *empowered lightning bolt*, *quicken ray of enfeeblement*.

APL 10

➤ **Null Simulacrum, Wiz12:** Male Human (simulacrum) CR 12; medium-sized humanoid; HD 12d4+12; hp 50 (90 w/*bear's endurance* & *false life*); Init +6 (Dex, Impage Init.); Spd 30 ft., AC 21 (touch 13, flat-footed 19) [+4 *shield*, +4 *bracers of armor*, +2 Dex, +1 Deflection]; BA/G +6/+5; Atk +6/+1 melee [1d4/19-20 crit, +1 *dagger*] or +8 ranged [*spell effect*]; SA Spells; SQ; AL CE; SV Fort +7 (+8), Ref +7, Will +12; Str 9, Dex 15, Con 12 (16), Int 23 (25), Wis 16, Cha 5.

Skills and Feats: Concentration +16, Escape Artist +8, Hide +7, Knowledge Arcane +21, Knowledge Planes +21, Knowledge Religion +21, Listen +9, Move Silently +7, Spellcraft +21, Spot +9; Craft Wondrous Item, Empower Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation and Necromancy), Still Spell.

Possessions: *headband of intellect* +2, *ring of protection* +1, +1 *dagger*, *slippers of spider climbing*, *scroll of mirror image*, spell component pouch x2, *cloak of resistance* +1.

Spells Prepared: (4/6/6/6/4/4/3; base DC = 17 + spell level, 18 + spell level for Evocation and Necromancy spells): 0 - *detect magic*, *ray of frost*, *read magic*, *touch of fatigue*; 1st - *magic missile* (x2), *protection from good*, *ray of enfeeblement*, ~~*shield*~~ (x2); 2nd - ~~*bear's endurance*~~, *false life*, ~~*fox's cunning*~~, ~~*resist energy*~~, *scorching ray*, ~~*see invisible*~~; 3rd - *dispel magic*, *displacement*, *fireball*, ~~*fly*~~, *lightning bolt*, ~~*protection from elements (fire)*~~; 4th - *confusion*, *enervation*, ~~*stoneskin*~~, *wall of fire*; 5th - *baleful polymorph*, *empowered lightning bolt*, *quicken magic missile*, *wall of force*; 6th - *silent cone of cold*, *disintegrate*, *repulsion*.

Contingency: *dimension door* out of grapple.

APL 12

Null Simulacrum, Wiz14: Male Human (simulacrum) CR 14; medium-sized humanoid; HD 14d4+14; hp 60 (104 w/bear's endurance & false life); Init +8 (Dex, Impage Init.); Spd 30 ft., AC 23/24 (touch 15/16, flat-footed 19/20) [+4 shield, +4 bracers of armor, +4 Dex, +1/2 Deflection]; BA/G +7/+6; Atk +7/+2 melee [1d4/19-20 crit, +1 dagger] or +11 ranged [spell effect]; SA Spells; SQ; AL CE; SV Fort +6 (+8), Ref +7 (+9), Will +13; Str 9, Dex 15 (19), Con 12 (16), Int 23 (25), Wis 16, Cha 5.

Skills and Feats: Concentration +18, Escape Artist +11, Hide +8, Knowledge Arcane +23, Knowledge Planes +23, Knowledge Religion +23, Listen +10, Move Silently +8, Spellcraft +23, Spot +10; Craft Wondrous Item, Empower Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation and Necromancy), Still Spell.

Possessions: headband of intellect +2, ring of protection +1, +1 dagger, slippers of spider climbing, scroll of mirror image, spell component pouch x2, cloak of resistance +1, scroll of cat's grace.

Spells Prepared: (4/6/6/6/5/4/4/3; base DC = 17 + spell level, 18 + spell level for Evocation and Necromancy spells): 0 - detect magic, ray of frost, read magic, touch of fatigue, 1st - magic missile (x2), protection from good, ray of enfeeblement, shield (x2); 2nd - bear's endurance, false life, fox's cunning, resist energy (x2), see invisible; 3rd - dispel magic, displacement, fireball (x2), fly, lightning bolt; 4th - confusion, enervation, greater invisibility, stoneskin, wall of fire; 5th - baleful polymorph, feeblemind, empowered lightning bolt, quickened magic missile, wall of force; 6th - disintegrate, repulsion (20ft.), still and silent dismissal, true seeing; 7th - quickened slow, limited wish, spell turning.

Contingency: dimension door out of grapple.

APL 14

Null Simulacrum, Wiz16: Male Human (simulacrum) CR 16; medium-sized humanoid; HD 16d4+16; hp 70 (118 w/bear's endurance & false life); Init +8 (Dex, Impage Init.); Spd 30 ft., AC 30/31 (touch 15/16, flat-footed 25/26) [+6 natural, +4 shield, +4 bracers of armor, +4 Dex, +1/2 Deflection]; BA/G +8/+7; Atk +8/+3 melee [1d4/19-20 crit, +1 dagger] or +10 ranged [spell effect]; SA Spells; SQ; AL CE; SV Fort +7 (+9), Ref +8 (+10), Will +14; Str 9, Dex 15 (17), Con 12 (16), Int 24 (26), Wis 16, Cha 5.

Skills and Feats: Concentration +20, Escape Artist +13, Hide +9, Knowledge Arcane +26, Knowledge Planes +26, Knowledge Religion +26, Listen +11, Move Silently +9, Spellcraft +26, Spot +11; Craft Wondrous Item, Empower Spell, Greater Spell Focus (Evocation and Necromancy), Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation and Necromancy), Still Spell, scroll of cat's grace, scroll of change self, scroll of alter self.

Possessions: headband of intellect +2, ring of protection +1, +1 dagger, slippers of spider climbing, scroll of mirror image, meta-magic rod of lesser maximize, ring of counter spells (greater dispel magic), spell component pouch x2, scroll of change self, scroll of alter self.

Spells Prepared: (4/6/6/6/5/5/4/4/2; base DC = 18 + spell level, 19 + spell level for Evocation and Necromancy): 0 - detect magic, ray of frost, read magic, touch of fatigue, 1st - magic missile (x2), protection from good, ray of enfeeblement, shield (x2); 2nd - bear's endurance, false life, fox's cunning, resist energy (x2), see invisible; 3rd - dispel magic, displacement, fireball (x2), fly, lightning bolt; 4th - confusion, enervation, greater invisibility, stoneskin, wall of fire; 5th - baleful polymorph, still silent dispel magic, empowered lightning bolt, quickened magic missile (x2), wall of force; 6th - disintegrate, repulsion (20ft.), still and silent dismissal, true seeing; 7th - forcecage, limited wish (death ward), prismatic spray, spell turning; 8th - horrid wilting, maze.

Contingency: freedom of movement out of grapple.

Tactics: Scroll of alter self to troglodyte for +6 natural armor, and then scroll of change self to look like Null.

APL 16

Null Simulacrum, Wiz18: Male Human (simulacrum) CR 18; medium-sized humanoid; HD 18d4+18; hp 80 (134 w/bear's endurance & false life); Init +8 (Dex, Impage Init.); Spd 30 ft., AC 32 (touch 18, flat-footed 28) [+6 natural, +4 shield, +4 bracers of armor, +4 Dex, +4 Deflection]; BA/G +9/+8; Atk +9/+4 melee [1d4/19-20 crit, +1 dagger] or +13 ranged [spell effect]; SA Spells; SQ; AL CE; SV Fort +8 (+10), Ref +9 (+11), Will +15; Str 9, Dex 15 (19), Con 12 (16), Int 24 (26), Wis 16, Cha 5.

Skills and Feats: Concentration +22, Escape Artist +14, Hide +10, Knowledge Arcane +28, Knowledge Planes +28, Knowledge Religion +28, Listen +12, Move Silently +10, Spellcraft +27, Spot +12; Craft Wondrous Item, Empower Spell, Greater Spell Focus (Necromancy), Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Spell penetration, Still Spell.

Possessions: headband of intellect +2, ring of protection +1, +1 dagger, slippers of spider climbing, scroll of mirror image, meta-magic rod of lesser maximize, ring of counter spells (greater dispel magic), vibrant purple ioun stone (delay poison and shield of faith, caster lvl 15), spell component pouch x2, cloak of resistance +1, scroll of cat's grace, scroll of change self, scroll of alter self.

Spells Prepared: (4/6/6/6/5/5/5/4/3/2; base DC = 18 + spell level, 19 + spell level for Evocation spells, 20 + spell level for Necromancy): 0 - detect magic, ray of frost*, read magic, touch of fatigue, 1st - magic missile (x2), protection from good, ray of enfeeblement, shield (x2); 2nd - bear's endurance, false life, fox's cunning, resist energy (x2), see invisible; 3rd - dispel magic, displacement, fireball (x2), fly, lightning bolt; 4th -

confusion, enervation, greater invisibility, ~~stoneskin~~, wall of fire; 5th - baleful polymorph, still silent dispel magic, empowered lightning bolt, quickened magic missile (x2), wall of force; 6th - chain lightning, disintegrate, ~~repulsion~~ (20ft.), still and silent dismissal, ~~true seeing~~; 7th - forcecage, limited wish, prismatic spray, ~~spell turning~~; 8th - horrid wilting, maze, ~~protection from spells~~; 9th - time stop, wail of the banshee.

Chain Contingency: death ward, freedom of movement, spell resistance 30 (from limited wish) spells activate on mental command (will do this right before beginning the fight).

Tactics: Scroll of *alter self* to troglodyte for +6 natural armor, and then scroll of *change self* to look like Null.

Encounter Ten Can We Leave Now?

APL 8

☛ **Iuz's Dread Guard (2):** Female human Ftr8; CR 8; Medium Humanoid (human); HD 8d10+16; hp 68 each (84 with *bear's endurance*); Init +3; Spd 20 ft; AC 21 (touch 14, flat-footed 18); BA/G +8/+12(+14); Atk +14(+16) melee (1d8+5/crit x2, *+1 dire flail*), or +12 ranged (1d8+5/crit x3, *+1 mighty composite longbow [+4 Strength]*); Full Att +12/+7 melee (1d8+5(+7)/crit x2, *+1 dire flail*) and +12 melee (1d8+5(+7)/crit x2, dire flail), or +12/+7 ranged (1d8+5/crit x3, *+1 mighty composite longbow [+4 Strength]*); AL CE; SV Fort +9(+11), Ref +6, Will +3; Str 18(22), Dex 16, Con 14(18), Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +13, Jump +13, Intimidate +10, Ride +14; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (dire flail), Improved Disarm, Improved Trip, Power Attack, Two-Weapon Fighting, Weapon Focus.

Possessions: *+1 dire flail*, *+1 breastplate*, *mithral heavy shield*, *+1 longsword*, *+1 mighty composite longbow (+4 Strength)*, *+1 short sword*, *amulet of natural armor +1*, *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds (x2)*, *potion of blur*, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~.

APL 10

☛ **Iuz's Dread Guard (4):** Female human Ftr8; CR 8; Medium Humanoid (human); HD 8d10+16; hp 68 each (84 with *bear's endurance*); Init +3; Spd 20 ft; AC 21 (touch 14, flat-footed 18); BA/G +8/+12(+14); Atk +14(+16) melee (1d8+5/crit x2, *+1 dire flail*), or +12 ranged (1d8+5/crit x3, *+1 mighty composite longbow [+4 Strength]*); Full Att +12/+7 melee (1d8+5(+7)/crit x2, *+1 dire flail*) and +12 melee (1d8+5(+7)/crit x2, dire flail), or +12/+7 ranged (1d8+5/crit x3, *+1 mighty composite longbow [+4 Strength]*); SD DR 2/-; AL CE;

SV Fort +9, Ref +6, Will +3; Str 18, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +10, Jump +10, Intimidate +10, Ride +14; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (dire flail), Improved Disarm, Improved Trip, Power Attack, Two-Weapon Fighting, Weapon Focus.

Possessions: *+1 dire flail*, *+1 adamantite breastplate*, *mithral heavy shield*, *+1 longsword*, *+1 mighty composite longbow (+4 Strength)*, *+1 short sword*, *amulet of natural armor +1*, *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds (x2)*, *potion of blur*, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~.

APL 12

☛ **Iuz's Dread Guard (4):** Female human Ftr8; CR 8; Medium Humanoid (human); HD 8d10+16; hp 68 each (84 with *bear's endurance*); Init +3; Spd 20 ft; AC 21 (touch 14, flat-footed 18); BA/G +8/+12(+14); Atk +14(+16) melee (1d8+5/crit x2, *+1 dire flail*), or +12 ranged (1d8+5/crit x3, *+1 mighty composite longbow [+4 Strength]*); Full Att +12/+7 melee (1d8+5(+7)/crit x2, *+1 dire flail*) and +12 melee (1d8+5(+7)/crit x2, dire flail), or +12/+7 ranged (1d8+5/crit x3, *+1 mighty composite longbow [+4 Strength]*); AL CE; SV Fort +9(+11), Ref +6, Will +3; Str 18(22), Dex 16, Con 14(18), Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +10, Jump +10, Intimidate +10, Ride +14; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (dire flail), Improved Disarm, Improved Trip, Power Attack, Two-Weapon Fighting, Weapon Focus.

Possessions: *+1 dire flail*, *+1 adamantite breastplate*, *mithral heavy shield*, *+1 longsword*, *+1 mighty composite longbow (+4 Strength)*, *+1 short sword*, *amulet of natural armor +1*, *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds (x2)*, *potion of blur*, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~.

☛ **Cleric of Iuz:** Male human Clr12; CR 12; Medium Humanoid (human); HD 12d8+24; hp 87; Init +1; Spd 20 ft; AC 25 (touch 12, flat-footed 24); BA/G +8/+12; Atk +12 melee (1d8+3/crit 19-20, *+1 heavy mace of impact*); Full Att +12/+7 (1d8+3/crit 19-20, *+1 heavy mace of impact*); SA Spells, turn undead 4/day; AL CE; SV Fort +11, Ref +6, Will +14; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +20, Knowledge (religion) +15, Spellcraft +15; Empower Spell, Iron Will, Maximize Spell, Quicken Spell, Skill Focus (Concentration), Silent Spell, Still Spell.

Possessions: *+1 heavy mace of impact*, *+1 full plate*, *+1 heavy steel shield*, *+1 dagger*, *amulet of natural armor +1*, *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds (x2)*, *potion of blur*, *potion of bull's strength*, *potion of bear's endurance*.

Spells Prepared:

(6/7+1/5+1/5+1/4+1/4+1/3+1); base DC = 15 + spell level): 0 — *cure minor wounds* (x2), *detect magic*, *detect poison*, *read magic*, *resistance*, 1st — *bless*, *command*, ~~*deathwatch*~~, ~~*entropic shield*~~, ~~*protection from good*~~, ~~*protection from law*~~*, *remove fear*, ~~*shield of faith*~~; 2nd — *death knell*, *hold person* (x2), ~~*resist energy*~~, *invisibility**, *sound burst*; 3rd — *blindness/deafness*, *dispel magic*, *searing light*, still *hold person*, still *sound burst*, *silent invisibility**, 4th — *confusion**, ~~*divine power*~~, ~~*freedom of movement*~~, ~~*spell immunity*~~ (*confusion*, *scorching ray*, *slow*), ~~*deathward*~~; 5th — quickened *divine favor*, *righteous might*, ~~*spell resistance*~~, still *confusion**, ~~*true seeing*~~; 6th — *animate objects**, *blade barrier*, *heal*, *summon monster VI*.

*Domain spell. Domains: Chaos (chaos spells +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

APL 14

➤ **Iuz's Dread Guard (3):** Female human Ftr12; CR 12; Medium Humanoid (human); HD 12d10+24; hp 100 each (124 each with *bear's endurance*); Init +3; Spd 20 ft; AC 22 (touch 14, flat-footed 18); BA/G +12/+16(+18); Atk +20(+22) melee (1d8+9(+11)/crit 19-20, +1 *dire flail*), or +16 ranged (1d8+5/crit x3, +1 *mighty composite longbow* [+4 *Strength*]); Full Att +18(+20)/+13(+15)/+8(+10) melee (1d8+9(+11)/crit 19-20, +1 *dire flail*) and +18(+20) melee (1d8+9(+11)/crit 19-20, *dire flail*), or +16/+11/+6 ranged (1d8+5/crit x3, +1 *mighty composite longbow* [+4 *Strength*]); AL CE; SV Fort +11(+13), Ref +7, Will +4; Str 19(23), Dex 16, Con 14(18), Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +14, Jump +14, Intimidate +14, Ride +18; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (*dire flail*), Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Trip, Power Attack, Two-Weapon Fighting, Weapon Focus, Weapon Specialization.

Possessions: +1 *dire flail*, +1 *adamantine breastplate*, *mithral heavy shield*, +1 *longsword*, +1 *mighty composite longbow* (+4 *Strength*), +1 *short sword*, *amulet of natural armor* +1, *ring of protection* +1, *cloak of resistance* +1, *potion of cure moderate wounds* (x2), *potion of blur*, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~.

➤ **Cleric of Iuz:** Male human Clr12; CR 12; Medium Humanoid (human); HD 12d8+24; hp 87; Init +1; Spd 20 ft; AC 25 (touch 12, flat-footed 24); BA/G +8/+12; Atk +12 melee (1d8+3/crit 19-20, +1 *heavy mace of impact*); Full Att +12/+7 (1d8+3/crit 19-20, +1 *heavy mace of impact*); SA Spells, turn undead 4/day; AL CE; SV Fort +11, Ref +6, Will +14; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +20, Knowledge (religion) +15, Spellcraft +15; Empower Spell, Iron Will, Maximize Spell, Quicken Spell, Skill Focus (Concentration), Silent Spell, Still Spell.

Possessions: +1 *heavy mace of impact*, +1 *full*

plate, +1 *heavy steel shield*, +1 *dagger*, *amulet of natural armor* +1, *ring of protection* +1, *cloak of resistance* +1, *potion of cure moderate wounds* (x2), *potion of blur*, *potion of bull's strength*, *potion of bear's endurance*.

Spells Prepared:

(6/7+1/5+1/5+1/4+1/4+1/3+1); base DC = 15 + spell level): 0 — *cure minor wounds* (x2), *detect magic*, *detect poison*, *read magic*, *resistance*, 1st — *bless*, *command*, ~~*deathwatch*~~, ~~*entropic shield*~~, ~~*protection from good*~~, ~~*protection from law*~~*, *remove fear*, ~~*shield of faith*~~; 2nd — *death knell*, *hold person* (x2), ~~*resist energy*~~, *invisibility**, *sound burst*; 3rd — *blindness/deafness*, *dispel magic*, *searing light*, still *hold person*, still *sound burst*, *silent invisibility**, 4th — *confusion**, ~~*divine power*~~, ~~*freedom of movement*~~, ~~*spell immunity*~~ (*confusion*, *scorching ray*, *slow*), ~~*deathward*~~; 5th — quickened *divine favor*, *plane shift*, ~~*spell resistance*~~, still *confusion**, ~~*true seeing*~~; 6th — *animate objects**, *harm*, *heal*, *summon monster VI*.

*Domain spell. Domains: Chaos (chaos spells +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

APL 16

➤ **Iuz's Dread Guard (4):** Female human Ftr12; CR 12; Medium Humanoid (human); HD 12d10+24; hp 100 each (124 each with *bear's endurance*); Init +3; Spd 20 ft; AC 22 (touch 14, flat-footed 18); BA/G +12/+16(+18); Atk +20(+22) melee (1d8+9(+11)/crit 19-20, +1 *dire flail*), or +16 ranged (1d8+5/crit x3, +1 *mighty composite longbow* [+4 *Strength*]); Full Att +18(+20)/+13(+15)/+8(+10) melee (1d8+9(+11)/crit 19-20, +1 *dire flail*) and +18(+20) melee (1d8+9(+11)/crit 19-20, *dire flail*), or +16/+11/+6 ranged (1d8+5/crit x3, +1 *mighty composite longbow* [+4 *Strength*]); AL CE; SV Fort +11(+13), Ref +7, Will +4; Str 19(23), Dex 16, Con 14(18), Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +14, Jump +14, Intimidate +14, Ride +18; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (*dire flail*), Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Trip, Power Attack, Two-Weapon Fighting, Weapon Focus, Weapon Specialization.

Possessions: +1 *dire flail*, +1 *adamantine breastplate*, *mithral heavy shield*, +1 *longsword*, +1 *mighty composite longbow* (+4 *Strength*), +1 *short sword*, *amulet of natural armor* +1, *ring of protection* +1, *cloak of resistance* +1, *potion of cure moderate wounds* (x2), *potion of blur*, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~.

➤ **Cleric of Iuz:** Male human Clr16; CR 16; Medium Humanoid (human); HD 16d8+32; hp 115; Init +1; Spd 20 ft; AC 25 (touch 12, flat-footed 24); BA/G +12/+14; Atk +15 melee (1d8+3/crit 19-20, +1 *heavy mace of impact*); Full Att +15/+10/+5 (1d8+3/crit 19-20, +1 *heavy mace of impact*); SA Spells, turn undead 4/day; AL CE; SV Fort +13, Ref +7, Will +16; Str 14, Dex 12, Con 14, Int 10, Wis 21, Cha 12.

Skills and Feats: Concentration +24, Knowledge (religion) +19, Spellcraft +19; Augment Summoning, Empower Spell, Iron Will, Maximize Spell, Quickened Spell, Skill Focus (Concentration), Silent Spell, Still Spell.

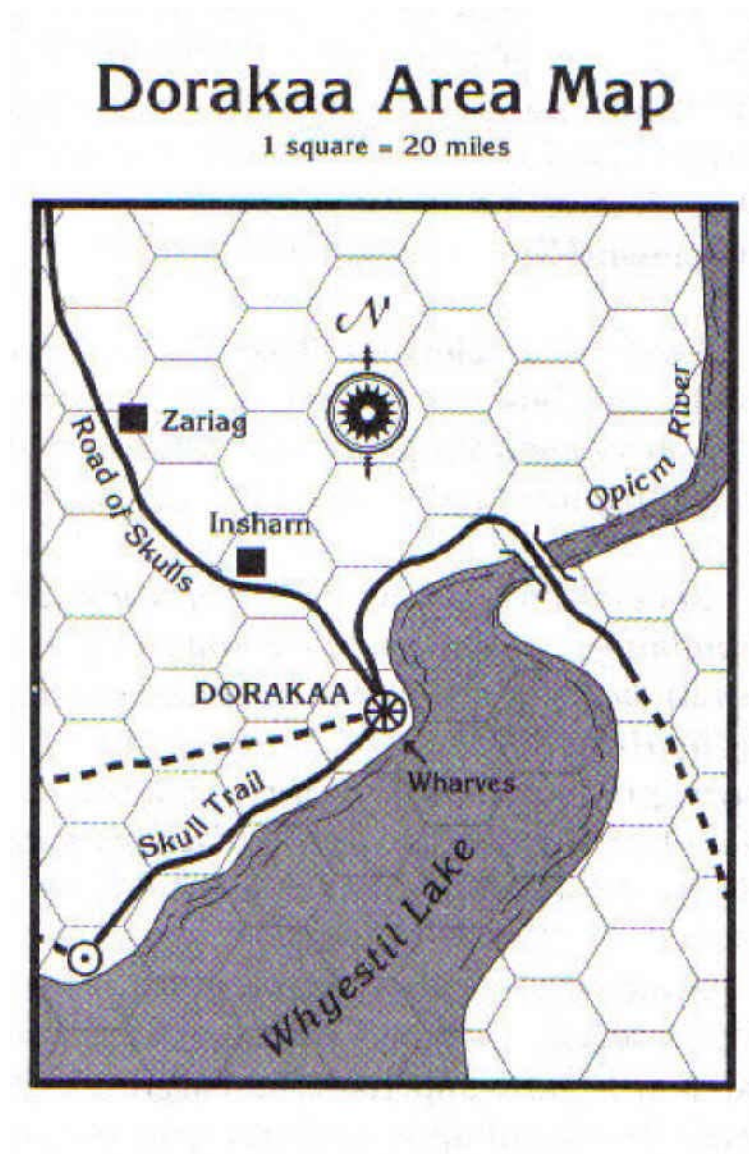
Possessions: +1 heavy mace of impact, +1 full plate, +1 dagger, amulet of natural armor +1, ring of protection +1, cloak of resistance +1, potion of cure moderate wounds (x2), potion of blur, potion of bull's strength, potion of bear's endurance.

Spells Prepared:

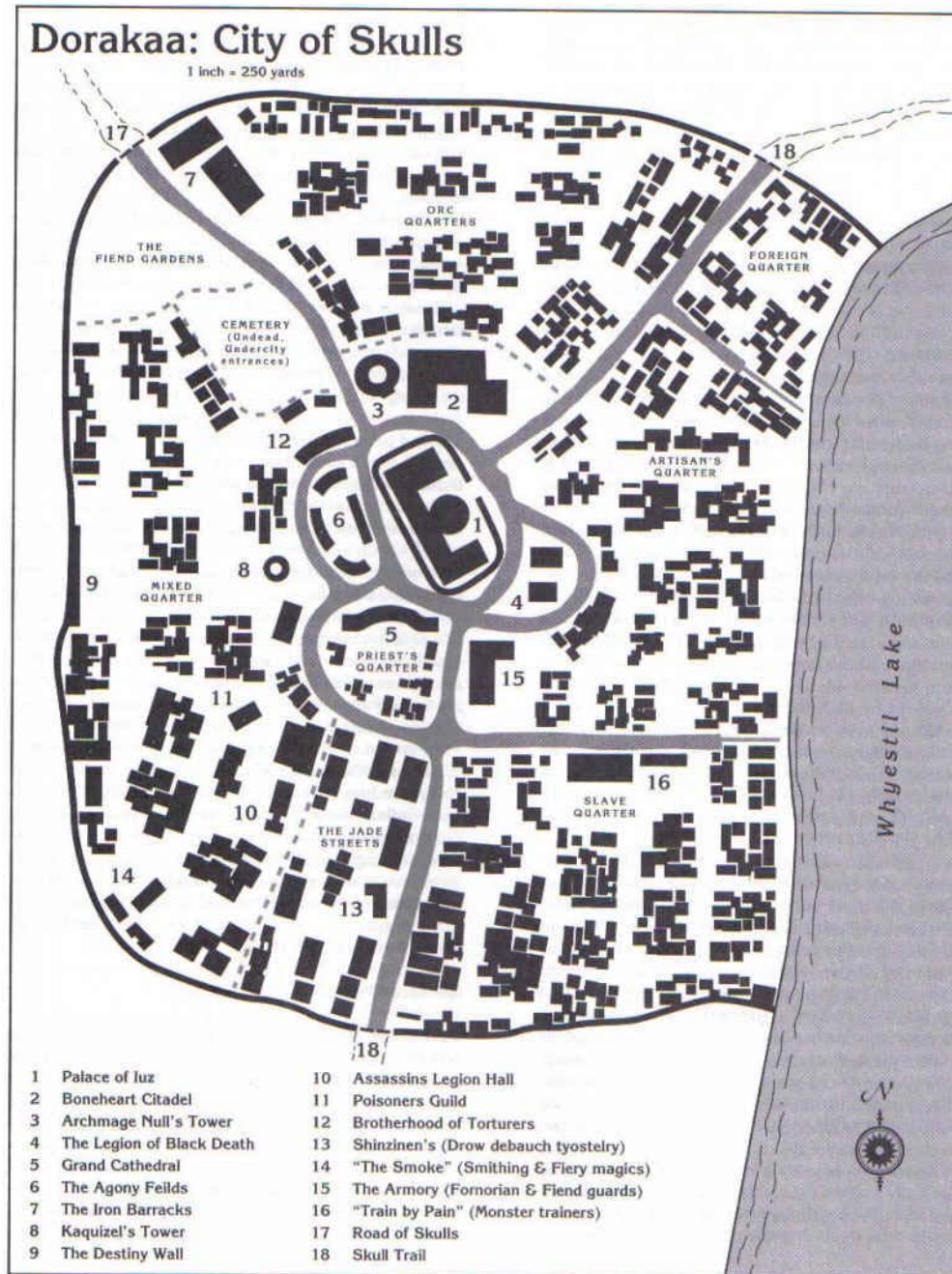
(6/7+1/6+1/6+1/5+1/5+1/4+1/4+1/3+1); base DC = 15 + spell level): 0 - cure minor wounds (x2), detect magic, detect poison, read magic, resistance, 1st - bless, command (x2), ~~entropic shield~~, ~~protection from good~~, ~~protection from law~~*, remove fear, ~~shield of faith~~; 2nd - hold person (x2), ~~resist energy~~ (x2), ~~invisibility~~*, sound burst (x2); 3rd - blindness/deafness, imbue with spell ability, searing light (x2), still hold person, still sound burst, silent invisibility*, 4th - confusion*, ~~deathward~~, ~~divine power~~, ~~freedom of movement~~, poison, still and silent hold person; 5th - greater command, quickened divine favor, plane shift, ~~spell resistance~~, still confusion*, true seeing; 6th - animate objects*, blade barrier, greater dispel magic, heal, summon monster VI; 7th - blasphemy, empowered flame strike x2, still mislead*, silent greater dispel magic; 8th - ~~greater spell immunity~~ (baleful polymorph, disintegrate, magic missile, prismatic spray), polymorph any object*, summon monster VIII, ~~unholy aura~~.

*Domain spell. *Domains:* Chaos (chaos spells +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Player Handout #1



Player Handout #2



Player Handout #3

This is a note found in the study of the Greater Boneheart Archmage Null. It is clear that this is an incomplete message.

Testing has gone well. Am satisfied the shells can handle the powers needed to conduct the energy long-term. This phase is finished.

Time to begin the next is at hand.