

IUZ5-03

Lost But Not Forgotten

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

Version 1.0

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Called upon by the allies in the crusade against the old one, their request will lead you to a rescue mission unlike any other you've ever experienced before... An adventure for experienced adventures that have caught the eye of the Old One. For characters levels 11 to 17. WARNING: This adventure is combat intensive and not for heroes who are afraid to die for their cause. This adventure will run longer than one standard convention slot and should not be run without judge preparation.

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

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For questions specific to this document and your metaregion, please e-mail your point of contact (POC) at dragotha@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-

numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round metaregional adventure, set in Iuz's Border States. Characters native to Iuz's Border States 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In the year of 5032 SD (-484 CY) a Suel noble named Lady Anuxia struck a bargain with an abyssal power named Lord Belthraxx to create an artifact that would assist her people in destroying the Baklunish that threatened the Suel Empire. Lord Belthraxx agreed to assist the powerful sorceress with the condition that the one to wield the artifact would be a child of their union, to which the artifact would be bound to eternally. Agreeing to Lord Balthraxx's terms, Lady Anuxia journeyed to the Abyss and forged a powerful sword with the assistance of the Abyssal Lord. The following year she birthed a child of abyssal origins and through demonic ritual bound her son Dalmac to the abyssal forged blade.

Years passed, and the war between the Suel and Bakluni people became more and more heated as Dalmac grew into a man. Since his birth Dalmac was never far from the blade that was bound to him; his mother learned soon after he was born that to take the blade too far from the child would make him ill. Dalmac grew into a handsome Suel nobleman, intelligent and strong, showing no physical signs of his mixed heritage. His family saw to it that he was well trained in the ways of the blade as well as magic. Upon coming of age, Dalmac joined the armies of the Suel Imperium focusing his demonic strength and cunning into a brilliant military career. After many successful and bloodthirsty campaigns conducted by Dalmac against the Baklunish people, he was chosen to lead the Suel armies for the final push that would hedge the Bakluni into the lands in which the Invoked Devastation would be unleashed. After weeks of campaigning to push them back, the Suel Archmages gave Dalmac the word that they had gone far enough, Dalmac rounded up his favored generals and staff leaving the rest of his army behind to hold the line and unknowingly die in the name of the empire. The celebration upon his triumphant return was short lived, as the remaining Baklunish wizards counter attacked with the Rain of Colorless Fire. Few Suel escaped this and Dalmac was no exception.

When the Rain of Colorless fire came, Dalmac called upon the power of his sword to protect him as he watched his family and those he called friends burn. Quickly gathering a few possessions as the world around him turned to ash, he once again called upon the sword to bring him to safety, but the sword wouldn't answer his call. For the first time in his life Dalmac knew terror; panic overtaking him, he fled to his family's estate. Running through the streets of ash, ignoring the screams

of the dying, Dalmac threw open the doors of his family's burning villa. As he crossed the threshold of the villa the soothing voice of his mother called out to his mind, beckoning him to her summoning chamber. Making haste through ash-filled corridors to his mother's apartments Dalmac tossed aside the flaming doors to her laboratory and looked upon a fate worse than the inferno outside. In the room standing before a large crimson portal stood the balor, Lord Balthraxx, holding the broken form of Dalmac's mother in a single claw as he turned his gaze upon his son for the first time.

A sudden rage overtook Dalmac as he looked upon his mother's broken form. Brandishing his sword, he moved to engage the great fiend. With a casual flick of his wrist Lord Balthraxx tossed the limp form of Lady Anuxia through the crimson portal as he turned to face his son. Dalmac's blade flashed crimson in the light of the portal as it sped through the ash filled air of the summoning chamber. His aim true, he plunged the sword up to its guard in the great fiend's belly. Pulling the blade free Dalmac looked on in shock as the wound that should have drenched him in gore quickly knit shut before him. The sound of thunderous laughter echoed in his ears as Lord Balthraxx snatched his son up off the floor. "My end of the bargain is complete; the Bakluni no longer threaten your empire, my son." Tightening his grip on his son, Lord Balthraxx grasped his son's hand and forced the blade he had created for him into Dalmac's stomach. "Now it is time for you to fulfill your end of the bargain, and wield this blade forever." The pain in his stomach flared as his father began to chant. Unable to move in the strong grasp of the balor, Dalmac's vision began to darken his very essence being drawn into the blade. As Lord Balthraxx's chant reached its crescendo Dalmac glanced over his father's shoulder as his vision began to fade. In the last hazy moments of his fading sight, he glanced a figure stepping out of the portal.

Sensing the presence, Lord Balthraxx turned to see Lady Anuxia emerge from the abyssal portal, battered and bloody she stood in the portal's light as she cried out to her son and his father. "Betrayer, you may have killed me, but you will not claim my son!" Anger flared in the fiend's eyes as he continued the chant. Pulling herself through the portal into the burning room, Lady Anuxia began a powerful spell of dismissal. The balor completed his chant moments before the Lady and suddenly Dalmac was gone. Completing her spell, a vortex of energy leapt from her outstretched hand, enveloping Lord Balthraxx. The balor could not resist the magic of the powerful sorceress; vile curses streamed from his mouth as his form faded from view.

Exhausted and weak from her wounds, Lady Anuxia fell to the floor as the room burned around her. The loud clang of a sword striking the floor startled her as she

choked on the ash filling the room. Realizing there was no escape and that she had failed to save her son she closed her eyes and prayed for death. As the room collapsed around her and flames overtook her protections her heart jumped as she heard her son's voice in her head... "Mother, what has happened to me?" It was the last thing she would hear in her life. Moments later the sword upon the floor winked out of existence.

Time passed slowly for Dalmac as he learned the powers granted to him by his new body. A burning desire to get revenge upon his father and the natural instinct of his heritage had driven him in his quest for power. But in order for him to accomplish anything, he would need someone to wield him. Over the years Dalmac went through many owners, all of them dominated by the powerful sword. It was Dalmac's greatest pleasure to corrupt young adventurers with his powers of suggestion and domination. Perhaps his greatest and most dangerous conquest, which ultimately leads to his imprisonment, was a young Lord of the Great Kingdom and paladin of Heironeous named Lord Aldreth Stormbringer.

Years before the fall of the great kingdom, Dalmac had come into the possession of a powerful blackguard of Hextor whom had been able to resist his domination effect. For many years this blackguard waged war upon the foes of his church following the edicts put forth by the lawful Hextorites. While these wars sated Dalmac's bloodlust, his desire to sow chaos in the world was stifled by the powerful yet lawful blackguard. Dalmac, ever so patient, bided his time and it was not long before a champion of good arose to challenge his master. The time had come for him to change hands once again. A small temple of the god Heironeous lay in his master's path that day. As the blackguard led a small force to overtake it, a group of adventurers led by a knight of Heironeous emerged from the temple to challenge them. Boldly, the blackguard drew his sword and challenged the group of adventurers; if they could defeat him in combat then his men would spare the temple. The battle was bloody and many of the paladin's companions fell to Dalmac's master. The paladin himself would have shared a similar fate if Dalmac had wished it, but as his master leveled a killing blow against the paladin, Dalmac revoked his granted powers causing the blackguard to miss his mark. Instead, the blackguard shattered the upraised blade of the paladin. Suddenly bereft of the artifact's protections, and surrounded by enemies, the blackguard fell quickly to their combined efforts. Seeing their leader defeated, the knights of Hextor retreated from the field. With the defeat of his master, Dalmac was recovered by the group of adventurers and claimed by the paladin Lord Aldreth.

For a long time the artifact lay dormant in his hands assisting the paladin and enhancing his power throughout the Great Kingdom. Slowly, Dalmac began

building his influence over his master, and his power base in the region.

Lord Aldreth's wife, Lady Ameiva, a mystic theurge of some skill, noticed a change in her husband's demeanor, but not until years after he recovered the artifact. Through her magic, she was able to discover that something or someone was influencing her husband, and he was the keystone member of an insidious plot against the king of the Great Kingdom. Fearful of the treason her husband would commit, and of the punishment that would be issued from the rulers of the Great Kingdom if this plot was revealed, she developed a plan to make her husband disappear until she could find a way to remove the influence that beguiled her husband in secret, and then reinstate him.

Conspiring with her husband's old adventuring company, they formulated a plan to lead her husband to a remote location in the mountains, looking for some raiding giants that had been causing his land problems in the recent past. There they would discover a large cave leading deep into the mountains. Inside the cave was a chamber prepared by Lady Ameiva to hold her husband in suspended animation until she could learn how to remove the magic affecting him. Their plan worked, and her husband and the artifact were trapped in the chamber, but not before many of his oldest companions were grievously wounded.

In the following months, Lady Ameiva made attempts to cover up the plot started by her husband and the artifact; it was even more extensive than she imagined. Her efforts were too late. With the disappearance of Lord Aldreth, his co-conspirators put their plans into action and plunged the Great Kingdom into war. While her efforts managed to salvage her house's reputation many still looked upon her house with disdain, especially her husband's co-conspirators. To her dismay Lady Ameiva, could not determine what had caused her husband to turn from his god and betray his family. She refused to believe that magic was not involved in the corruption of Lord Aldreth, and feared to bring the church in to help with the matter as she believed they would hold her and her husband responsible for the actions he had committed while under the mysterious influence.

The war in the Great Kingdom continued to unfold and soon the Lady was called away to defend her lands against the encroaching lords that were her husband's co-conspirators. Weeks later, after many battles, Lady Ameiva knew it was only a matter of time before her lands were overrun. It was her duty to her people that she defend them, but she could not abandon her husband either. Desperate to hold her crumbling lands and fearing her husband would be discovered if they fell, Lady Ameiva returned to the cave that had become her husband's prison. With her she brought the remaining

four members of her husband's companions who had volunteered to guard their Lord until the Lady could return and cure him. Using her considerable arcane and divine powers Lady Ameiva created the warding doors and placed Lord Aldreth's loyal companions into a stasis similar to his own, but tied its magic to the breaking of the first warding door. After concealing the first warding door under a landslide Lady Ameiva returned to her armies and her duty where she would fall no more than three days later - the location of her Lord's tomb a secret lost with her.

Adventure Summary

Introduction: Night Cap. The party is summoned to meet with the Drinkers in the Shield Lands, and the Shade informs them of the missing agent that was following an expedition team through the Wastes. The expedition team was on the verge of discovering something of great importance, but the agent was captured before he could pass the information to us. She requests that the party travel to Sable Watch and prepare there to infiltrate the prison of Gibbering Gate.

Encounter One: Sable Watch. After traveling to Sable Watch, the party meets with an agent of the Drinkers and a cleric of Pelor who is sympathetic to the struggle of the Drinkers. He gives information on the citadel of Gibbering Gate and the forces there, along with a plan on how to infiltrate it to rescue the captured Drinker agent.

Encounter Two: Gibbering Gate. Traveling north from Sable Watch disguised as members of the Legion of the Deranged, the party reaches Gibbering Gate and infiltrates it in their search for the missing agent. After dealing with the various insane inhabitants of the citadel, they discover that the agent has been delivered to a "breaker", one who tortures prisoners held here into insanity while attempting to gather information from them.

Encounter Three: Telanar's Tower. After learning of the location of the agent, the group infiltrates the tower that holds him inside. The breaker here, Telanar, has become paranoid in his insanity, and has several wards about to protect himself from perceived threats and enemies. Regardless if they are alerted or not, a difficult fight awaits the group as they attempt to rescue the agent.

Encounter Four: Recovered Knowledge from the Brink of Madness. After rescuing the agent and returning him back to Sable Watch, the cleric of Pelor restores his sanity and the agent informs the party of the discovery of the tomb in the Wastes and the excitement that it generated throughout the Old One's ranks. He tells the adventurers what he knows and offers to lead the

party to the excavation site so they can recover whoever or whatever has created such excitement.

Encounter Five: The Legion of Black Death. The Agent rescued from Gibbering Gate leads the party to the excavation site, advising them of the dangers in these lands and the forces of the Old One. Once they arrive at the camp, he brings them to a rise overlooking the camp, points out the camp and the excavation site, and shows them where the ruins are located within. The agent wishes them luck, and takes his leave as they begin their plans to enter the ruins.

Encounter Six: The Tomb of Lord Aldreth, Champion of Heironeous. Once the party has bypassed the guards at the entrance to the ruins, they explore the halls in which the four members of Lord Aldreth's company slept in stasis. A quasit familiar hides in the walls, watching for the heroes' passage. If he is not detected, the spy observes the party speaking to the ghost of Lady Ameiva and reports to his master, Lord Balthraxx, on the party's progress. (If the familiar is spotted and killed, his death alerts his wizard master, who then informs Lord Balthraxx that someone has entered the ruins.) Once past the second warding door, the party enters the Lady's lab and faces the final guardians that bar the way to her husband's prison. After the guardians have been defeated, they take the long walk and discover the body of Lord Aldreth and the intelligent demonic sword Dalmac, which calls itself Meersalm. Dalmac waits for the party to pick him up. If it appears that no one is willing to touch him, he speaks to the party, declaring himself a holy sword of the god Heironeous, and that he has been trapped in this tomb for some time. He also states that his only desire is to be taken from the body of his former master and be put to use against the enemies of the church.

Encounter Seven: A Family Reunion. When the party has made its decision to either remove or leave the sword in the tomb, Lord Balthraxx, informed either by the quasit familiar or its death, makes an appearance on the far side of the long walk. He has brought with him a small routine of demons, as well as a priest of Iuz to greet the party and reclaim his son.

Epilogue: Conclusion. There are truly only two possible conclusions to this event - either the party lived by their wits and the might of their spells and sword arms, or Lord Balthraxx found them lacking and they were killed.

Introduction: Night Cap

You hear war drums, from the waves of orcs that you faced with others upon one of too many battlefields in your fights against the forces of Iuz. But yet again, perhaps it was the overwhelming beats of your heart

in some forgotten tomb long ago, facing a horror once relayed to you in a folk tale as a child and discovering no tale could match the effects of fear from the real thing upon your body and soul.

No, it sounds like the conjured hail upon your companions and yourself not too long ago, the ice beating down upon the metal of armor and the flesh of bodies. Regardless, you realize how long you've been waiting in the empty warehouse, and how your mind has been trying to place the sound of sleet against the leaden-glass windows to images from the past to fill the time spent waiting here this day.

The weather in Critwall has been the best sign of the seasons of late, migrating between the snows of winter and the rains of spring, showing the struggle to leave winter behind and enter spring. Today's sleet seems like a silent compromise between the two, and the frozen rain that has coated the windows has only served to blur the streets outside and only hint at the time of day, as the window becomes darker as dusk begins to pass into night, bringing you nearer to the end of a long day.

The morning in Critwall was greeted by falling wet snow, which moved to sleet after noon. After making some rounds to recover from your last travels, you found room at a local tavern to catch a lunch of stew and bread to break the chill of the day. You were even pleasantly surprised at the establishment, as a clean spoon, fork, and even a cloth napkin were delivered as well, until you spotted the writing upon the latter:

"An old acquaintance would like the pleasure of the company of old friends. If you can provide the time, I can promise a wonderful vintage of wine to share. How about an hour before dusk at the warehouse two blocks south of the Bright Dawn Inn? I'll keep the office door open for you, so feel free to let yourself in."

With no duties to consume your current schedule, you decided to answer the summons requesting your presence at the warehouse, and found yourself in the company of several others, all accepting the invitation for their own reasons.

Allow the players to introduce their characters to one another at this point if it is needed, and then continue on.

The planes of glass of the windows, blurry from the coating of ice left after the hours of freezing drizzle, are now dark with only the occasional flickering of torchlight being caught by them. Echoes of the last tolls of a bell from a nearby temple have faded into silence, a reminder of the closing of another day. With a slight creak, the office door by which your

access to this warehouse was provided now serves as a signal to your host's arrival.

The cloaked figure's form betrays her gender, and as she throws back the hood of her with one hand cloak, you're given full view of her attractiveness. Long black hair cascades down the back of her head, neatly done to keep it there. Full lips and blue eyes steady each of you intently.

From within the folds of her cloak, her other hand becomes visible, carrying a bottle of wine.

"Given the weather outside, I can say that the wine should be suitably chilled. I must apologize for the current accommodations for our little gathering, but it was the best I could do on such short notice. With the events of late locally, I decided we should catch up in a more private setting.

"For those of you who don't know me, I am the Shade. My friends are opposed to the ways of the Old One, and have contacted you for assistance in our efforts against him. For those of you who already know me and my friends, I thank you for answering my call yet again.

"Before I get into the details of why I have requested your aid, I must ask that you promise not to reveal this information to no one else, as it would endanger both my friends and yourselves to threats not yet materialized. Can I have your word in agreement to this?"

Those who agree are allowed to stay, and those who refuse are asked kindly to leave. If asked for reasons for their silence, the Shade lets them know the less that is revealed about their cause, the better for all involved. When everyone has agreed, she will continue on with her requests.

"We work against the Old One and his agents throughout his empire, on a multitude of fronts. Every small victory furthers our cause, so we attempt to have eyes and ears everywhere.

"Some agents of the Old One have been sent forth to rediscover ancient ruins within the borders of his grasp, and several expeditions are ongoing in the Wastes of the northernmost reaches of his empire. Ruins there may hold knowledge, relics, or creatures that may prove useful to the Old One, so he sends forth his agents to try and discover new sites to pillage to add to his power. And we, of course, attempt to monitor these teams in case something is discovered.

"An agent of ours in a camp in the southern Wastes stopped sending us updates five weeks ago, and we became worried about his fate after he missed several regular updates. We investigated further,

discovering that he was found out and captured a month ago. We fear that whatever occurred, it has set us back, as the locations presented to us in his previous missive are not the current location of the expedition that he was monitoring. Regardless, it seemed that the priest in charge of the expedition seemed rather nervous and impatient in his current pursuit, which was of some importance overall, and must have had commanded the attention of others high above him in the courts of the Old One. Regular updates between him and those powers in Dorakaa seemed regular.

"It has been discovered that the captured agent has been sent to the citadel of the Boneheart Jumper, Gibbering Gate. This speaks the loudest of what our agent knows, as this horrible place is not meant to only to imprison the body but also drive the mind to madness, allowing the servants of the Old One to not only bury their secrets they want hidden but possibly learn the secrets our agent would not be willing to share when in his right mind. For both of these reasons, we decided to approach you and ask that you rescue him from this fate worse than death.

"This mission would require you to enter the lair of a Boneheart and face some of the most deranged of his servants, but this rescue could save us many problems and allow us to strike a blow against the Old One. Would you accept this task from us?"

A DC 25 Knowledge (geography) or Knowledge (local – Iuz's Border States) can reveal some information on two locations that the Shade spoke of. The Wastes are to the far north, and are a large expanse of barren lands that conceal a great many ruins from times long ago throughout the region. Gibbering Gate is the citadel stronghold of the Boneheart Jumper, but also serves as a prison, insane asylum, and barracks to the Legions of the Deranged.

The Shade may be faced with several questions and/or concerns, which she can provide the following information:

- Gibbering Gate serves two purposes: the home to the Greater Boneheart Jumper when not in Dorakaa or on other business in the Empire and also a horrible prison ran by fiends that pride itself in shattering the minds and spirits of those sent there.
- Jumper is in charge overall of the complex, but a group of fiends handle the day-to-day operations of Gibbering Gate.
- Those driven mad by Gibbering Gate and have little value to protect within the prison are grouped into the Legions of the Deranged, horrible shock troops

that march the northern barrens, led by their fiendish and paranoid leaders. They fight savagely without fear of death, as death would give blessed relief from their madness.

- The agent was likely sent there to be driven mad to hide whatever information he gained with the expedition in the Wastes, and learn what his purpose in spying was. We have certain protections and processes in place if agents are discovered, but our agent knows the current location and purpose of the expedition we want more information on, and the more that remains secret about us the better off in the long run.
- The captured agent is Cowyr Denlor, although he was posing as a servant named Korr in the expedition. A contact will be able to provide a much better description of him once you reach your staging point.
- We attempted to track down the expedition that Cowyr was traveling with, but recent storms in the Wastes have covered any signs to our trackers from the old sites we have record of from his previous updates.
- We ask that you meet with an agent of ours in the village of Sable Watch, a place of refugees that have sought shelter amongst the boughs of the northern Fellreev Forest. When you approach the village, explain to anyone who halts your progress as simple merchants delivering goods to the shrine of Pelor there. When you are escorted there, which you will be, as the Rovers are welcoming of visitors but vigilant in protecting their safety, repeat this phrase to the priest there: *"We've brought the latest vintage from the finest grapevines in Furyondy for your communion, tell us that we have not come in vain to seek barter with you."* The priest, Quintin Ackert, has assisted the Drinkers in the past and is currently acting as a host to their agents operating in the Fellreev Forest and Northern Barrens. By using this phrase, the group's allegiance and purpose will be communicated to Quintin, who knows of the current situation.
- If anyone asks about a reward, the Shade will explain that saving a soul from a fate worse than death and an ally against Iuz reward enough. She will stress the importance of finding out what the agent discovered, as it may be of use to strike against the Old One and his agents. Finally, she will let the group know that they will be in their debt for assisting in rescuing one of their own.
- Other questions on Cowyr and Gibbering Gate can be better answered in Sable watch by the contacts waiting for you there.

After all the questions are completed, the Shade will present the party with two sacks with items for delivery to the Shrine of Pelor. The sacks contain wines, candles, vestments, and other mundane items that could be used in a shrine to Pelor. She will also present the group with a map to the area they could find Sable Watch in; the map is not overall specific, but it should suffice in getting them in the general area. After the party is properly equipped, the Shade will wish them good luck and sent them on their way.

Encounter One: Sable Watch

Allow the party to choose whatever methods they wish to travel north beyond the border to Sable Watch. It lies 400 miles away from Critwall, and involves traveling through occupied and hostile lands to arrive there, possibly involving circling around patrols and outposts. Also, the weather will be bitter and harsh, as temperatures hover around freezing with cold northern winds and precipitation that varies between cold rain to freezing drizzle and even hard sleet at times.

Depending upon the method of travel, figure out the distance per day and divide 400 miles by that rate to determine the number of days spent traveling from Critwall to the area near Sable Watch.

The village of Sable Watch is the only permanent encampment of around 250 refugees from Iuz's harsh rule, consisting primarily of Rovers of the Barrens. This group leads a poor existence, using the deep folds of the Fellreev to shelter them from the Old One and foraging for survival. This group is indebted to a priest of Pelor, Quintin Ackert, who has been serving as their healer, provider, and protector to them for many years.

The Fellreev Forest offers only so much protection, however, that the Rovers send out armed patrols to protect Sable Watch from discovery by Iuz's forces. Anyone not bearing the symbol or markings of Iuz is approached by the patrols and asked of their purpose in the Fellreev. Those who explain they harbor no care of Iuz, seeking shelter from Iuz, or otherwise in need of help will be led, blindfolded, in Sable Watch to meet with Quintin.

When the party has decided upon their method of travel, inform them how much time has passed from leaving Critwall (barring magical means, give them the number of days that have past) and begin with the following:

Even here, in the northern reaches of the Fellreev Forest, it seems the storms that assaulted you in Critwall have reign here also. Dark grey clouds continue to block the sun, although the thick canopy

above you would easily offer shelter in the summer, the skeletal limbs reaching skyward share no protection now.

The forest is a barren landscape, as the long winter has left the surroundings tones of whites, browns, and grays. With the weather acting as a barrier to spring, not a single creature visible by either sight or sign. Even the more exotic beasts rumored to reside in the Fellreev seem to be placated.

At this point, the party will be exiting a thicket a trees into a small clearing. A patrol of Rovers from Sable Watch will spot them from across the clearing if the party is not hiding or invisible. The Rovers will move into the edges of the clearing to wait in ambush, if the need should arise. After looking over the party, one Rover will move from the back of the ambush into the clearing to parley with the party. If the party attacks the Rovers with hostile intent to cause harm, they will fight to the last to protect each other from what they will believe to be minions of Iuz or bandits. The violence can be stopped through diplomacy or intimidation, if the check can change to attitude of the patrol.

Rover Patrol Guards (6): Male human Rng4, hp 28.

Allow the party to make Spot checks to detect the patrol members in the tree line vs their Hide checks (DC 20).

The Rover that approaches out of the clearing will hail the party, staying near the tree line to go to cover if they have misjudged the party. He will question the party on who they are and what their purpose is in the northern Fellreev. Should the party indicate that they are searching for Sable Watch to deliver goods (as in their cover story provided by the Drinkers) he will offer to escort them there provided they will show him the goods. If the party should allow him to view the goods, or convince him through a DC 25 Diplomacy check, he will whistle aloud, which causes his patrol to exit the tree line to help escort the party to Sable Watch.

If for some reason, the party attacks the patrol and causes them to be routed, captured, or killed, things become much more difficult. For one, killing the patrol is an evil act if a wholesome slaughter. Regardless, if one of the patrol (or more) is captured, none will reveal Sable Watch without magical coercion, or a DC 40 Diplomacy or Intimidation check. If the first patrol contact falls apart, after awhile the party will have another contact with another patrol, which will be double the size of the original patrol due to the other patrol's reports or non-reports from the first encounter. At this point, the party will be asked to hand over obvious weapons and be

bound as they are escorted to Sable Watch with the patrol having weapons at ready.

As the party is escorted into Sable Watch, read the following:

After an hour of rough travel, led by the Flan patrol through rough thickets, knee-deep streams and rocky outcroppings, the subtle hints of a settlement begin to catch your eyes. Concealed among the forest to better camouflage the small village from a distance, cabins of rough logs sealed with straw and mud and capped with thatch. Stone-ringed campfires sizzle in their fight against the light rain, with weary refugees huddle about them speaking in soft tones, as if raising their voices would call attention to the one responsible for their current state. Some toil at simple survival, cleaning thin fish and stringy, small animals for meat, shelling nuts for small amounts of their cores, and preparing roots and other edible plants for sustenance. Others work at defense, patching armor, making arrows, and honing weapons to protect against the forces of the Old One that reside outside the forest but also the fell beasts that reside within but a respectable threat nonetheless. Worst of all, their weary gazes at your group betray the hopelessness of their existences here.

It appears that the population of Sable Watch is composed of Flan men, with a few women and no children present with them. Given the number of cabins and shelters, no more than 300 souls, likely less than that, reside here. The once proud Rovers of the Barrens that reside here are no more than final generations of that culture.

Within minutes, you have been brought to the center of the village and stand before the largest building you've seen here. Built of pale-toned stones and wood, the rough symbol of Pelor above the door betrays its purpose. As you approach, a balding man robed in yellows exits the temple and approaches your group. He is scarred and thin, but carries himself with a sense of strength and resolve. With a strong, calm voice, he addresses you.

"Greetings, I'm Quintin Ackert, simple servant of Pelor and caretaker of this shrine of the Shining One. We usually do not have the honor of visitors here in Sable Watch, so perhaps you would allow me the knowledge of your purpose here?"

If the party relays the message given to them by the Drinkers, Quintin will simply nod in reply and ask them to join him in the temple to discuss the terms of the trade. Several of the Flan will look worried about the possibility of an unknown threat to Quintin, and one of them will even offer to assist him in the negotiations.

Quintin will thank the Flan for their worry but will assure them he will be able to handle himself against these vicious “merchants.”

As the party enters the temple, read the following:

Escorted by Quintin, you follow him into the temple. As simple and functional the structure appears to be on the exterior, its interior surprises you with its elegance. Not filled with the usual finery of temples you usually see elsewhere, it nevertheless has been beautifully and lovingly crafted to be a place of peace and serenity.

Stepping purposely, Quintin navigates you through the main chamber and through a side passage into what must be his private chambers. He brings you into a sitting room with a large table and enough wooden chairs, stools, and benches to accommodate everyone. The chamber appears sparse, with the only luxuries being a small bookshelf of a dozen tomes and a handcrafted chess set.

Gesturing with his hands for you to be seated, he moves to the fireplace in wall and retrieves a teapot from a hook hanging it above the flames. Grabbing a stack of wooden cups, he begins to pour each of you a bit of the hot tea.

“These blasted woods provide no suitable amount of sustenance for us here, but I’ve discovered some of the flora can make a decent tea.”

After providing a cup to everyone else, he pours an additional two, and walks to a simple curtain acting as a door between this room and another.

“They’re here, Lythan.”

With his summons, a half-elven male swiftly exits through the curtain. His face seems shattered, as multiple scars crisscross his face with deep red lines. The wounds look old, although they appear ready to bleed at a moments notice. Otherwise, he dressed and equipped as a man on the move and always ready for a fight. He wears a suit of chain, carries two fine-looking blades, and strong longbow made of bleached bones on his back.

“I am Lythan, and I believe we have a mutual friend that was recently in Critwall. We have much to discuss, as every day we daily places Cowyr even closer to the brink of insanity.”

“So, which one of you is going to remain sane?”

With his slight grin you think he may have knowledge of some inside joke, but the grin lasts not long enough to know he is dead serious. Quintin’s expression remains serious, only weighing more seriously to the proposal forwarded.

The Drinkers know that Cowyr was brought to Gibbering Gate for interrogation on what he knows and to also drive

him mad to conceal what he learned on the expedition. Given that he is entrapped within its walls the party will need to gain entrance into Gibbering Gate to search and rescue him. Fortunately, no one guarding the citadel would expect a group to attempt to make their way in via the front gates for a rescue. The demons and servants of Jumper believe no one sane would attempt to enter Gibbering Gate with its hoards of fiends and demented, along with numerous wards. As for the demented, the thought rarely forms in their shattered minds.

As attempting to breach the citadel via force or stealth may cause an overwhelming defense to be formed and send alarms to the fiend’s there and perhaps to Jumper or the Old One himself, deception was decided upon. With captured “uniforms” that were retrieved from a patrol of the Legions of the Deranged (nothing more than rags decorated in undecipherable and random ways), the party should pose as a patrol bringing a sane member into Gibbering Gate for “treatment” to gain entry. This, of course, will require the party members posing as soldiers of the Legions of the Deranged to act insane. Given that insanity can come in a variety of forms, they feel a capable group should be able to maintain such an act in order to pass through the gates, interact with those there to discover Cowyr’s location and then retrieve him and escape before capture.

Lythan will explain the plan that the Drinkers have concocted to the party. He will then ask what questions the party has on the plan, Cowyr, and Gibbering Gate. Quintin and Lythan know the following things:

- Cowyr is a Flan male in his mid-20s with brown hair and eyes. He is built like farmer, although he stands at about 5 ½ feet.
- The only entrance into the citadel is a gate that can detect the approach of non-evil alignment or non-insane status. From all reports though, the gate does not pinpoint those who it detects, so a good cover story should hopefully be able to convince the guards at the gate to allow the group passage, hence the one “sane prisoner” being escorted by members of the Legions of the Deranged.
- The Greater Boneheart Jumper, an illusionist, resides within Gibbering Gate in one of the spires when in need of time away from the court in Dorakaa. He usually avoids the day-to-day matters of Gibbering Gate and leaves that to the fiends.
- The fiends in control of Gibbering Gate are lead by a balor who issues commands and judgments from the Court of Delirium. From there he issues forth his leadership to the fiends and lunatics to maintain his sense of “order”. He usually stays within the confines of the court.

- Legions of the Deranged are a force arranged by the commanding balor with a morbid relish, and are sent forth when needed into the Empire. They fight savagely and are always unpredictable and dangerous.
- Rumors persist that Gibbering Gate's dungeons hold important prisoners, but any attempt to research who that may be within would be suicidal.
- Tales tell that wards and enchantments protect the citadel, so be wary of possible dangers when exploring non-public areas. The walls themselves are guarded by both sentries and traps.
- Most of the guards and sentries are either demons, undead, or the demented.
- The demented are allowed to roam freely once suitable broken, so expect interaction with them.
- Most newly brought captives that still have their mental capacities usually are given to "breakers", servants of the balor who specialize in driving those sane to insanity. More than likely Cowyr was given to one of these "breakers", and if strong enough will still be in his hands.

After the questions are completed, Quintin will wish the party safe travels and offer them his hospitality to prepare for their journey. Lythan, however, will bring forth a scroll before leaving them to prepare.

"This scroll has a spell by which you should be able to gain your escape from the walls of Gibbering Gate. I suggest after finding Cowyr you exit the citadel and make all haste away from there before any attempt can be mounted to block the escape. If utilizing magical means of teleportation, I suggest passing outside the walls before attempting such means. The spell on the scroll will allow you to tunnel through the stone walls once, so use it wisely. Return to here once you have Cowyr and Quintin will see to both his and your needs. Good luck."

This scroll will either be an arcane scroll of *passwall* or a divine scroll of *stone shape*, depending upon which spell can be used by the party based upon which the party can use and number of party members who could cast the spell based upon their makeup; in any case, only one scroll will be given to the party for their use.

Allow the party to discuss the plan presented although it is best course of action. If they choose a different plan of action, the results will probably disastrous. Bluffing and trickery are best to win this day. When the party is ready, continue on.

Encounter Two: Gibbering Gate

Leaving Sable Watch and exiting the Fellreev Forest, you travel north according to the directions provided by Lythan. Bits of sunshine break through the gray overcast, as the storms of late have finally released their grasp upon the lands they held.

After traveling about 20 miles, the silhouette of what must be Gibbering Gate comes into view on the horizon, the walls of the citadel with a multitude of towers about it appearing to be a set of claws tearing their way from the earth. It appears that a series of buildings lie about the citadel, perhaps to serve as housing for the Legion of the Deranged.

Closing the distance to the citadel, the details of the structure become visible. Several long wooden buildings flank the front of Gibbering Gate, which itself seems to be built onto the top of a tall ridge. The citadel seems to be surrounded by a circular wall some forty feet high that is composed of dark gray granite, with a multitude of towers built around it. A lower walled section sits at the front of Gibbering Gate, with a large set of white doors barring entrance into the interior. A square keep, composed of the same dark granite as the walls, occupies the center of the main walls, rising above them to a multi-jaded roof.

Approaching closer, the chaotic madness of Gibbering Gate becomes clear to your eyes. Members of the Legion of the Deranged roam in various groups, the mismatch appearance of varied uniforms ranging from gunnysack robes to armors made from sewn bones and flesh. Skeletons and zombies stand on guard throughout the area, including a pair that you spy being tackled by a group of legionnaires and beaten to the end of their undead state. The short pleasure of their destruction turns quickly into dismay and disgust, as their attackers begin to tear the bodies apart and begin to feast on the rotting flesh. Horrible laughter echoes from the roofs of the nearby buildings in delight, as the demons resting there watch in sadistic glee at the feast.

At this point provide the players with their copy of the Gibbering Gate map and show them where they are currently located. The party will be moving towards the citadel along the main road, and will see barracks to either side of the road. Members of the Legions of the Deranged are numerous in the areas about the barracks, partaking in activities both expected and unexpected. Both mindless undead and lesser demons mill about also,

with the mindless undead performing their assigned tasks endlessly and the demons reveling in the madness to be experienced all about. No one will pay the group any attention unless they attempt to bring it about themselves, as no one that may be able to discern their true intentions believes that someone would be brazen enough to attempt to just walk right in.

For your reference, the DM's Map is labeled and a list of the buildings in Gibbering Gate can be found in its appendix.

As the party begins to approach the main gate, read the following to the players:

Following the road between the barracks of the Legion of the Deranged, the white doors barring entry into Gibbering Gate reveal their true horrible construction. Imbedded into the wooden gates are at least one thousand skulls, all staring outward at the path you travel upon in silent judgment. As you begin to close to the two guards at the gate, a hellish glow quickly spreads to every skull upon the doors, every empty eye socket now glowing in a malign radiance.

The two guards turn to acknowledge the skulls announcement and then turn to view your party to see what unfortunate soul you bring to be lost forever within Gibbering Gate.

For guarding the same gate, both guards are dressed as differently as possible. One moves ahead of the other, holding himself tall at attention, his chest proudly outward like a songbird displaying several rows of small, polished stone, as if each were an award placed upon his chest for numerous military campaigns and acts of bravery from the Old One himself. His uniform, however, is one of the few you've seen that is actually clean compared to the filth you've seen on other uniforms so far. His companion, who follows behind him wears a suit of leather armor sewn from the tanned faces of numerous humanoid races, including humans, dwarves, elves, and others, creating a horrible mosaic of dead, screaming faces.

As you finish your approach to the two guards at the gate, the one at the forefront stops and gives a long scan of your group.

"So, who do we have this time to welcome to their doom?"

This officer is regularly scheduled by the lesser demons that patrol the walls and area around Gibbering Gate as they enjoy watching his interaction with those traveling through the main gate. Most everyone who knows (and remembers) him ignore his presence, knowing that his lunacy only wastes their time. The demons, however, take great delight in his dealings with those that are new

or forget his actions at the gate brought about by the state of his mind from his madness.

The officer will listen carefully to any reason the group gives him for wanting to enter through the gate into Gibbering Gate's interior, nodding his head in acknowledgement and understanding. If the party reveals they have a captive to bring in, he will calmly suggest they take the prisoner to any Breaker other than Telanar, who is currently busy with several 'patients'. Anyone asking which tower is or is not Telanar's will be given instructions on which towers to try or not try depending on what the party asks for. When the party seems finished with any questions and have provided a reason, any reason, to enter Gibbering Gate, the officer will tell them they are free to pass.

As the party passes the officer, however, he will become visible angry and will call for them to halt, demanding they explain what they are trying to do by sneaking past him. As long as they do not resort to violence, the only injury attained by the party will be a tongue lashing from the officer and a hollow laughing from his companion in back that reminds one of a dolphin or porpoise barking. To add to the situation, a pair of vrocks resting on gargoyles, which sit upon the wall above the gate will laugh at the situation, leaning upon each other to keep either of them from falling as they enjoy the display.

If the party stops, the officer will calm down and start over, asking the party who they have brought to Gibbering Gate and their reasons for entering Gibbering Gate's interior. It should be many (if not all) of the same questions as before, repeated by the officer as he has a very short memory and forgets who has passed quickly and easily, although he manages to address every group he forgets with nearly identical questions in his madness. This cycle of attempting to stop the party just after allowing them to go continues until they just move on and ignore his demands for them to stop. He will not resort to violence and will only begin to shutter to himself if the party enters while ignoring him. Anyone around will find great humor in the party's situation, and will visible point and laugh at them. If the party has trouble resolving this, allow them to make DC 10 Intelligence, Wisdom, or Spot check to realize that other groups entering and leaving Gibbering Gate either ignore the officer when questioned or avoiding approaching him and move quickly past him.

Upon entering through the main gates, the party will see the numerous prisoners of Gibbering Gate's interior all about, with a great variety of ways that they act in their fragile, broken states of mind. A majority of prisoners here have become lost souls, broken so deeply into a madness that their mind has shut down. These souls now lie about everywhere, slumped over and

gibbering endless in madness, filling the entire citadel with this sound of madness as if one large choir. Regardless of where you go in the citadel, the gibbering is always there in the background to be heard. Screams and moans are commonplace too, although not as steady as the gibbering and more random in creation. Those in madness that have not broken to the shattered states of the majority but yet are not broken enough for the Legions of the Deranged roam here, partaking in whatever activities that their shattered minds move them to do. Feel free to have several of these prisoners interact with the party or one of its individual members. If you have an idea, feel free to go forth with it, but please use good judgment with who you have at the table. Run a few encounters to give a taste of the madness that resides here in Gibbering Gate.

Some examples of the sights and interactions that could be used are:

- A man or woman may approach the party dragging a sack, and then begin to stare at a female member of the party. Their eyes will swell with tears and they will drop their sack as they charge towards the person they have stared at. When they reach the female, the person will engulf the person in a huge hug with them screaming “mom”. After reuniting with their long-lost mom and asking her how she is, the person will ask them to wait here as they retrieve their sack. After bringing the sack to her, the person will withdraw the rotting corpse of a child and introduce “mom” to her grandchild. (This could also be done with a male as well, just replace “mom” with dad. Any family relation could work, including brother, sister, uncle, or aunt.)
- An elf will approach an elf in the party and begin asking them if they are ready to go forth with the plans. The elf is deluded in that he/she is actually a drow and that the elf in the party is a co-conspirator. Not all elves in the party might be drow to the prisoner, however, and he may ignore them or demand they leave the drow's presence. Other races are fully ignored, although the ‘drow’ may insult the ‘surface dwellers’ and demand they leave them along, least they wish to be a sacrifice to the Spider Queen.
- A man dressed in numerous rags covered in various prophecies (of his own make) in numerous languages will pick out a member of the party and declare their guilt in the fall of the Great Kingdom.
- A person who stands against a stone wall of the citadel will be seen carrying on hushed conversations with one of the many gargoyles that are built into the walls of the citadel. The prisoner will go quiet if the party approaches or asks a

question, and will not begin speaking with the gargoyle again until the party leaves. The gargoyle may be real or fake, but it will not engage the party.

- A man can be seen giggling quietly to himself with his only company a number of the catatonic prisoner gibbering around him. He will grab a rat; grab a lit piece of wood from a nearby fire, and set the rat ablaze, watching in glee as it runs about until it dies. He will look about for another rat, see none, and then look puzzled for a moment. Suddenly, he will seem to get a moment of brilliance and he then turns a few of the nearby prisoners into rats via *baleful polymorph*. After creating a couple of rats, he will catch one of them and light it on fire, starting the cycle all over again.
- A prisoner may approach the party member and start talking to them like they know them like a relative or close friend. They might or might not be using the character's real name.
- Every once in a while, a demon or gargoyle may swoop down to grab a prisoner that is either walking about or lying catatonic, perhaps even a corpse that is lying throughout the citadel that has not yet been animated. They will bring whatever they grab to the walls and begin to feast upon it, regardless if it is dead or alive.
- A group of prisoners will be organized in a group, singing nonsense songs and using improvised instruments to create a horrible music that several other prisoners use to dance with the mindless, undead, and even corpses.

If the party didn't get the hint that the Breaker Telanar has Cowyr in his tower (location 11), they may ask anyone within the citadel about either Cowyr and/or Telanar. There is a 25% chance that the person they ask will be able to inform them that a man named Cowyr was giving to Telanar to be broken and also give them directions to his tower. They will describe the door to his tower as the doors with a great many ‘wardings and symbols’ painted upon them in a dark maroon of dry blood.

If the party attempts to enter the Court of Delirium or Jumper's Tower, provide them with an example of what occurs to those that attempt to enter either location without permission. Have a prisoner attempt to bypass the guards at either location, and as the prisoner attempts to do so, he will be quickly torn apart by groups of demons and gargoyles that come down quickly from the walls above to punish him without warning. If the party still decides to approach, have the guards eye them and ask them if they would like a bunch of private sessions with a Breaker, which will be arranged if they don't stop.

Every tower along the wall and the central keep (including the areas below) are warded that non-evil casters cannot reach or leave them via extradimensional transportation spells (*teleport*, *dimension door*, etc.). Throughout the citadel, numerous members of the Legions, undead, demons, and even gargoyles roam on patrol, but none truly believe that anyone would be crazy enough to enter Gibbering Gate of their free will. Unless the party truly does something foolish to bring attention to themselves, they will be largely ignored as a threat. Spell casting may raise a few eyebrows, but few truly care unless they are the target. Once the party reaches the doors of Telanar's Tower, move on to the next encounter.

Development: It is possible that a party and/or character may attempt to enter one of three heavily guarded and warded areas that lay inside Gibbering Gate: The Court of Delirium, Jumper's Tower, or the concealed prisons underground. If this occurs, after the warnings of the Drinkers, prisoners, and the obvious deadly guards that should be mentioned as any attempts are made, make the character(s) attempting to or break into these areas pay. Utilize demons from the Monster Manual, in large numbers (approximately at APL + 6) to attack and kill the characters. At the very least, send them running mad from the citadel, reinforcing any future attempts at entering it with lots of descriptions of extra demons and guards after any such attempt.

Encounter Three: Telanar's Tower

Telanar was once a prisoner brought to Gibbering Gate from the Horned Society, and lasted a great many months before falling into madness. He fell into a disturbing behavior of torture that the balor who rules here twisted and crafted into making Telanar one of his finest Breakers, one whose soul purpose is to take sane individuals and drive them quickly into insanity for whatever reasons are needed. He has now served a great many years in Gibbering Gate and is by far the most skillful Breaker at driving one mad quickly and efficiently. A prisoner brought to his tower for processing rarely lasts two weeks before his mind is shattered beyond recovery, although those with a strong mind can take a little longer. To date, no one brought before Telanar has left his tower unbroken.

As a side effect to the service he provides, his madness has begun to make Telanar fear that one of the prisoners he has broken will one day return for vengeance. To allay his fears and keep his finest Breaker working, the balor in charge of the court has assigned him two personal guards, a Naztharane Rakshasa named

Shaterzar and a member of the Legion of the Deranged named Ublick. Along with these two guards, he has access to a construct or two to protect him at any time that it might be needed. Telanar also houses a hoard of weasels to entertain him, as he finds great pleasure in using them in his work, allowing them to feed upon prisoners he is working on and to also entertain his familiar Kel.

Currently, Telanar is entertaining three prisoners in his tower. One of the prisoners is Cowyr. The other two include an elven ranger from the Vesve in Highfolk and the other is a human cleric of Mayaheine that was captured in the Shield Lands. All three are currently driven into various states of madness and hang between columns by chains. Even though they have been tortured throughout their time here, all three are in relative good health.

The entire tower complex has been warded by a *unhallow* spell, cast upon an altar in the upper floors of his tower. The interior portions of his tower, including the hallway from the courtyard outside, are covered by the effects of this ward. The spell provides the effects of a *magic circle versus good*, granting the protections of this spell to all evil-aligned beings in the building. When an evil being is attacked by someone of good alignment, they receive a +2 deflection bonus to their AC and a +2 resistance bonus to any saving throws. Also, any mind-affecting effects are suppressed on evil beings in the *unhallow* until they leave the area or the durations expire. Also, all turning effects to affect undead are made at a -4 penalty, and all rebuking effects are granted a +4 bonus. Finally, a *dimensional anchor* spell has been tied to *unhallow* spell, which bars all extra-dimensional travel by those of non-evil alignments, allowing those of evil alignment to continue their use without issue.

The outer doors to the connecting hallway to the tower are covered by undecipherable and meaningless symbols drawn in blood by Telanar. Regardless of whatever method is used to decipher these markings, they have no true meaning and will not be readable through the decipher script skill, a *comprehend languages* spell, or other means. These large double doors are crafted from wood and have no locks or bars locking them from opening, as the reputation of Telanar's anger is well known to those who usually meet with him, and even so, those foolish enough to enter a Breaker's tower without permission are placing their own lives at risk. Upon opening these doors will reveal a hallway of 40 feet in length, 20 feet in width, and 10 feet in height that lead to another set of double doors that lead into Telanar's workspace. An *alarm* spell (Caster level 18th) lies just inside the hallway, 10 feet down the hallway from the outer doors, and it will silently alert Telanar when the outer doors are open and someone passes within 20 feet

from its center point. The balor and his court always sends a minion via teleportation to speak with him, and if a patient needs to be delivered to him they advise him before entering through the outer doors to keep his paranoid mind at ease. Because of this, anyone who passes through the outer doors without being announced first is immediately considered a threat to him to be dealt with. He will immediately order his minions to prepare to attack the intruders, and will begin to prepare through spell casting buffs for the combat to come.

The inner doors are made of a strong oak and are reinforced with steel bands. The doors are locked to give those inside more time to prepare, but are warded with a *sign of sealing* or a *greater sign of sealing* to protect himself from intruders. This seal can only be circumvented by breaking the door down, dispelling the seal, or disabling the seal. Read the spell descriptions of *sign of sealing* and *greater sign of sealing* in Appendix Four for more details.

APL 12 (EL 3)

Reinforced Locked Strong Wooden Doors: 3 in. thick; hardness 6; hp 30; AC 5; Break DC 25.

Sign of Sealing Trap: CR 3; magical; opening the doors trigger; manual reset; Atk 10d4 damage in 30 ft. radius into outer hallway (DC 21 Reflex half); Search DC 28; Disable Device DC 28; Caster Level 14th.

APL 14 (EL 6)

Reinforced Locked Strong Wooden Doors: 3 in. thick; hardness 6 (16 w/ *greater sign of sealing*); hp 30 (120 w/ *greater sign of sealing*); AC 5; Break DC 25.

Greater Sign of Sealing Trap: CR 6; magical; opening the doors trigger; manual reset; Atk 18d6 damage in 40 ft. radius into outer hallway (DC 25 Reflex half); Search DC 33; Disable Device DC 33; Caster Level 18th.

APL 16 (EL 6)

Reinforced Locked Strong Wooden Doors: 3 in. thick; hardness 6 (16 w/ *greater sign of sealing*); hp 30 (130 w/ *greater sign of sealing*); AC 5; Break DC 25.

Greater Sign of Sealing Trap: CR 6; magical; opening the doors trigger; manual reset; Atk 20d6 damage in 40 ft. radius into outer hallway (DC 26 Reflex half); Search DC 35; Disable Device DC 35; Caster Level 20th.

Once the party successfully opens the inner doors, read the following to the group:

Opening the double doors the bar entrance into the inner chamber, the round chamber within shows

many signs of the practices that symbolize the horrors committed within. Rusty chains hang from the ceilings and walls, empty manacles awaiting the next unfortunate soul to be brought in. Dark maroon stains cover the dark granite floor stones, a grim reminder of those whom passed into this chamber before and left alive but shattered forever from their former selves. Tables throughout the chamber contain instruments of torture, along with a table or two covered in disorganized piles of parchment and tomes.

Standing in the chamber, at its center, is a disheveled man, his gray hair full of filth and missing in some places. He wears a simple, torn black robe and carries a worn quarterstaff in hand. To his left is a massive half-orc in armor, humming to himself as he twirls one end of a spiked chain in a slow but steady circle in front of him, his eyes following its tip as it orbits around. To his right stands a massive construct of metal, standing impassively on guard, seeming more of a statue than an actual opponent at this time, although the greenish glow from its eyes betray its true nature.

(APL 16 Only) Also, to the left of the inner doors, a large reddish humanoid shape stands. It appears to be a membrane forced into its shape, and glistens with a wetness about all of its body.

About the chamber, a multitude of weasels run about, at least two score throughout it. They move about everywhere, comfortable at home within the base of this tower. A few even feed upon the living captives in this chamber, each hung from manacles built into one of three sets of pillars that frame the center of the room. A male high elf, an Oeridian female, and a Flan man are chained in between each, covered in rags torn apart by the treatments they received within. They slowly look over towards you, giggling softly at first and then building to loud fits of hysteria, their shattered minds reveling in the coming violence in this chamber that, for once, will not be upon them...

Opening the doors, Telanar's workspace comes into view. The area has three sets of pillars, with chains and manacles mortared into each to hold 'patients' that Telanar is currently working on breaking. Numerous tables with instruments of torture are visible throughout the chamber, along with a mix of alchemical and arcane equipment. One of the tables has a disorganized stack of parchment, books, and writing instruments for Telanar to record his research on the topics of alchemy, arcana, or torture. Mixed throughout are notes on information that has been recorded coming from the mouths of his 'patients', and a search of them reveals that Cowyr has

seemed to said nothing about his background or mission that would be cause for concern. Other than the tables, the only other items of note are two large barrels of some odd alchemical mixture, which with a DC 25 Craft (Alchemy) check appears to be a concoction mixing a great many alchemical goods into a strange, although useless mix. These barrels contain an alchemical mixture that can be utilized by the alchemical golem at APL 16 to heal itself if consumed over two full rounds. Otherwise, two sets of stairs concealed behind walls lead to above and below the ground level floor of the tower.

Residing in the chamber are Telanar, his weasel familiar Kel, and his guardians at all times. This includes his personal protector Shaterzar, a naztharune rakshasa assigned to protect Telanar from his paranoid threats he constantly worries about, although the rakshasa also finds great pleasure in the torture that Telanar performs on those brought to him. Ublick is a member of the Legion of the Deranged, and has been twisted into a silent, thoroughly obedient guardian of Telanar, with no purpose but to keep those who wish him harm from reaching him, and if they do so unquestionably taking any damage that would otherwise harm Telanar through his numerous wards. Finally, a guardian construct is always around Telanar that was gifted to him by the ruling balor, and the token that Telanar holds causing a portion of the damage he sustains to be transferred to the construct. Also, at APL 16, Telanar has been gifted an alchemical golem that he will order to attack intruders that enter his sanctum.

Besides his guardians, there are two other groups of beings in his workspace. First, Telanar has a horde of weasels that reside throughout the complex, and a number of them are throughout the chamber. The role this plays is that his weasel familiar Kel will be concealed in the chamber and somewhat conceal through their vast numbers from the party. He can, however, be singled out from the rest of them by one of two ways. First, with the numerous spells cast upon him, he will have magical auras up about him unlike the rest of the weasels, meaning that someone able to view magical auras will see that one of the weasels out of the hoard has spells on him. Secondly, someone who sees Kel can make a DC 20 Spellcraft check to realize that the weasel is somehow casting magical spells when he casts a spell that he received through Telanar's *imbue familiar with spell ability* cast upon him. Regardless, Kel will attempt to hide from the party and move about with the other weasels to conceal his location and avoid being attacking in the combat.

Secondly, chained in between the pillars are the three current patients of Telanar's tasks. All three are dressed in rags, covered in open and scarred wounds of various types, and are giggling softly to themselves in

their various states of lunacy. Chained between the pillars across from the double doors that lead into the chamber is Cowyr. Chained between the pillars to the north is Illysia, a female human cleric of Mayaheine that arrived a weekend ago from the Shield Lands. Chained between the pillars to the south is Atlenn, a male elven ranger that arrived a month ago after being captured in the Vesve Forest. Even though all three are covered in wounds new and old, all are in relatively good health as the tortures performed upon them are meant to destroy the mind, not the body, of those here. Rescuing Cowyr is paramount, but a party who rescues one or both of the other two and has them cured of their madness will be rewarded by them in the future. When combat starts, the three prisoners will loudly and violently react to the combat occurring around them. Good-aligned individuals should take all necessary means to avoid causing harm to the prisoners, and should attempt by all means not to kill them. If harmed by any means, they will cry out in pain and visible begin to weep. If healed of their madness during the fight or immediately afterwards, they will shout to be saved and encourage the party to defeat their jailers, as they do not wish to be driven to insanity a second time. Make sure to track the damage they take to see if any of them are killed in the combat.

Cowyr: Male human Rog10 (hp 62, AC 10).

Illysia: Female human Clr10 (hp 73, AC 10).

Atlenn: Male elven Rng10 (hp 83, AC 10).

From the time that the outer doors open and the party opens the inner doors, track the number of rounds that it takes for them to do so. Telanar will begin to cast long term buffs on himself to prepare to deal with any intruders, and the others also have tasks that they will perform to prepare for a possible fight. See Judge's Aid #2 for the list of what each foe will do to prepare for the party, and go down the list in order until the inner doors open for each round the party takes to open the inner door after the alarm is triggered.

APL 12 (EL 14)

Telanar: hp 94; see *Appendix One*.

Kel: hp 65; see *Appendix One*.

Weasels (20): hp 2 each; see *Monster Manual pg 282*.

Shaterzar: hp 104; see *Appendix One*.

Ublick: hp 97; see *Appendix One*.

Runic Guardian: hp 123; see *Appendix One*.

APL 14 (EL 16)

Telanar: hp 112; see *Appendix Two*.

Kel: hp 74; see *Appendix Two*.

Weasels (24): hp 2 each; see *Monster Manual pg 282*.

Shaterzar: hp 134; see *Appendix Two*.

Ublick: hp 97; see *Appendix Two*.

Shield Guardian: hp 112; see *Appendix Two*.

APL 16 (EL 18)

Telantar: hp 124; see *Appendix Three*.

Kel: hp 80; see *Appendix Three*.

Weasels (24): hp 2 each; see *Monster Manual*/pg 282.

Shaterzar: hp 154; see *Appendix Three*.

Ublick: hp 97; see *Appendix Three*.

Runic Guardian: hp 123; see *Appendix Three*.

Alchemical Golem: hp 151; see *Appendix Four*.

Tactics: Listed below in individual sections are specifics of the individual tactics and abilities of the combatants, which should be read thoroughly before attempting to run this combat. Telantar and Shaterzar are the only two NPCs that have more abilities as the APL goes up, as the others remain the same at the higher APLs.

Telantar: Telantar's tactics involve keeping himself from being harmed, and so will utilize Ublick and his guardian construct to do so. He also will work on separating the party into smaller, more manageable groups – a divide and conquer strategy. His first action will be cutting the group in half through use of a wall spell, usual the most potent one he has available that will take the longest for the party to get through. This will force the party to either remove the magical barrier or find a way to circumvent the barrier. Remember, due to the *unhallow* spell and the *dimensional lock*, extra-dimensional travel will not work for non-evil creatures. In order to get around these barriers if unable to remove them through, a party may move through the stone walls by a variety of means. A *disintegrate*, *passwall*, *stone shape*, or similar magic will create opens in the walls without issues, although the hallway and tower are built upon the edges of the cliff that fall 200 feet to the plans below. Anyone attempting to move along this ledge between the walls and cliff edge will need to make DC 15 Balance checks or have magical means to avoid making these attempts (*spider climb*, *fly*, etc). Kel also usually has a *wall of force* that he can utilize to divide the party if needed. After separating the party, Telantar and Kel will utilize their spells to quickly those that are trapped on their side of the wall. Also, Telantar will not be against separating the party from him and his allies to heal each other and regroup if needed.

Telantar favors transmutation school spells, but will lash out with the spells that best deal with the threats that are immediately threatening him. Also, once per day, Telantar can choose to extend or maximize one spell of any level through his sudden metamagic feats. At APL 16, he will utilize the Sudden Extend to extend the duration of his time stop, which is described below under his APL 16 abilities and tactics. He will also have Kel cast attack

spells on those who seem most susceptible to the effects of the spells imbued in him. Also, Telantar carries several divine scrolls that he has deciphered using his Use Magic Device skill, and may attempt to utilize them to heal himself or his companions if needed, the skill check being DC 20 + the caster level of the spell being cast off the scroll.

Due to his wild mage prestige class, Telantar's casting level is variable every time he casts a spell. You will need to track the spell casts and record the caster level of each one for purposes of caster level dependent effects such as dispelling, damage dice, and penetrating spell resistance. In stat blocks with his spells presence, including the imbued spells on his familiar and buffs spells cast on his companion, a set number is added to a d6 roll to determine the caster level of the spell. It is listed as so in these blocks where needed, as per the examples for each APL's class level as listed below:

APL 12: *Spell name*(10 + 1d6)

APL 14: *Spell name*(14 + 1d6)

APL 16: *Spell name*(16 + 1d6)

Finally, with his sanctum spell feat, the DCs of all of Telantar's spells are one higher when cast in his tower area. Telantar rarely leaves his tower, and thus memorizes all of his spells as sanctum spells. He will not pursue the party out of his tower, and therefore all of the DCs for his spells saving throws are adjusted accordingly in his stat blocks.

In addition to any walls and magical protections that he can raise, Telantar's class abilities come in quite well to avoid damage. His *random deflector* ability can be used three times a day as an immediate action, allowing him to cause ranged attacks, ranged touch attacks, and individually targeted spells to random switch to another target until the start of his next turn. When he uses this ability, roll randomly for everyone that is within 20 feet of him, including the party, his allies (include any weasels), the prisoners, and even himself and his familiar. If the attack is one of the three types listed, it will turn from him and strike the randomly determined target instead. Also, his *chaotic mind* class ability makes him immune to any confusion, insanity, or other similar effects and also wards him as if under a *nondetection* spell.

At APLs 14 and 16, Telantar gains several other abilities that he will put to use. He will gain the ability to *wildstrike* once per day. Any obvious caster that is a threat will be affected by this ability, which will give them a 50% chance to have the spell they cast misfire and instead become a random effect as per a *rod of wonder*. Also at these tiers, Telantar will be able to use his *spin fate*

ability to bump the save DC of one spell by one point higher.

Finally, at APL 16, he gains two additional points to use with *spin fate* for a total of three, and he can also utilize these points on any skill check, attack roll, or saving throw that he attempts in addition to boosting the save DC of spells he casts. Also, the *fickle finger of fate* ability can force either friend or enemy to reroll a roll they have just made and then live with the results of the second roll instead of the first. Finally, at this APL, he will utilize his Sudden Extend on the first round of combat to double the duration of his *time stop* spell, giving him 2d4+2 rounds of spellcasting. He will utilize this spell to continue to cast buffs, although the fourth spell he will always cast will be *prismatic wall*, and it will be used to divide the closest party members from those in the back. Make sure that the wall is formed all the way across the hallway, and not just in the doorway as it makes it easier to go around then. After casting *prismatic wall* on the fourth round of his *time stop*, he will continue to buff until the spell's duration passes.

The write-ups of his non-core prestige classes, feats, and spells are available for you in the appendixes.

Kel and the weasels: Kel will do have several things in the combat to do. First off, he will cast his imbued *enlarge person* spell upon Ublick to increase his reach and damage ability, especially if they are advised of the party's approach via the *alarm* spell. Secondly, he will attempt to cast spells upon targets that are separated by Telanar's wall spells to kill or remove them from the fight. Finally, he will cast *wall of force* if needed to separate the party again if Telanar's wall is removed or circumvented, or if the need for healing or rebuffering is needed by his allies.

Finally, Kel will attempt to hide from the party, but if spotted will attempt to run and move about the weasels to remain safe from those who cannot discern his location among them.

Shaterzar: Shaterzar will move forward to strike spellcasters and others that seem susceptible to his sneak attack, and will move for a flank if needed to harm others that he cannot catch flatfooted. His racial abilities are the same as that of a rogue/shadowdancer, giving him sneak attack, evasion/improved evasion, uncanny dodge/improved uncanny dodge, hide in plain sight, and shadow jump. In addition to these abilities, Shaterzar has DR 15/Good and Piercing along with spell resistance. He also has the ability to *detect thoughts*, which can alert him to invisible and hidden foes near him (although it cannot pinpoint their location). Finally, Shaterzar will change his appear to look like a humanoid with his *change self* ability, preferable someone who is trapped and unable to be seen by his allies to cause confusion if

spotted or seen afterwards, although *true seeing* will pierce this facade for what it is.

If alerted to the party's approach, Shaterzar will hide from view, moving to one side of the double doors to prepare to attack the party members once they enter the room and are separated from their companions. If he needs to escape or has the opportunity to reach an isolated spellcaster, he may use his shadow jump ability to do either task.

At APLs 14 and 16, Shaterzar begins to gain occult slayer levels that add to his abilities. With his aura vision, he can know what people have magic about them and those who are spellcasting. It will not reveal the spells exactly, but serves as a useful tool. Through his weapon bond with his primary short sword, he deals an additional 1d6 damage to any he strikes with his main attacks that has the ability to casts spells or use spell-like abilities. Also, if readying to disrupting spellcasting, his vicious strike ability causes double damage to those he strikes with such an attack. Defensively, Shaterzar gains mind over magic, allowing him to ward himself with a spell turning ability similar to the spell once a day. In addition, his magical defense ability grants him a +2 bonus to saving throws against spells and spell-like abilities.

At APL 16, Shaterzar completes all levels in occult slayer. He now can utilize mind over magic twice a day, and his magical defenses bonus increases to +3 for saves against spells and spell-like abilities. In addition, he is warding at all times as if under a *nondetection* spell and his blank thoughts ability makes him immune to mind-affecting effects. In addition, he will poison his two short swords and then use his *dust of disappearance* to give himself an addition +20 bonus to his hide check. Make sure to add this bonus to his hide check if Shaterzar is able to use the dust before combat occurs.

More information on Shaterzar's monster abilities and prestige class are available in the appendixes.

Ublick: Ublick tactics remains the same for all APLs, and thus all the information below is correct for all the combats.

Ublick has two main purposes: keep those who wish to do harm to Telanar away from him and take damage for Telanar if he manages to get strike by a melee attack. Ublick will be enlarged by Kel as soon as the tower's inhabitants are warned of the party's approach, and then will take a place next to Telanar to protect his master. With his spiked chain and reach, he will attack those that approach Telanar hard, and may attempt to trip them if they do not appear strong.

Ublick has several barbarian feats that deserve special note. First, with instantaneous rage, he can rage to get addition hit points, stats, or will save bonuses at any time. Second, his channeled rage ability allows him to rage to add his strength modifier instead of his wisdom

modifier to will saves. Ublick has three rages to use overall with his extra rage feat.

Ublick's tactical soldier abilities give him several key abilities. First, he may create unique flanking angles for himself with his flanker class ability. Second, he may choose to take a 5-foot step after making an attack of opportunity that does not count against his normal movement with the ability of his sidestep feat. Lastly, when Telanar is damaged by a melee attack that is by an opponent that also threatens himself he may choose to take the damage for him three times a day with his interpose class ability, which he will use as soon as it occurs in combat when the conditions are met.

The write-ups of his non-core prestige class and feats, they are available for your examination in the appendixes.

Telanar's Guardian Construct: Telanar has a guardian construct that was gifted to him by the balor, and there are two different constructs that might appear. At APLs 12 & 16, the construct that is guarding Telanar is a runic guardian, and at APL 14 the construct is a shield guardian. Since the abilities of the guardians require them to be close to Telanar, at all APLs the guardian will not be more than 5 feet away from him at all times.

The shield guardian at APL 14 is the one from the Monster Manual, and provides several protections to Telanar. Its guard ability causes anyone taking attacks against Telanar to be -2 to their attack rolls. With the shield other ability, any damage that Telanar takes is halved and the shield guardian takes the other half for him until destroyed. The shield guardian's fast healing will keep it around longer and in case of serious damage it also has a *repair critical damage* spell stored within to cast on itself to repair damage and allow him to absorb more before being destroyed. Regardless, the shield guardian will concentrate its attacks on those nearby attacking Telanar and will not move away to engage someone useless there is no threat to its master's health.

The runic guardian at APLs 12 and 16 is similar to the shield guardian, but is a great improvement over the other. The runic guardian's guard ability grants Telanar a +4 deflection bonus to AC when he is within 5 feet of him – this bonus will need to be added to Telanar's AC when it occurs. Its shield master ability allows it to take 3/4s of the damage that would have affected Telanar when it is within 150 feet of him. The runic guardians DR and fast healing will keep it around longer to better protect Telanar longer from damage he may take. The runic guardian's stunning strike may stun foes nearby and remove them for combat for a short while, and also allow Shaterzar to sneak attack them while stunned. Finally, the runic guardian has 6 spells stored in its body, of which it will utilize three spells if warned about intruders before combat if possible to buff itself with shield and place the two *protection from energy* spells on

Telanar for fire and electricity. It will utilize the *cure serious wounds* on Telanar when ordered and has a *repair serious damage* for itself if needed. Lastly, it can be ordered by Telanar to create a spirit wall to separate the battlefield if needed.

Alchemical Golem: The alchemical golem only appears as a foe at the APL 16 fight, so during lower APLs you will not have to deal with it in the combat.

The alchemical golem plays the role of an additional damage dealer in this fight, starting just to the side of the inner doors to engage whoever enters the workspace. Its melee attacks deal decent damage and also cause extra acid damage with every hit. In addition to its standard melee attacks, it will utilize its breath weapon when able to hit multiple foes with it.

The alchemical golem's dual damage reduction reduces the damage it takes from attacks in melee by a decent amount, giving it staying power. Also, melee attacks that damage the golem by a certain amount of damage cause acid to hit the attacker if next to the golem. With the golem's immunity to most magical effects, it allows it to ignore most magical attacks. Finally, several vats of a special alchemical mixture are in the workspace, allowing it to consume this mixture over two rounds to fully heal it of its wounds. Also, Telanar carries a divine scroll of *poison* that he can cast through his use magical device skill and heal the golem fully with it.

The write-up on the alchemical golem can be found in the appendixes of the adventure.

Telanar and his minions will all fight to the death, although Shaterzar will not hesitate to leave if Telanar and the others are dead and he feels he cannot win. After the combat is over, the party will have one minute to free the prisoners and search the workspace. Once the minute is up, the sounds of alarm will be heard in the distance, signaling that the party's time is up. They should utilize the scroll given to them by the Drinkers, and then make haste. As long as they are attempting to leave, allow them to 'outrun' their pursuit. If they choose to stand and fight, convince them to leave, as a host of demons do reside here and they are not here to make a last stand.

Once they return to Sable Watch, continue onto the next encounter.

Treasure: There is considerable wealth upon the foes present here, and the PCs may lay claim to it should they defeat them.

APL 12: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *headband of intellect +4* (1,333.3 gp), *pearl of power [2nd]* (333.3 gp), *pearl of power [3rd]* (750 gp), *divine scroll: poison* (58.3 gp), *divine scroll: heal* (137.5 gp), *divine scroll: restoration* (66.6 gp), *masterwork short sword* (25.8 gp), *masterwork short sword* (25.8 gp),

mithril chain shirt +2 (425 gp), *mithril buckler* +2 (417.9 gp), *amulet of health* +2 (333.3 gp), *gloves of dexterity* +2 (333.3 gp), *boots of elvenkind* (208.3 gp), *cloak of elvenkind* (208.3 gp), *masterwork spiked chain* (27 gp), *masterwork breastplate* (29.1 gp), *amulet of health* +2 (333.3 gp).

APL 14: L: 0 gp; C: 0 gp; M: *masterwork quarterstaff* (25 gp), *masterwork light crossbow* (27.9 gp), *headband of intellect* +4 (1,333.3 gp), *orange prism ioun stone* (2,500 gp), *pearl of power* [2nd] (333.3 gp), *pearl of power* [3rd] (750 gp), *divine scroll: poison* (58.3 gp), *divine scroll: heal* (137.5 gp), *divine scroll: restoration* (66.6 gp), *masterwork short sword* (25.8 gp), *mithril chain shirt* +2 (425 gp), *mithril buckler* +3 (834.5 gp), *amulet of health* +2 (333.3 gp), *gloves of dexterity* +2 (333.3 gp), *belt of giant strength* +4 (1,333.3 gp), *boots of elvenkind* (208.3 gp), *cloak of elvenkind* (208.3 gp), *masterwork spiked chain* (27 gp), *masterwork breastplate* (29.1 gp), *amulet of health* +2 (333.3 gp).

APL 16: L: 0 gp; C: 0 gp; M: *masterwork quarterstaff* (25 gp), *masterwork light crossbow* (27.9 gp), *headband of intellect* +6 (3,000 gp), *orange prism ioun stone* (2,500 gp), *pearl of power* [2nd] (333.3 gp), *pearl of power* [3rd] (750 gp), *divine scroll: poison* (58.3 gp), *divine scroll: poison* (58.3 gp), *divine scroll: heal* (137.5 gp), *divine scroll: heal* (137.5 gp), *divine scroll: restoration* (66.6 gp), *divine scroll: raise dead* (510.4 gp), *masterwork short sword* (25.8 gp), *masterwork short sword* (25.8 gp), *mithril chain shirt* +3 (841.6 gp), *mithril buckler* +3 (834.5 gp), *amulet of health* +2 (333.3 gp), *gloves of dexterity* +2 (333.3 gp), *belt of giant strength* +4 (1,333.3 gp), *boots of elvenkind* (208.3 gp), *cloak of elvenkind* (208.3 gp), *dust of disappearance* (291.6 gp), *dragon bile poison* (125 gp), *black lotus extract* (291.6), *masterwork spiked chain* (27 gp), *breastplate* +3 (779.1 gp), *amulet of health* +2 (333.3 gp), *gauntlets of ogre strength* +2 (333.3 gp).

Encounter Four: Recovered Knowledge from the Brink of Madness

Fleeing Gibbering Gate, your party has managed to elude those chasing you from that dread citadel and have returned to the solitude of Sable Watch. Both Lythan and Quintin were pleased, if not somewhat surprised, to see that your mission was a success. Lythan provided you with a meal as Quintin escorted Cowyr (and the other rescued prisoners) to a private chamber to attempt to remove the madness in his (their) mind(s).

A short while later, a smiling Quintin returned to you escorting a stoic Cowyr, the rags he once wore in Gibbering Gate replaced with a simple robe. Cleansed of the filth of the citadel, he is actually quite striking, although his eyes are hard and haunted, betraying the ordeal that he has suffered through and will carry with him the rest of his days.

"I understand that you are my saviors, and I thank you greatly for your bravery. Hopefully my knowledge of the activities in the Wastes will be worth the effort, as I cannot offer more of a reward at this time. Perhaps, in the future, I can better repay this great debt I owe you.

"I digress, though, as it may be too late already. You see, to the north, a cleric of the Old One has discovered a long-lost ruin. It's not among the oldest ruins discovered in the Wastes, but appears to be place built with some connection to Heironeous, as the artwork and imagery throughout the tomb was in reference to him. Regardless, I was captured shortly thereafter, though it appeared that the expedition at that time had expended a great amount of effort and had not been able to breach a sealed door that barred enter to the deepest parts of the ruin. It was even rumored that the Boneheart Null himself arrived from Dorakaa upon news of the discovery and was himself unable to overcome the magic that protects the seal and whatever lies beyond.

"Given the excitement of the discovery of this ruin to the expedition leader and the rumor of the interest it generated in Dorakaa, I would say the Old One will not be pleased until whatever is beyond the sealed door is discovered and claimed for his desires, whatever they may be."

Upon the party's return, Quintin will provide healing to those that require it for free, although he cannot afford the more expensive components for any spells that require such (*restoration*, *raise dead*, *resurrection*, etc). Quintin is a 13th level cleric of Pelor, and has access to any clerical spell of 7th level or less. It is safe to assume he will have at least one of every healing spell in memory that does not require an expensive material component, and is also willing to convert other spell to spontaneous healing if necessary. Any spell requiring an expensive component he will need to memorize the next day for casting, and the person or party must pay those costs if they wish for it to be cast.

Cowyr is willing to escort the party to the dig site in the Wastes, but will refuse to approach to close to the area if it means he may be captured again. He is also willing to draw out a map of what the dig site and expedition camp was laid out when he was captured, along with any information of the number of personal

present. As for any changes to this information, he will warn that he was captured several weeks ago and this information may be dated. Regardless, the Old One's forces were rather resolved in gaining entry to the area beyond the sealed door and will still be there if they have not accomplished their goal yet.

Cowyr also observed the following things while at the camp and will share them with the party if asked to:

- Before the tomb was discovered, there was only a small squad of orcs and orogs led by a priest of the Old One. When the first warding door was discovered, not more than an hour later the meager camp was overrun with a legion of Black Death. Shortly after the Greater Boneheart Null teleported into the camp and created a stone tower out of thin air in the middle of the camp.
- A few hours later, the Archmage Null and a small contingent of powerful fiends from the legion went to the tomb and destroyed the first warding door.
- It appears that four individuals, two males and two females, were discovered and captured with the ruin when it was first opened. All of them appeared to be rather confused and disoriented when removed from there.
- It appears they were magical sustained there, but for what purpose your guess is as good as mine. They were escorted back to the encampment by a large demon the likes of which I have never seen before and pray I never do again. It took them into the stone tower of Null and I never located them after that.
- The ruins were filled with décor relating to Heironeous when opened, although most of it was destroyed by the minions of the Old One shortly thereafter. The only décor that survived was on the second warding door, which seemed impervious to both physical and magical assaults upon its surface. I was unable to view or learn what exactly was upon it.
- The Archmage Null and the demons of the Legion of Black Death were in the tomb for over an hour after the second warding door was found. When Null emerged from the tomb, he was unhurt but his clothes were a bit worse for wear as if he had been burned. Many of the smaller demons were missing as well.
- I was discovered and captured when I attempted to leave the camp to report the discovery of the tomb to the Drinkers. A flying fiend with a means to see through my invisibility spotted my escape attempt and sounded an alarm. Within seconds, I had fiends popping in all about me, and I was quickly subdued. After I resisted the attempts of the cleric of Iuz at the camp to magical discern my identity and purpose

there, he sent me to Gibbering Gate to have me spill the secrets I carry to a Breaker for them to learn.

Encounter Five: The Legion of Black Death

From Sable Watch to the Tomb is approximately 380 miles. Parties might use magic such as *fly* or *teleport* to speed up the journey. But in order for their guide to lead them to the Tomb of Lord Aldreth they will have to walk for at least a day through the Wastes. You can modify the boxed text below as appropriate. They will also be able to take advantage of the next few days to cast long term spells, fill spell storing devices, etc.

Leaving Sable Watch with your guide, your party travels through the northern barrens. Days pass as you avoid the roving bands of Iuzian soldiers from Gibbering Gate and the bandits of Grossfort until you enter the land of blasted rock and rolling hills known as the Wastes. Your guide Cowyr says little during the journey other than to point out signs of the enemy and when you should hide. Your first day walking through the Wastes is difficult at best, rough trails scuttled with holes and rocks make footing treacherous and the sun bearing down upon the shade less trails make the journey unpleasant. As you break camp the morning of your second day in the Wastes Cowyr tells you that the camp of the Old One is near, not more than a few hours away.

When the party is ready to move on continue with the boxed text. If any of the characters want to *fly* or *teleport* have Cowyr warn them that there are many creatures in the service to the Old One that patrol the skies around the camp and it might be unwise if you wish to continue undetected.

A few hours have passed since you broke camp, the darkness of the night giving way to the light of the morning sun. As you walk the trail Cowyr seems to be keeping an eye on the skies as much as the trail ahead. Moments pass in silence as you walk, when Cowyr stops and motions swiftly for your group to find cover in the rocks. Moments later large demonic creatures soar overhead in the skies above. The demons circle near your position searching the area for what seems like an eternity before flying off to the south. As soon as the fiends are out of sight Cowyr crawls out from his place among the rocks and creeps up the next rise motioning for you to follow. As you crest the large hill below you spreading out in a small

valley like a black cancer across the ground are hundreds of tents surrounding a large stone tower flying the banners of the of the old one. "It is here that our paths part, at the far end of the valley lies the excavation site. Good luck and may you strike a blow to Old Wicked for us all."

Down below in the valley is a large camp consisting of a battalion of the Legion of Black Death. Vrock and Babau stand watch in the camps around the tower. Priests of Iuz and a large contingent of orc's and orog troops supervise a large encampment of slaves that work the excavation site. The party should understand that to attack the camp would be suicide even with large area of effect spells they would still face a horde of demons plus those that reside in the tower (see final encounter). The tower has been protected vs *scrying* and the occupants will not make their presence known in the camp. If they plan to attack the encampment anyway, Lord Belthraxx will lead the Black Legion's demons against the PCs in a direct confrontation. Use as many demons from the MM as it requires to, repel or kill the players. (Do not use any balors other than Lord Belthraxx).

Trails on the valley floor lead up into the hills to the various guard posts and from the encampment down to the excavation site. The Excavation site is very active slaves with shovels and picks clear rock and cart up the paths to the valley floor where it is disposed of. At the far end of the excavation site the Tomb of Lord Aldreth was uncovered and is under guard by orc's of the Legion. Show the PCs DM Aid # 3 and allow them to come up with a plan to enter the Tomb.

Encounter Six: The Tomb of Lord Aldreth, Champion of Heironeous

Area 1: Guard Post

Cut into the cliff face is a small cave opening; a small stone cut passage leads back into the darkness. Standing in front of the cave mouth are four large orc's in black plate armor. One of the orc's stands next to a large bronze gong.

1. The orcs are alert and watching the slaves work in the excavation site. Using magic the PCs should be able to slip past the orc's without issue.
2. If the orc's are attacked they will attempt to sound the alarm with the Gong and alert the camp.

3. If the party manages to kill the orcs without them alerting the camp their absence will be noticed.
4. If the camp is alerted the orcs will round up the slaves and start herding them to designated areas while they await forces from the base camp to arrive. None of them will follow the PCs into the tomb.

All APLs

Orcs (4): hp 20 each; see *Monster Manual*, pg. 203.

Area 2: Entrance

Entering the cave you walk down a short unlit passage which opens into a stone cut room. The stone in this room is charred and burned. At the far end of the room a pair of stone doors has been reduced to charred rubble by some great physical force revealing a long corridor leading into the darkness beyond.

Searching the room will reveal the following.

1. The doors are covered in glyphs and a large Muriel depicting the god Heironeous knighting a man in shining full plate.
2. If *detect magic* or similar magic is cast the doors still have a powerful residual magic upon them. (abjuration, strong).
3. With a DC 10 Search/Tracking check, large clawed footprints can be discovered burned into the rock of the floor. They approach the door and then stumble backward before moving off into the corridor. (The footprints were made by Lord Belthraxx when he first entered the Tomb and destroyed the first warding door.)

Area 3: The Hall of Statues

Past the double doors is a corridor stretching as far as the eye can see. Every 10 feet there are broken statues in niches on both sides. These statues were once lifelike carvings of worshippers of Heironeous or perhaps the deity himself, set on 5 foot high pedestals. Now they lie broken scattered upon the stone floor. Four small corridors lead off half way down the main passage, two lead north and two lead to the south. At the end of the corridor a large white marble door charred black from fire glows faintly with an eldritch light.

Searching the room can reveal the following information:

1. Some of the statues appear to have been destroyed by a powerful hand or gauntlet that has left the stone blackened.

2. An *alarm* spell (Caster level 20th) has been cast at the halfway point in the corridor. If it is triggered Lord Balthraxx will be informed of intruders in the tomb.
3. There is a quasit familiar hiding in monstrous centipede form in the center of the room near the *alarm* spell. He is hiding in a crack in the southern wall, invisible and has taken 10 on his Hide check making his DC 70 Hide check. If the players can see through invisibility then his Hide check is DC 50. The quasit will not interfere with the PCs and will only attempt to leave to warn his master once the PCs have moved past the door to room 8. If the quasit fears he has been discovered he will not hesitate to trigger the *alarm* spell in the center of the hall which he is hiding near. He will also inform his master of any intruders that enter the area. If he is killed it will also warn his wizard master in the main camp. This action will set up the final encounter with Lord Balthraxx.
4. The footprints of fire continue into the corridor stopping at each of the statues then continuing on to stop at the white marble door. The area around the marble door has been scorched by fire and lightning.

Quasit (1): hp: 20; see *Monster Manual*/pg 46.

Area 4: Tomb of Kira Dandolar

This room was once a luxurious bedchamber, richly outfitted with expensive furniture, tapestries and brightly colored carpets. A large canopied bed at the far end of the room lies in a smoking ruin. A large chest resting at the foot end has been overturned and splintered.

There is nothing of value in Kira's room. She has been taken by the Balor, Lord Balthraxx and serves him under domination.

Area 5: Tomb of Feydra Ashenglade

This luxurious bedchamber once held many fine instruments. Now only ash and metal slag rests in there place. Against the north wall is a large bed, once covered in a spread of rich brocade it has been blackened by fire and torn asunder by clawed hands.

There is nothing of value in Feydra's room she has been taken by the Balor Lord Balthraxx and serves him under domination.

Area 6: Tomb of Xanathol the Red

This room was once decorated with many trophies of war. Weapons racks sit empty against the walls and singed red tapestries hang on the walls of the room. A large bed sits smoldering on the right hand wall of the room.

There is nothing of value in Xanathol's room he has been taken by the Balor Lord Balthraxx and serves him under domination.

Area 7: Tomb of Corben Lightbringer

The rough walls of this room are covered with blue drapes marred by scorch marks. Against the north wall are the remains of a large bed destroyed by fire. Beside it is a small night table, on which rests the burned husk of a heavy leather bound book. A wardrobe stands in the northeast corner its wooden doors blackened by intense heat. Upon eastern wall blackened into the stone is the symbol of Iuz.

There is nothing of value in Corben's room he has been taken by the Balor Lord Balthraxx and serves him under domination.

Area 8: The Warding Door

You stand before a pair of marble double doors that have been scorched by fire. Great clefts from what might be a large sword scar the door in many places. Whatever attacked these doors was unable to break the powerful warding which still glows with a faint eldritch light. Above the doors an ancient text has been scrawled into the stone.

The text is in the Old Oeridian tongue. Anyone reading the text out loud or channeling positive energy into the door will summon the spirit of Lady Ameiva. No magic's the party possesses will allow them to bypass the door unless the spirit of the Lady allows it.

As you read the words above the door a slight shimmering in the air before you alerts you to the fact that you are no longer alone in the hall. As you ready your weapons and spells a translucent form of a beautiful Oeridian woman dressed in the robes of a wizard appears before you. As she looks upon your group she strokes an ancient holy symbol of Heironeous nervously in her hands. (In Old Oeridian) "You do not bare the skull symbol of those that found my husband's tomb. If you are followers of the gods of light present your selves so I may judge if you are worthy, otherwise be gone." As the ghostly

woman awaits your reply she glances behind her a forlorn look upon her face.

What Lady Ameiva is looking for is some sign that the hero's follow Heironeous so that she might allow them passage into the tomb. She is unaware of the fate of her husband and still believes him to be in stasis. If the PCs can produce some item blessed or created by the church of Heironeous or one of them is a divine caster of Heironeous or has the Destiny of Heironeous (*SHLLI-12 Eldritch Wave*), she will allow them passage into the tomb. Also, a player with the "I Have That" campaign card may be able to produce a holy symbol of Heironeous, which would be blessed and able to meet the requirement for entrance. If the PCs must use an item to bypass the barrier it will be consumed by the ward. If the PCs have none of the necessary things to pass, Lady Ameiva will accept an item(s) from each of the party members as a gift to Heironeous. (1000 gp x APL). Once the party has given her reason to let them pass she will tell them a bit of what lies ahead of them before she passes on from this world.

My time is short in your world, heroes, and once the warding is dropped for you it will be exposed to those of the skull symbol as well. What lies below is a great man once blessed of Heironeous and my husband. My husband was a powerful noble of the Great Kingdom and our house was one of the strongest supporters of the church of Heironeous.

It was during the fall of the Great Kingdom that my husband began to show signs that his faith in Heironeous was failing, I however was oblivious to his scheming. With the war threatening our lands I was too involved with my subjects to notice his deceptions. If it was not for the brave actions of my husband's old adventuring company providing me with proof of my husband's conspiracies I would not have been aware of his plan to betray the church to the forces of Hextor.

At first I could not believe that he would turn from Lord Heironeous but the proof was there before my eyes in the dungeons of my own castle. I will not go into details as to what I saw there but it convinced me that my husband had betrayed us. My failing was I knew not why. In an attempt to save my lands and perhaps learn what had befallen my husband his fellows and I plotted against him and created this place to hold him in secret. Our deception worked and my husband was led here under false pretenses by his companions.

Together we took him and his men by surprise. During the battle he called out to Hextor all but crushing my heart. After he was subdued I was able to

place him in temporal status below so that I might learn why he had betrayed us, while his companions attempted to right his wrongs in our lands. Sadly our plans were for not, the damage had been done and less then a month later my lands fell to invaders and my influence and titles taken. I and my companions retreated here in exile. For months we worked against the invaders while I struggled in vain to discover why my husband turned from his god."

As Lady Ameiva tells her tale her form begins to shimmer and slowly starts to fade from view. "It appears there is little time left for my tale. You have shown to me that you are worthy to do what I could not... free my husband. But beware, he was a powerful man and bares a sword of great...." The warding on the door suddenly goes dark and then the Lady is gone.

The warding on the door is now gone and the PCs can open it when they wish.

Area 9: Chapel to Heironeous

Opening the marble double doors you see a large room, which once served as a shrine to Heironeous. The walls are covered in a large continuous bas-relief depicting priests of the Archpaladin performing a rite of purification upon one of their fellow knights. Against the eastern wall is an altar consecrated to the Archpaladin. Placed with care upon the altar are a silver aspergillum, a small silver decanter and an ancient holy symbol of the Archpaladin.

Searching the room can reveal the following information:

1. DC 25 Search check will reveal a 10'x10' area of the floor in the southeast section of the chapel to be a trap door. However the means to open it are not discernable.
2. DC 20 Spot check will reveal that each of the items on the altar appear in the bas relief on the walls.

The party must perform the ceremony depicted in the bas-relief in order for the stone in the eastern floor to retract. Once the ceremony is preformed the stone in the eastern floor will retract with a loud grating of stone on stone revealing a spiral stone staircase leading down into the darkness. Halfway down the staircase are two traps. The first trap set upon the 100th step and the second set on the reverse side of the 120th step. The first trap when set off will cause the stairs to shift into a chute plunging the party down past the second trap which is a *ghoul glyph* trap and into Lady Ameiva's laboratory. One round after the stairs shift to a chute a *grease* spell (caster level

20th, Reflex DC 19) will cover the walls in the stairway causing anyone in contact with the walls, ceiling or floor to make saving throws until the *grease* spell ends or they fall into the room.

APL 12 (EL 4)

Stair/Chute Trap: CR 1; mechanical; stepping on the 100th stair is trigger; manual reset; stairs shift down creating a chute which plunges anyone on the stairs into Area 11 for 2d6 falling damage (Reflex 20 to remain standing.); Search DC 24; Disable Device DC 24.

Heightened Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*heightened ghoul glyph*, 5th-level wizard, DC 14 Fortitude save negates); Search DC 27; Disable Device DC 27.

APL 14 (EL 6)

Stair/Chute Trap: CR 3; mechanical; stepping on the 100th stair is trigger; manual reset; stairs shift down creating a chute which plunges anyone on the stairs into Area 11 for 2d6 falling damage (Reflex 20 to remain standing.); Search DC 29; Disable Device DC 29.

Heightened Ghoul Touch Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*heightened ghoul glyph*, 9th-level wizard, DC 17 Fortitude save negates); Search DC 27; Disable Device DC 27.

APL 16 (EL 6)

Stair/Chute Trap: CR 5; mechanical; stepping on the 100th stair is trigger; manual reset; stairs shift down creating a chute which plunges anyone on the stairs into Area 11 for 2d6 falling damage (Reflex 24 to remain standing.); Search DC 34; Disable Device DC 34.

Heightened Ghoul Touch Trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*heightened ghoul glyph*, 13th-level wizard, DC 20 Fortitude save negates); Search DC 27; Disable Device DC 27.

Area 10: Lady Ameiva's Laboratory

Descending into the room you glimpse a large marble table in the center of the room covered in glass beakers their contents long evaporated. A large bookcase covers the southern wall. As you begin to pick yourselves up a bright flash from the other end of the room draws your attention to two large suits of full plate mail wielding a spiked chains which stand on opposite sides of another set of marble double

doors. The flash of light appears to have come from two thaumatigcal circles surrounding the suits of armor, which suddenly lurch towards you a fiendish red glow emanating from their helms.

Searching the room the pc's can find Lady Ameiva's Spellbook placed in one of the bookshelves (see the AR). Upon the table is her diary. Give the PCs Player Handout #1. There is nothing else of interest in the room, other than the doors that lead to area 11.

Also, at the APL 12 combat, the circles that held the ragewalker can offer a second chance to anyone who failed the save versus its blood frenzy ability. If a character under the effects of a frenzy is moved to within the protective circle that once held the ragewalker, that character is granted a second save against the frenzy. A DC 23 Spellcraft check identifies this property of the circle.

APL 12 (EL 12)

Ragewalker (1): hp 100; see *Appendix Four*.

APL 14 (EL 14)

Ragewalker (1): hp 165; see *Appendix Four*.

APL 16 (EL 16)

Ragewalker (2): hp 165 each; see *Appendix Four*.

Area 11: The Long Walk

Opening the doors from the laboratory, you find yourselves staring into a gigantic cavern, dominated by a long stone bridge crossing a bottomless chasm. The vast expanse of the cavern is brimming with motes of white light, which blink in and out of existence. At the far end of the bridge stands yet another set of warding doors. Their eldritch magic's long since faded.

This is the room that the final combat will start in. Allow the PCs to check the cavern as they will. The chasm is not bottomless it goes down 400 ft to a jagged stone floor. There are no egresses from the room other than the two doorways. The motes of light detect as magic. They are a visual effect of the *hallow* spell that is active in the room. The effect tied to the *hallow* spell is a *dimensional anchor* which affects anyone not of good alignment, along with granting the effects of a *protection from evil* spell to those of good alignment. This spell is focused inside the Lord's tomb on his bier.

Area 12: Lord Aldreth's Prison/Tomb

Walking across the stone bridge you come to another set of marble double doors. Sculpted into the doors are the forms to two angelic beings with swords drawn, their points meeting at the apex of the doors. As you approach the doors they slowly open revealing a large chamber dominated by a small stone ziggurat. At the top of the ziggurat rests a stone bier, upon it a suit of full plate rests. The gauntlets rest upon its chest plate grasping the hilt of an ornate long sword sheathed in a finely jeweled scabbard.

Lord Aldreth's remains reside inside the full plate that rests upon the bier. The *temporal stasis* which kept him alive failed long ago. Locked inside the chamber he slowly died of dehydration, the sword unable to save him. The sword Dalmac is desperate to leave this room as he has been trapped here for far too long. When the party first enters the room he will let them inspect the room and hope someone picks him up. If it appears that the party is not going to pick him up he will speak to one of them. See Judge Aid #3. Let the party role play with the sword until one of them picks it up or when you have determined that they are too wary of the blade to trust it. At this time go to Encounter Seven.

Encounter Seven: Family Reunion or "Moderate Fortification?"

As you stand in the cool air of the tomb your conversation with the weapon Meersalm drawing to a close, a sudden chill in the room makes you shudder. On impulse you turn your attention towards the pair of double doors that leads out onto the bridge. Gazing across the expanse you see that a hellish green light now emanates from the wizard's lab as tendrils of white fog creep out of the door way.

As your hands reach for weapons and spell components, a lone human male garbed in the vestments of a cleric of Iuz steps out of the green light. His passage swirls the mists, which seem to react to his movements with a mind of their own. A pleasant grin appears upon the man's face as he steps out onto the bridge. "Iuz will be most pleased this day. I must thank you for bypassing the warding doors for me; it was an... unexpected bonus. If it wasn't for your inept spy ring and their predictable reliance on certain heroes such as you, I am certain this little trap wouldn't have worked. You and your small bands of do-gooders have plagued the lands of Iuz long..."

Suddenly a massive claw emerges from the eerie green light knocking the wind from the priest and sends him sprawling to the ground. Emerging from the green mists is a nightmarish creature surrounded by a dark aura of power and encased in black plate mail. Thick chains crackling with negative energy run from the creature's armored waist to the necks of four humans - two males and two females - dressed in the tattered vestments of Heironeous. Lurid flames dance over a lightning bolt shaped blade the creature holds in its clawed hand as a long tendril of fire snakes down from the opposite member. "ENOUGH OF YOUR PRATTLE, PRIEST! It is I Lord Balthraxx that has come for the blade, fear not IUZ this day mortals, for your souls belong to me now!" As the priest of Iuz stands the snarl on his face is over come by terror as Lord Balthraxx unfurls his huge bat-like wings as he raises his sword aloft. "Come forth my legions of the Abyss! Recover Dalmac and bring these impudent mortals' souls to your master!" A great howling erupts in the chamber as hordes of demons of all shapes and sizes burst out of the greenish light from behind the mighty Balor Lord.

Tactics: Listed below in individual sections are specifics of the individual tactics and abilities of the combatants, which should be read thoroughly before attempting to run this combat. Lord Balthraxx and Zyrtec are the only two NPCs that have more abilities as the APL goes up, as the others remain the same at the higher APLs.

Lord Balthraxx: For APL 12 and 14 Lord Balthraxx and his prisoners (Kira, Feydra, Xanathol and Corben) will leave the combat on round one. He will win initiative and step back into the green mist and slay all four of them leaving their decapitated bodies in the lab before departing. (Hence the party will still be able to recover their bodies if they defeat the horde of fiends.) The PCs should have their hands full with the rest of the fiends but if they insist on chasing after the balor give them what they want. For APL 16 Lord Balthraxx will stand in the back and direct his minions probing their defenses with his spell-like abilities, wearing the party down before he steps into melee combat. If the party isn't distracted by the horde of fiends and assault him from afar then he will begin his assault if he feels threatened.

Rd 1: Either target a *greater dispel magic* on a front line fighter or hit as many of the party as he can with *firestorm*. **Rd 2:** A *greater dispel magic* on the most obviously magic enhanced party member or *dominate monster* on the fighter who was dispelled the first round.

Rd 3: Look for another suitable target to dispel or hit with *implosion* or *power word: stun*. Lord Balthraxx will continue this strategy until he feels that the PCs have been softened up by his forces and then will close for the

kill. When he closes into melee range give the players a taste of *blasphemy* but do not over use this power to stun lock the party Lord Balthraxx will only use this ability if there are very few demons left in the battle and few to none of the PCs have fallen use your best judgment to really push the party but remember Lord Balthraxx does not wish to die and will attempt to retreat if his forces are destroyed and he believes a victory is impossible. Also remember the four prisoners connected to his armor, they each have 100 hit points and will take half of any damage Lord Balthraxx suffers divided amongst them.

Zyrtec: The priest of Iuz will advance slowly into the battle watching the lesser fiends do most of the dirty work. At APLs 12 and 14 he will continue to buff himself and the demon that he gates in while the lesser fiends attack. Once he is fully buffed he will wade into combat with mace and spell. At APL 16, Zyrtec holds a more important position and will stay to the back while assisting with his long range spells while buffing. His job is to counter any high level magic the party might cast via his *miracle* spell and as the mortal whom the glabrezu will grant his wish too. **Rd 1:** Zyrtec wishes for a prismatic wall to be placed in a position to separate the party. For effect don't tell the characters what he did just have the glabrezu say: "GRANTED!" on its round, they will know soon enough. **Rd 2 & 3:** Flame strike a group of PCs or try to cut off some with a *blade barrier*.

Demons: At all APLs, the rest of the demons have had two rounds to place defensive spell-like abilities on themselves. The lesser demons will move as fast as possible to close the distance to the PCs and engage them with claw and fang, while the more powerful creatures will advance with single moves harrying the PCs with their spell like abilities.

APL 12 (EL 16)

Note: The glabrezu is the result of a *gate* spell and does not count towards the APL. All demons have the following spells cast on them 2 rounds before the combat begins: *mass bull's strength* (caster level 13th), *mass bear's endurance* (caster level 13th). Also remember, due to the *hallow* spell and the *dimensional lock*, extra-dimensional travel will not work for evil creatures in Area 11 and 12, along with the benefits of a *protection from evil* spell to those characters of good alignment in the area.

Zyrtec Priest of Iuz, Male Clr13: hp: 104; see APL 12.

Glabrezu (1): hp: 174 (198); see *Monster Manual* pg 43.

Vrock (3): hp 115 (135) each; see *Monster Manual* pg 48.

Babau (3): hp 66 (80) each; see *Monster Manual* pg 40.

Jovoc (6): hp 58 (70) each; see APL 12.

APL 14 (EL 18)

Note: The marilith is the result of a *gate* spell and does not count towards the APL. All demons have the following spells cast on them 2 rounds before the combat begins: *mass bull's strength* (caster level 15th), *mass bear's endurance* (caster level 15th), *unholy aura* (caster level 16th). Also remember, due to the *hallow* spell and the *dimensional lock*, extra-dimensional travel will not work for evil creatures in Area 11 and 12, along with the benefits of a *protection from evil* spell to those characters of good alignment in the area.

Zyrtec Priest of Iuz, Male Clr15: hp: 104; see APL 14.

Marilith (1): hp 216 (250); see *Monster Manual* pg 44.

Glabrezu (1): hp: 174 (198); see *Monster Manual* pg 43.

Vrock (4): hp 115 (135) each; see *Monster Manual* pg 48.

Babau (4): hp 66 (80) each; see *Monster Manual* pg 40.

Jovoc (6): hp 58 (70) each; see APL 14.

APL 16 (EL 20)

Note: Lord Belthraxx is the result of a *gate* spell that has been cast by Zyrtec earlier that day and does not count against the APL of this fight. For tables that were closer to an APL 18 table after doing table calculations at the beginning of the adventure, or tables that have proven themselves more difficult to challenge, Lord Belthraxx summons another balor, Baron Drethol, 2 rounds before the fight begins to deal with more dangerous foes. All demons (except the 4 babaus) have the following spells cast on them 2 rounds before the combat begins: *mass bull's strength* (caster level 17th), *mass bear's endurance* (caster level 17th), *unholy aura* (caster level 20th). Also remember, due to the *hallow* spell and the *dimensional lock*, extra-dimensional travel will not work for evil creatures in Area 11 and 12, along with the benefits of a *protection from evil* spell to those characters of good alignment in the area.

Lord Belthraxx, Balor: hp 290 (350); see APL 16.

(APLs 17-18 only) Baron Drethol, Balor: hp: 290 (330); see *MM* pg 40. (See guidelines above.)

Zyrtec Priest of Iuz, Male Clr17: hp: 104; see APL 16.

Nalfeshnee (1): hp 175 (203); see *MM* pg 45.

Glabrezu (1): hp: 174 (198); see *MM* pg 43.

Hezrou (2): hp 138 (158) each; see *MM* pg 44.

Vrock (6): hp 115 (135) each; see *MM* pg 48.

Babau (4): hp 66 each; see *MM* pg 40.

Jovoc (6): hp 58 (70) each; see APL 16.

Treasure: There is only wealth upon the cleric of Iuz present here, and the PCs may lay claim to it should they defeat him and have time to grab his body or strip him of

valuables. Also, the spellbooks in Lady Ameiva's laboratory are worth a lot in value to the party.

APL 12: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *morningstar +1* (192.3 gp), *periapt of wisdom +4* (1,333.3 gp), *mithril full plate of speed* (2,208.3 gp), *Lady Ameiva's spellbook, volume one* (833.3 gp), *Lady Ameiva's spellbook, volume two* (833.3 gp).

APL 14: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *morningstar +1* (192.3 gp), *periapt of wisdom +6* (3,000 gp), *mithril full plate of speed* (2,208.3 gp), *Lady Ameiva's spellbook, volume one* (833.3 gp), *Lady Ameiva's spellbook, volume two* (833.3 gp).

APL 16: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *morningstar +1* (192.3 gp), *periapt of wisdom +6* (3,000 gp), *mithril full plate of speed* (2,208.3 gp), *Lady Ameiva's spellbook, volume one* (833.3 gp), *Lady Ameiva's spellbook, volume two* (833.3 gp).

Epilogue: The End...

If the PCs can manage to get outside they will see that the entire Battalion of the Black Legion mobilizing and beginning to marching across the valley floor towards the excavation site. Allow any reasonable plan to let the party escape.

If the party fails to leave, give them a second warning. If they still wish to stand and fight, they are lost in the waves of Black Legion, and are removed from play permanently.

Conclusion: Success

Leaving the ruins, you see the camp is now a flurry of activity, and spot a few sentries pointing towards your area. Moving swiftly, you begin a successful retreat from the area, the means you choose successful in dodging the pursuit that surely attempted to follow you. After making sure you were not followed from the excavation site, you turn south and begin to trek out of the Wastes.

You eventually make your way back to Sable Watch, and are greeted by none other the Shade there, along with Quintin, Lythan, and Cowyr. You all retire into the Temple of Pelor, where a simple meal is provided for you, along with a fine wine brought by the Shade, as you describe the events that occurred in the Wastes. She offers her apologies to the trap that the party had been brought to through the actions requested of her, although she is also quick to remind all of you that the acts that are done against someone as powerful as the Old One will eventually catch up to those who gain his ire, either through their individual actions on their part or at the request of

others, and he is that will attempt to seek revenge against those who become thorns in his side. After completing the meal and your story to them, the agents of the Drinkers take their leave, disappearing into the night.

You ponder the words of the Shade, and wonder if your escape from the planned vengeance of the Old One is a blessing or a curse, as you have now given him yet another reason to remember you.

If one of the PCs possesses Dalmac, they find that several days later, the sword is gone. Dalmac has no desire to stay within the hands of the PCs; rather, it has *teleported* away to be found by someone with ideals more to his liking...

The End

Conclusion: Failure

The end came swift and painfully. The agents of Iuz that assaulted your group were too much, and have managed to strike your party down into endless blackness. Without any survivors there is little hope of your body being recovered from the minions of the Old One.

If the players are defeated any bodies not recovered will be taken to Dorakaa to be presented before Iuz himself and then destroyed. If the PCs have no favors to recover the bodies, then their characters are removed from play permanently.

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 Three

Rescue Cowyr from Telanar's Tower.

APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter Six

Successful defeat guardians in the tomb's laboratory.

APL12 360 xp

APL14 420 xp

APL16 480 xp

Encounter Seven

Escape or defeat the demons in tomb.

APL12 480 xp

APL14 540 xp

APL16 600 xp

Story Award

Objective(s) met: Party escapes Iuz's trap.

APL12 115 xp

APL14 160 xp

APL16 205 xp

Discretionary roleplaying award

APL12 200 xp

APL14 200 xp

APL16 200 xp

Total possible experience:

APL12 1,575 xp

APL14 1,800 xp

APL16 2,025 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

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

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

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

Encounter Three: Telenar's Tower

APL 12: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *headband of intellect +4* (1,333.3 gp), *pearl of power [2nd]* (333.3 gp), *pearl of power [3rd]* (750 gp), *divine scroll: poison* (58.3 gp), *divine scroll: heal* (137.5 gp), *divine scroll: restoration* (66.6 gp), *masterwork short sword* (25.8 gp), *masterwork short sword* (25.8 gp), *mithril chain shirt +2* (425 gp), *mithril buckler +2* (417.9 gp), *amulet of health +2* (333.3 gp), *gloves of dexterity +2* (333.3 gp), *boots of elvenkind* (208.3 gp), *cloak of elvenkind* (208.3 gp), *masterwork spiked chain* (27 gp), *masterwork breastplate* (29.1 gp), *amulet of health +2* (333.3 gp).

APL 14: L: 0 gp; C: 0 gp; M: *masterwork quarterstaff* (25 gp), *masterwork light crossbow* (27.9 gp), *headband of intellect +4* (1,333.3 gp), *orange prism ioun stone* (2,500 gp), *pearl of power [2nd]* (333.3 gp), *pearl of power [3rd]* (750 gp), *pearl of power [3rd]* (750 gp), *divine scroll: poison* (58.3 gp), *divine scroll: heal* (137.5 gp), *divine scroll: restoration* (66.6 gp), *masterwork short sword* (25.8 gp), *masterwork short sword* (25.8 gp), *mithril chain shirt +2* (425 gp), *mithril buckler +3* (834.5 gp), *amulet of health +2* (333.3 gp), *gloves of dexterity +2* (333.3 gp), *belt of giant strength +4* (1,333.3 gp), *boots of elvenkind* (208.3 gp), *cloak of elvenkind* (208.3 gp), *masterwork spiked chain* (27 gp), *masterwork breastplate* (29.1 gp), *amulet of health +2* (333.3 gp).

APL 16: L: 0 gp; C: 0 gp; M: *masterwork quarterstaff* (25 gp), *masterwork light crossbow* (27.9 gp), *headband of intellect +6* (3,000 gp), *orange prism ioun stone* (2,500 gp), *pearl of power [2nd]* (333.3 gp), *pearl of power [3rd]* (750 gp), *pearl of power [3rd]* (750 gp), *divine scroll: poison* (58.3 gp), *divine scroll: poison* (58.3 gp), *divine scroll: heal* (137.5 gp), *divine scroll: heal* (137.5 gp),

divine scroll: restoration (66.6 gp), *divine scroll: raise dead* (510.4 gp), *masterwork short sword* (25.8 gp), *masterwork short sword* (25.8 gp), *mithril chain shirt +3* (841.6 gp), *mithril buckler +3* (834.5 gp), *amulet of health +2* (333.3 gp), *gloves of dexterity +2* (333.3 gp), *belt of giant strength +4* (1,333.3 gp), *boots of elvenkind* (208.3 gp), *cloak of elvenkind* (208.3 gp), *dust of disappearance* (291.6 gp), *dragon bile poison* (125 gp), *black lotus extract* (291.6), *masterwork spiked chain* (27 gp), *breastplate +3* (779.1 gp), *amulet of health +2* (333.3 gp), *gauntlets of ogre strength +2* (333.3 gp).

Encounter Six: The Tomb of Lord Aldreth, Champion of Heironeous

APL 12: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *morningstar +1* (192.3 gp), *periapt of wisdom +4* (1,333.3 gp), *mithril full plate of speed* (2,208.3 gp), *Lady Ameiva's spellbook, volume one* (833.3 gp), *Lady Ameiva's spellbook, volume two* (833.3 gp).

APL 14: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *morningstar +1* (192.3 gp), *periapt of wisdom +6* (3,000 gp), *mithril full plate of speed* (2,208.3 gp), *Lady Ameiva's spellbook, volume one* (833.3 gp), *Lady Ameiva's spellbook, volume two* (833.3 gp).

APL 16: L: 0 gp; C: 0 gp; M: *masterwork light crossbow* (27.9 gp), *morningstar +1* (192.3 gp), *periapt of wisdom +6* (3,000 gp), *mithril full plate of speed* (2,208.3 gp), *Lady Ameiva's spellbook, volume one* (833.3 gp), *Lady Ameiva's spellbook, volume two* (833.3 gp).

Total Possible Treasure

APL 12: L: 0 gp; C: 0 gp; M: 10,502.4 gp - Total: 10,502.4 gp

APL 14: L: 0 gp; C: 0 gp; M: 17,402.3 gp - Total: 17,402.3 gp

APL 16: L: 0 gp; C: 0 gp; M: 21,775 gp - Total: 21,775 gp

Special

Favor of the Drinkers, Cowyr's Appreciation: For completing their mission and rescuing their agent from the prison of Gibbering Gate and curing him of his madness, Cowyr and the Drinkers wish to reward you in some way in the future.

Thanks of an Elven Ranger: For rescuing him from the prison of Gibbering Gate and curing him of his madness, an elven ranger from Highfolk has promised to reward you in the future. During any future event set in an Iuz metaregional, you may purchase one of the following items from him: *bracers of dawn (CW)*, *cloak of thorns (MH)*, *collar of command (MH)*, *quiver of Ehlonna*.

Thanks of a Cleric of Mayaheine: For rescuing her from the prison of Gibbering Gate and curing her of her madness, a human cleric of Mayaheine from the Shield Lands has promised to reward you in the future. During any future event set in an Iuz metaregional, you may add any of the following enhancements onto a single weapon, armor, or shield: *animated*, *disarming (CW)*, *exit wound (CW)*, *fortification (any)*, *ghost touch*. You must pay the upgrade cost as normal.

Favor of the Church of Heironeous: For recovering the body's Lord Aldreth and his companions, the Church of Heironeous grants you a free *resurrection* the next time you die.

Curse of Lord Belthraxx: You have been slain by a decapitating blow from the cursed blade of the Balor, Lord Belthraxx. If you have been brought back to life, you find that a jagged scar encircles your neck where the abyssal lord's blade struck them down. This scar glows faintly with a fiendish red light. This lightning bolt-shaped scar identifies you as a very dangerous individual to any demon that comes across you. Demons target you over any other, and attempt to take your body back to the Abyss to garner favor with Lord Balthraxx. The scar can be hidden from normal sight, but any demon can sense the presence of the wound if they are within 30 ft. In addition, any time you are struck by a critical hit, you're dazed on your next turn, as the curse sends you a mental flashback of their death at the hands of Lord Belthraxx. During the flashback, you appear terror-struck; the red glow from the jagged scar suddenly deepens as blood seeps from the wound. There is no known way to remove this curse at this time.

Lady Ameiva's Spellbook, Volume One: 1st-[Alarm, Comprehend Languages, Friendly Face, Mage Armor, Magic Missile, Mount, Protection from Evil, Shield, Unseen Servant]; 2nd-[Curse of Impending Blades, Detect Thoughts, False Life, Owl's Wisdom]; 3rd-[Claraudience/Clairvoyance, Discern Shapechanger, Illusionary Script, Lesser Telepathic Bond, Nondetection, Phantom Guardians]; 4th-[Detect Scrying, Lesser Geas, Locate Object, Scrying]; 5th-[Break Enchantment, Dominate Person, Leomond's Secret Chest], Rary's Telepathic Bond, Sending]; 6th-[Geas/Quest, Probe Thoughts, Transfix, True Seeing]. (100 pages used; Value 10,000 gp)

Lady Ameiva's Spellbook, Volume Two: 4th-[Remove Curse]; 7th-[Drawmij's Instant Summons, Greater Scrying, Greater Teleport, Vision]; 8th-[Dimensional Lock, Discern Location, Mind Blank, Temporal Stasis]; 9th-[Foresight,

Moment of Prescience, Teleportation Circle, Wish]. (100 pages used; Value 10,000 gp)

Items for the Adventure Record

APL 12:

- *Boots of elvenkind* (Adventure, DMG)
- *Cloak of elvenkind* (Adventure, DMG)
- *Headband of intellect +4* (Adventure, DMG)
- *Pearl of power, 2nd level spell* (Adventure, DMG)
- *Pearl of power, 3rd level spell* (Adventure, DMG)
- Lady Ameiva's Spellbook, Volume One (Adventure, see Spellbook Adventure Record)
- Lady Ameiva's Spellbook, Volume Two (Adventure, see Spellbook Adventure Record)
- *+2 mithral buckler* (Adventure, DMG)
- *+2 mithral shirt* (Adventure, DMG)
- *Scroll of heal* (Adventure, DMG)
- *Scroll of restoration* (Adventure, DMG)
- *Mithral full plate of speed* (Adventure, DMG)
- *Periapt of Wisdom +4* (Adventure, DMG)

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

- *Belt of giant strength +4* (Adventure, DMG)
- *+3 mithral buckler* (Adventure, DMG)
- *Orange prism ioun stone* (Adventure, DMG)
- *Periapt of Wisdom +6* (Adventure, DMG)

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

- *+3 breastplate* (Adventure, DMG)
- *Dust of disappearance* (Adventure, DMG)
- Dragon bile poison (Adventure, limit 1, DMG)
- *Headband of intellect +6* (Adventure, DMG)
- *+3 mithral shirt* (Adventure, DMG)
- *Scroll of raise dead* (Adventure, limit 1, DMG)

Appendix One – APL 12

Encounter Three

Telantar, Breaker of Gibbering Gate: Male Human Wiz5/Wild Mage 8; CR 13; Medium Humanoid; HD 13d4+39; hp 78 (94 w/ *false life*); Init +2; Spd 30 ft.; AC 18 [20 vs good] (touch 12 [14 vs good], flat-footed 16 [18 vs good]) [+2 Dex, +6 *greater mage armor* (+2 deflection vs good)]; BAB +6; Grp +5; Atk +5 melee (1d6-1 [x2], quarterstaff) or +8 ranged (1d8 [19-20/x2], light crossbow); Full Att +5/+0 melee (1d6-1 [x2], quarterstaff); SA Spells; SQ Wild Magic, Random Deflector (3/day), Student of Chaos, Chaotic Mind; AL CE; SV Fort +6 (+8 vs good), Ref +11 (+13 vs good), Will +5 (+7 vs good); Str 8, Dex 14, Con 16, Int 25, Wis 8, Cha 16.

Skills and Feats: Bluff +5, Concentration +19, Decipher Script +22, Intimidation +17, Knowledge (Arcana) +17, Knowledge (Nature) +11, Knowledge (Planes) +17, Knowledge (Religion) +14, Listen -1, Profession (Gambler) +4, Search +7, Spellcraft +25, Spot -1, Use Magic Device +21; Greater Spell Focus (Transmutation), Leadership, Magical Aptitude, Sanctum Spell, Spell Focus (Transmutation), Sudden Extend, Sudden Maximize.

Magic in Effect: *false life* (10+1d6), *greater mage armor* (10+1d6).

Wild Magic (Ex): With Telantar's caster level when casting a spell is equal to 10 plus 1d6.

Possessions: Robes, spellbook, quarterstaff, masterwork light crossbow, 20 bolts, *Headband of Intellect* +4, *Pearl of Power* [2nd], *Pearl of Power* [3rd], *Divine Scroll of Poison*, *Divine Scroll of Heal*, *Divine Scroll of Restoration*.

Spells Prepared (4/6/6/6/5/4/3/2; base DC = 18 + spell level; Transmutation DC = 20 + spell level): 0—[*detect magic*, *mending*, *read magic*, *touch of fatigue*]; 1st—[~~*alarm*~~, ~~*enlarge person*~~, *grease*, ~~*mage armor*~~, *ray of enfeeblement*, *shield*]; 2nd—[*bear's endurance*, *cat's grace*, ~~*false life*~~, *glitterdust*, *mirror image*, ~~*sign of sealing*~~]; 3rd—[*displacement*, ~~*enhance familiar*~~, *fly*, ~~*greater mage armor*~~, ~~*greater magic weapon*~~, *slow*]; 4th—[*defenestrating sphere*, ~~*fortify familiar*~~, *stoneskin*, ~~*unluck*~~, ~~*wrack*~~]; 5th—[*arc of lightning*, ~~*baleful polymorph*~~, *wall of force* (-2)]; 6th—[*disintegrate*, *flesh to stone*, ~~*imbue familiar with spell ability*~~]; 7th—[*forcecage*, *Otiluke's greater dispelling screen*].

* All of Telantar's spells are memorized as Sanctum Spells, which has already been calculated into the spell DCs.

Kel, Telantar's Weasel Familiar: Tiny Magical Beast; HD 13; hp 39 (65 w/ *fortify familiar* spell & *false life*); Init +2; Spd 20 ft., climb 20 ft.; AC 25 (touch 16, flat-footed 21) [+2 size, +2 Dex, +3 natural, +4 *mage armor*, +2 natural armor enhancement from *fortify familiar*, +2 dodge from *enhance familiar*]; BAB +6 [+8 w/ *enhance familiar*]; Grp -4; Atk +12 melee (1d4-3 [x2], bite); Face/Reach 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL CE; SV Fort +3 (+5 vs good), Ref +9 (+11 vs good), Will +7 (+9 vs good); Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3; Weapon Finesse.

Magic in Effect: *mage armor* (10+1d6), *enhance familiar* (10+1d6), *false life* (10+1d6), *fortify familiar* (10+1d6), *imbue familiar with spell ability* (10+1d6).

Spells Imbued: *baleful polymorph* (caster level 10+1d6, DC 25), *enlarge person* (caster level 10+1d6), *unluck* (caster level 10+1d6, DC 22), *wall of force* (caster level 10+1d6), *wrack* (caster level 10+1d6, DC 22).

Shaterzar, Telantar's Henchman: Naztharune Rakshasa; CR 11; Medium Outsider (Native); HD 11d8+55; hp 104; Init +6; Spd 40 ft.; AC 31 [33 vs good] (touch 16 [18 vs good], flat-footed 31 [33 vs good]) [+6 Dex, +5 natural, +7 mithril chain, +3 buckler (+2 deflection vs good)]; BAB +11; Grp +13; Atk +21 melee (1d6+6 [19-20/x2], shortsword); Full Att +21/+16/+11 melee (1d6+6 [19-20/x2], shortsword) and +21 melee (1d6+5 [19-20/x2], shortsword); SA Detect Thoughts, Sneak Attack +6d6; SQ Change Shape, DR 15/Good & Piercing, Darkvision 60', Evasion, Hide in Plain Sight, Improved Evasion, Improved Uncanny Dodge, Outsider Traits, Shadow Jump, SR 21, Uncanny Dodge; AL LE; SV Fort +11 (+13 vs good), Ref +12 (+14 vs good), Will +7 (+9 vs good); Str 14, Dex 22, Con 20, Int 15, Wis 11, Cha 15.

Skills and Feats: Bluff +20, Diplomacy +4, Disguise +20, Escape Artist +20, Hide +25, Intimidate +4, Jump +8, Listen +14, Move Silently +25, Search +16, Spot +14, Tumble +21, Use Rope +5; Improved Buckler Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword).

Magic in Effect: *greater magic weapon* (10+1d6), *greater magic weapon* (10+1d6).

Possessions: Masterwork Shortswords (2), +2 Mithril Chain Shirt, +2 Mithril Buckler, Amulet of Health +2, Gloves of Dexterity +2, Boots of Elvenkind, Cloak of Elvenkind.

Ublick, Telanar's Elite Guardian: Half-Orc Barbarian2/Fighter4/Tactical Soldier 3; CR 9; Medium Humanoid; HD 2d12+4d10+3d10+36; hp 97; Init +7; Spd 30 ft.; AC 18 [20 vs good] (touch 13 [15 vs good], flat-footed 18 [20 vs good]) [+3 Dex, +5 MW breastplate (+2 deflection vs good)]; BAB +9; Grp +16; Atk +17 melee (2d4+10 [19-20/x2], spiked chain); Full Att +17/+12 melee (2d4+10 [19-20/x2], spiked chain); SA Flanker, Rage 3/day; SQ Fast Movement, Interpose (3/day), Sidestep, Uncanny Dodge; AL CE; SV Fort +13 (+15 vs good), Ref +5 (+7 vs good), Will +0 (+2 vs good); Str 24, Dex 16, Con 18, Int 10, Wis 6, Cha 8.

Skills and Feats: Sense Motive +0, Spot +12; Channeled Rage, Cleave, Combat Reflexes, Extra Rage, Improved Initiative, Instantaneous Rage, Power Attack, Sidestep.

Possessions: Masterwork Spiked Chain, MW Breastplate, Amulet of Health +2.

Runic Guardian: CR 10; Large Construct; HD 17d10+30; hp 123; Init +1; Spd 30 ft.; AC 28 [30 vs good] (touch 10 [12 vs good], flat-footed 27 [29 vs good]) [-1 size, +1 Dex, +18 natural (+2 deflection vs good)]; BAB +11; Grp +22; Face/Reach 10 ft./10 ft.; Atk +18 melee (2d8+7 [x2] plus stunning strike, slam); Full Att +18 melee (2d8+7 [x2] plus stunning strike, slam) and +18 melee (2d8+7 [x2] plus stunning strike, slam); SA Runic Spells, Stunning Strike; SQ Construct Traits, DR 10/adamantine, Fast Healing 10, Find Master, Guard, Shield Master, Teleport without Error; AL N; SV Fort +5 (+7 vs good), Ref +6 (+8 vs good), Will +5 (+7 vs good); Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

Runic Spells (Sp): The runic guardian can hold up to six spells. On this guardian the spells stored are (caster level 16):

Head:	<i>Shield</i>
Left Arm:	<i>Repair Serious Wounds</i>
Right Arm:	<i>Cure Serious Wounds</i>
Left Leg:	<i>Protection from Elements</i>
Right Leg:	<i>Protection from Elements</i>
Torso:	<i>Spirit Wall</i>

Encounter Seven, Area 12

Zyrtec, Priest of Iuz: Male Human Clr 13; CR 13; Medium Humanoid; HD 13d8+26; hp 97 (123 w/ *bear's endurance*); Init +1; Spd 30 ft.; AC 23 [27 with *magic vestments*] (touch 11, flat-footed 22) [+1 Dex, +9 Armor, +3 shield (+4 AC *magic vestments*)]; BAB +9; Grp +11; Atk +14 melee (1d8+5 [x2], morningstar) or +10 ranged (1d8 [19-20/x2], light crossbow); Full Att +14/+9 melee (1d8+5 [x2], morningstar); SA Spells; SQ

Turning; AL CE; SV Fort +10, Ref +5, Will +16; Str 14, Dex 12, Con 14, Int 10, Wis 25, Cha 12.

Skills and Feats: Bluff +5, Concentration +18, Knowledge (Arcana) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Listen +8, Search +0, Spellcraft +16, Spot +8; Chain Spell, Greater Spell Focus (Necromancy), Power attack, Quicken Spell, Spell Focus (Necromancy), Spell Penetration.

Magic in Effect: *air walk* (13th), *death ward* (13th), *freedom of movement* (13th), *greater magic weapon* (13th), *invisibility purge* (13th), *magic vestment* x2 (13th), *spell resistance* (13th).

Possessions: Holy symbol, Robes, +1 Mithril Full Plate of Speed, +1 Large Steel Shield, +1 Morningstar, masterwork light crossbow, 20 bolts, *Periapt of Wisdom* +4, *Divine Scroll of Gate*.

Spells Prepared (6/7/7/6/5/4/3/2; base DC = 17 + spell level; Necromancy DC = 19 + spell level): 0—[*detect magic* x2, *light*, *mending*, *read magic*, *resistance*]; 1st—[*bane*, *bless*, *cure light wounds*, *doom*, *obscuring mist*, *protection from good**, *sanctuary*, *shield of faith*,]; 2nd—[*bear's endurance*, *bull's strength*, *calm emotions*, *cure moderate wounds*, *invisibility**, *silence*, *sound burst* x2,]; 3rd—[*blindness/deafness*, *cure serious wounds*, *invisibility purge*, *magic circle vs good**, *magic vestments* x2, *searing light*]; 4th—[*air walk*, *confusion**, *death ward*, *divine power*, *freedom of movement*, *greater magic weapon*]; 5th—[*dispel good**, *quicken divine favor*, *quicken shield of faith*, *righteous might*, *spell resistance*]; 6th—[*heal*, *mass bear's endurance*, *mass bull's strength*, *mislead**]; 7th—[*blasphemy**, *planar ally*].

*Domain spell. **Domains:** [Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)].

Appendix Two – APL 14

* All of Telanar's spells are memorized as Sanctum Spells, which has already been calculated into the spell DCs.

Encounter Three

Telanar, Breaker of Gibbering Gate: Male Human Wiz5/Wild Mage 10/Fatespinner 1; CR 16; Medium Humanoid; HD 16d4+48; hp 96 (112 w/ *false life*); Init +2; Spd 30 ft.; AC 18 [20 vs good] (touch 12 [14 vs good], flat-footed 16 [18 vs good]) [+2 Dex, +6 *greater mage armor* (+2 deflection vs good)]; BAB +7; Grp +6; Atk +7 melee (1d6-1 [x2], quarterstaff) or +9 ranged (1d8 [19-20/x2], light crossbow); Full Att +6/+1 melee (1d6-1 [x2], quarterstaff); SA Spells, Reckless Dweomer, Wildstrike (1/day); SQ Wild Magic, Random Deflector (3/day), Student of Chaos, Chaotic Mind, Spin Fate (1 points/day); AL CE; SV Fort +7 (+9 vs good), Ref +12 (+14 vs good), Will +8 (+10 vs good); Str 8, Dex 14, Con 16, Int 26, Wis 8, Cha 16.

Skills and Feats: Bluff +5, Concentration +22, Decipher Script +22, Intimidate +21, Knowledge (Arcana) +18, Knowledge (Nature) +12, Knowledge (Planes) +18, Knowledge (Religion) +18, Listen -1, Profession (Gambler) +4, Search +8, Spellcraft +31, Spot -1, Tumble +4, Use Magic Device +23; Greater Spell Focus (Transmutation), Leadership, Magical Aptitude, Sanctum Spell, Spell Focus (Transmutation), Spell Penetration, Sudden Extend, Sudden Maximize.

Magic in Effect: *false life* (14+1d6), *greater mage armor* (14+1d6).

Wild Magic (Ex): With Telanar's ioun stone, his caster level when casting a spell is equal to 14 plus 1d6.

Possessions: Robes, spellbook, masterwork quarterstaff, masterwork light crossbow, 20 bolts, *Headband of Intellect* +4, *Orange Prism Ioun Stone*, *Pearl of Power* [2nd], *Pearl of Power* [3rd] (2), *Divine Scroll of Poison*, *Divine Scroll of Heal*, *Divine Scroll of Restoration*.

Spells Prepared (4/6/6/6/6/5/4/4/3; base DC = 19 + spell level; Transmutation DC = 21 + spell level): 0—[*detect magic*, *mending*, *read magic*, *touch of fatigue*]; 1st—[~~*alarm*~~, ~~*enlarge person*~~, ~~*grease*~~, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*]; 2nd—[*alter self*, *bear's endurance*, *cat's grace*, ~~*false life*~~, *glitterdust*, *mirror image*]; 3rd—[*displacement*, ~~*enhance familiar*~~, *fly*, ~~*greater mage armor*~~, ~~*greater magic weapon*~~, *slow*]; 4th—[*defenestrating sphere*, ~~*fortify familiar*~~, *greater invisibility*, *stoneskin*, ~~*unluck*~~, ~~*wrack*~~]; 5th—[~~*bane*~~, ~~*ful*~~, ~~*polymorph*~~, *improved blink*, *reciprocal gyre*, *wall of force* (2)]; 6th—[*disintegrate*, ~~*greater sign of sealing*~~, ~~*imbue familiar with spell ability*~~, *true seeing*]; 7th—[*forcecage*, *greater arcane sight*, *Otiluke's greater dispelling screen*, *spell turning*]; 8th—[*flensing*, *prismatic wall*, *protection from spells*].

Kel, Telanar's Weasel Familiar: Tiny Magical Beast; HD 16; hp 48 (74 w/ *fortify familiar* spell & *false life*); Init +2; Spd 20 ft., climb 20 ft.; AC 25 (touch 16, flat-footed 21) [+2 size, +2 Dex, +3 natural, +4 *mage armor*, +2 natural armor enhancement from *fortify familiar*, +2 dodge from *enhance familiar*]; BAB +6 [+8 w/ *enhance familiar*]; Grp -4; Atk +12 melee (1d4-3 [x2], bite); Face/Reach 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL CE; SV Fort +4 (+6 vs good), Ref +10 (+12 vs good), Will +8 (+10 vs good); Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3; Weapon Finesse.

Magic in Effect: *mage armor* (14+1d6), *enhance familiar* (14+1d6), *false life* (14+1d6), *fortify familiar* (14+1d6), *imbue familiar with spell ability* (14+1d6).

Spells Imbued: *bane* (caster level 14+1d6, DC 26), *enlarge person* (caster level 14+1d6), *grease* (caster level 14+1d6, DC 20), *unluck* (caster level 14+1d6, DC 23), *wall of force* (caster level 14+1d6), *wrack* (caster level 14+1d6, DC 23).

Shaterzar, Telanar's Henchman: Naztharune Rakshasa Occult Slayer 3; CR 14; Medium Outsider (Native); HD 11d8+3d8+70; hp 134; Init +10; Spd 40 ft.; AC 31 [33 vs good] (touch 16 [18 vs good], flat-footed 31 [33 vs good]) [+6 Dex, +5 natural, +6 mithril chain, +4 buckler (+2 deflection vs good)]; BAB +14; Grp +18; Atk +24 melee (1d6+9 [19-20/x2], shortsword); Full Att +24/+19/+14 melee (1d6+9 [19-20/x2], shortsword) and +24 melee (1d6+7 [19-20/x2], shortsword); SA Detect Thoughts, Sneak Attack +6d6, Vicious Strike, Weapon Bond; SQ Auravision, Change Shape, DR 15/Good & Piercing, Darkvision 60', Evasion, Hide in Plain Sight, Improved Evasion, Improved Uncanny Dodge, Magical Defense +2, Mind Over Magic (1/day), Outsider Traits, Shadow Jump, SR 24, Uncanny Dodge; AL LE; SV Fort +13 (+15 vs good), Ref +14 (+16 vs good), Will +10 (+12 vs good); Str 18, Dex 22, Con 21, Int 15, Wis 11, Cha 15.

Skills and Feats: Balance +21, Bluff +20, Diplomacy +4, Disguise +20, Escape Artist +20, Hide +28, Intimidate +4, Jump +8, Listen +14, Move Silently +28,

Search +16, Spot +14, Tumble +21, Use Rope +5; Improved Buckler Defense, Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword).

Magic in Effect: greater magic weapon (14+1d6), greater magic weapon (14+1d6).

Possessions: Masterwork Shortswords (2), +2 Mithril Chain Shirt, +3 Mithril Buckler, Amulet of Health +2, Gloves of Dexterity +2, Belt of Giant Strength +4, Boots of Elvenkind, Cloak of Elvenkind.

Ublick, Telanar's Elite Guardian: Half-Orc Barbarian2/Fighter4/Tactical Soldier 3; CR 9; Medium Humanoid; HD 2d12+4d10+3d10+36; hp 97; Init +7; Spd 30 ft.; AC 18 [20 vs good] (touch 13 [15 vs good], flat-footed 18 [20 vs good]) [+3 Dex, +7 breastplate (+2 deflection vs good)]; BAB +9; Grp +15; Atk +20 melee (2d4+13 [19-20/x2], spiked chain); Full Att +20/+15 melee (2d4+13 [19-20/x2], spiked chain); SA Flanker, Rage 3/day; SQ Fast Movement, Interpose (3/day), Sidestep, Uncanny Dodge; AL CE; SV Fort +13 (+15 vs good), Ref +5 (+7 vs good), Will +0 (+2 vs good); Str 24, Dex 16, Con 18, Int 10, Wis 6, Cha 8.

Skills and Feats: Sense Motive +0, Spot +12; Channeled Rage, Cleave, Combat Reflexes, Extra Rage, Improved Initiative, Instantaneous Rage, Power Attack, Sidestep.

Magic in Effect: greater magic weapon (16+1d6).

Possessions: Masterwork Spiked Chain, MW Breastplate, Amulet of Health +2.

Shield Guardian: CR 8; Large Construct; HD 15d10+30; hp 112; Init +0; Spd 30 ft.; AC 24 [26 vs good] (touch 9 [11 vs good], flat-footed 24 [26 vs good]) [-1 size, +0 Dex, +15 natural (+2 deflection vs good)]; BAB +11; Grp +21; Face/Reach 10 ft./10 ft.; Atk +16 melee (1d8+6 [x2], slam); Full Att +16 melee (1d8+6 [x2], slam) and +16 melee (1d8+6 [x2], slam); SA nil; SQ Construct Traits, Darkvision 60', Fast Healing 5, Find Master, Guard, Low-light Vision, Shield Other, Spell Storing; AL N; SV Fort +5 (+7 vs good), Ref +5 (+7 vs good), Will +5 (+7 vs good); Str 22, Dex 10, Con -, Int -, Wis 10, Cha 1.

Spell Storing (Sp): This shield guardian currently has a *repair critical damage* spell stored inside it.

Encounter Seven, Area 12

Zyrtec, Priest of Iuz: Male Human Clr 15; CR 15; Medium Humanoid; HD 15d8+30; hp 111 (141 w/ *bear's endurance*); Init +1; Spd 30 ft.; AC 23 (touch 11, flat-footed 22) [31 with *magic vestments & unholy aura*] (touch 15, flat-footed 30) [+1 Dex, +9 Armor, +3 shield (+4 AC *magic vestments*, +4 deflection *unholy*

aura); BAB +11; Grp +13; Atk +16 melee (1d8+5 [x2], morningstar) or +12 ranged (1d8 [19-20/x2], light crossbow); Full Att +16/+11/+6 melee (1d8+5 [x2], morningstar); SA Spells; SQ Turning; AL CE; SV Fort +11 (+15 *unholy aura*), Ref +6 (+10 *unholy aura*), Will +17 (+21 *unholy aura*); Str 14, Dex 12, Con 14, Int 10, Wis 27, Cha 12.

Skills and Feats: Bluff +5, Concentration +20, Knowledge (Arcana) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Listen +8, Search +0, Spellcraft +18, Spot +10; Chain Spell, Greater Spell Focus (Necromancy), Greater Spell Penetration, Power Attack, Quicken Spell, Spell Focus (Necromancy), Spell Penetration.

Magic in Effect: air walk (15th), death ward (15th), freedom of movement (15th), greater magic weapon (15th), invisibility purge (15th), magic vestment x2 (15th), protection from energy [fire] (15th), spell resistance (15th), unholy aura (16th).

Possessions: Holy symbol, robes, +1 Mithril Full Plate of Speed, +1 Large Steel Shield, +1 Morningstar, masterwork light crossbow, 20 bolts, *Periapt of Wisdom* +6, *Divine Scroll of Gate*.

Spells Prepared (6/7/7/7/6/5/4/3/2; base DC = 18 + spell level; Necromancy DC = 20 + spell level): 0—[*detect magic* x2, *light*, *mending*, *read magic*, *resistance*]; 1st—[*bane*, *bless*, *cure light wounds*, *doom*, *obscuring mist*, *protection from good**, *sanctuary*, *shield of faith*]; 2nd—[*bear's endurance*, *bull's strength*, *calm emotions*, *cure moderate wounds*, *invisibility**, *silence*, *sound burst* x2]; 3rd—[*blindness/deafness*, *cure serious wounds*, *invisibility purge*, *magic circle vs good**, *magic vestments* x2, *protection from energy* (fire), *searing light*]; 4th—[*air walk* x2, *confusion**, *cure critical wounds*, *death ward*, *freedom of movement*, *poison*,]; 5th—[*dispel good**, *flame strike*, *quicken divine favor*, *quicken shield of faith*, *righteous might*, *spell resistance*]; 6th—[*harm*, *heal*, *mass bear's endurance*, *mass bull's strength*, *mislead**]; 7th—[*blasphemy**, *planar ally*, *chain spell*, *greater magic weapon*, *repulsion*]; 8th—[*fire storm*, *polymorph any object**, *quicken divine power*].

*Domain spell. *Domains:* [Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)].

Appendix Three – APL 16

Encounter One

Telantar, Breaker of Gibbering Gate: Male Human Wiz5/Wild Mage 10/Fatespinner 3; CR 18; Medium Humanoid; HD 18d4+54; hp 108 (124 w/ *false life*); Init +2; Spd 30 ft.; AC 18 [20 vs good] (touch 12 [14 vs good], flat-footed 16 [18 vs good]) [+2 Dex, +6 *greater mage armor* (+2 deflection vs good)]; BAB +8; Grp +7; Atk +8 melee (1d6-1 [x2], quarterstaff) or +10 ranged (1d8 [19-20/x2], light crossbow); Full Att +7/+2 melee (1d6-1 [x2], quarterstaff); SA Spells, Reckless Dweomer, Wildstrike (1/day); SQ Wild Magic, Random Deflector (3/day), Student of Chaos, Chaotic Mind, Spin Fate (3 points/day), Fickle Finger of Fate (1/day), Spin Destiny; AL CE; SV Fort +8 (+10 vs good), Ref +13 (+15 vs good), Will +9 (+11 vs good); Str 8, Dex 14, Con 16, Int 28, Wis 8, Cha 16.

Skills and Feats: Bluff +5, Concentration +24, Decipher Script +24, Intimidate +22, Knowledge (Arcana) +19, Knowledge (Nature) +13, Knowledge (Planes) +20, Knowledge (Religion) +19, Listen -1, Profession (Gambler) +4, Search +9, Spellcraft +32, Spot -1, Tumble +9, Use Magic Device +24; Greater Spell Focus (Transmutation), Greater Spell Penetration, Leadership, Magical Aptitude, Sanctum Spell, Spell Focus (Transmutation), Spell Penetration, Sudden Extend, Sudden Maximize.

Magic in Effect: *false life* (16+1d6), *greater mage armor* (16+1d6).

Wild Magic (Ex): With Telantar's ioun stone, his caster level when casting a spell is equal to 16 plus 1d6.

Possessions: Robes, spellbook, masterwork quarterstaff, masterwork light crossbow, 20 bolts, *Headband of Intellect* +6, *Orange Prism Ioun Stone*, *Pearl of Power* [2nd], *Pearl of Power* [3rd] (2), *Divine Scroll of Poison* (2), *Divine Scroll of Heal* (2), *Divine Scroll of Restoration*, *Divine Scroll of Raise Dead*.

Spells Prepared (4/7/6/6/6/6/5/4/4/3; base DC = 20 + spell level; Transmutation DC = 22 + spell level): 0—[*detect magic*, *mending*, *read magic*, *touch of fatigue*]; 1st—[~~*alarm*~~, ~~*enlarge person*~~, ~~*grease*~~, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*, *shield*]; 2nd—[*alter self*, *bear's endurance*, *cat's grace*, ~~*false life*~~, *glitterdust*, *mirror image*]; 3rd—[~~*displacement*~~, ~~*enhance familiar*~~, *fly*, ~~*greater mage armor*~~, ~~*greater magic weapon*~~, *slow*]; 4th—[~~*defenestrating sphere*~~, ~~*fortify familiar*~~, *greater invisibility*, *stoneskin*, ~~*unluck*~~, ~~*wrack*~~]; 5th—[*arc of lightning*, ~~*baleful polymorph*~~, *improved blink*, *reciprocal gyre*, *wall of force* (2)]; 6th—[*disintegrate*, *flesh to stone*, ~~*greater sign of sealing*~~, ~~*imbue familiar with spell ability*~~, *true seeing*]; 7th—[*forcecage*, *greater arcane sight*, *Otiluke's greater*

dispelling screen, *spell turning*]; 8th—[*flensing*, *horrid wilting*, *prismatic wall*, *protection from spells*]; 9th—[*foresight*, *reaving dispel*, *time stop*].

* All of Telantar's spells are memorized as Sanctum Spells, which has already been calculated into the spell DCs.

Kel, Telantar's Weasel Familiar: Tiny Magical Beast; HD 18; hp 54 (80 w/ *fortify familiar* spell & *false life*); Init +2; Spd 20 ft., climb 20 ft.; AC 25 (touch 16, flat-footed 21) [+2 size, +2 Dex, +3 natural, +4 *mage armor*; +2 natural armor enhancement from *fortify familiar*; +2 dodge from *enhance familiar*]; BAB +8 [+10 w/ *enhance familiar*]; Grp -2; Atk +14 melee (1d4-3 [x2], bite); Face/Reach 2 1/2 ft./0 ft.; SA Attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL CE; SV Fort +5 (+7 vs good), Ref +11 (+13 vs good), Will +11 (+13 vs good); Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3; Weapon Finesse.

Magic in Effect: *mage armor* (16+1d6), *enhance familiar* (16+1d6), *false life* (16+1d6), *fortify familiar* (16+1d6), *imbue familiar with spell ability* (16+1d6).

Spells Imbued: *baleful polymorph* (caster level 16+1d6, DC 27), *enlarge person* (caster level 16+1d6), *grease* (caster level 16+1d6, DC 21), *unluck* (caster level 16+1d6, DC 24), *wall of force* (caster level 16+1d6), *wrack* (caster level 16+1d6, DC 24).

Shaterzar, Telantar's Henchman: Naztharune Rakshasa Occult Slayer 5; CR 16; Medium Outsider (Native); HD 11d8+5d8+96; hp 170; Init +10; Spd 40 ft.; AC 32 [34 vs good] (touch 16 [18 vs good], flat-footed 32 [34 vs good]) [+6 Dex, +5 natural, +7 mithril chain, +4 buckler (+2 deflection vs good)]; BAB +16; Grp +20; Atk +26 melee (1d6+9 [19-20/x2], shortsword); Full Att +26/+21/+16/+11 melee (1d6+9 [19-20/x2], shortsword) and +26/+21 melee (1d6+7 [19-20/x2], shortsword); SA Detect Thoughts, Sneak Attack +6d6, Vicious Strike, Weapon Bond; SQ Auravision, Blank Thoughts, Change Shape, DR 15/Good & Piercing, Darkvision 60', Evasion, Hide in Plain Sight, Improved Evasion, Improved Uncanny Dodge, Magical Defense +3, Mind Over Magic (2/day), Nondetection Cloak, Outsider Traits, Shadow Jump, SR 26, Uncanny Dodge; AL LE; SV Fort +13 (+15 vs good), Ref +14 (+16 vs good), Will +11 (+13 vs good); Str 18, Dex 22, Con 22, Int 15, Wis 11, Cha 15.

Skills and Feats: Bluff +20, Diplomacy +4, Disguise +20, Escape Artist +20, Hide +30, Intimidate +4, Jump +8, Listen +14, Move Silently +30, Search +16, Spot +14, Tumble +21, Use Rope +5; Improved Buckler Defense, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword).

Magic in Effect: greater magic weapon (16+1d6), greater magic weapon (16+1d6).

Possessions: Masterwork Shortswords (2), +3 Mithril Chain Shirt, +3 Mithril Buckler, Amulet of Health +2, Gloves of Dexterity +2, Belt of Giant Strength +4, Boots of Elvenkind, Cloak of Elvenkind, Dust of Disappearance, Dragon Bile Poison, Black Lotus Extract.

Ublick, Telanar's Elite Guardian: Half-Orc Barbarian2/Fighter4/Tactical Soldier 3; CR 9; Medium Humanoid; HD 2d12+4d10+3d10+36; hp 97; Init +7; Spd 30 ft.; AC 21 [23 vs good] (touch 13 [15 vs good], flat-footed 21 [23 vs good]) [+3 Dex, +8 breastplate (+2 deflection vs good)]; BAB +9; Grp +16; Atk +21 melee (2d4+14 [19-20/x2], spiked chain); Full Att +21/+16 melee (2d4+14 [19-20/x2], spiked chain); SA Flanker, Rage 3/day; SQ Fast Movement, Interpose (3/day), Sidestep, Uncanny Dodge; AL CE; SV Fort +13 (+15 vs good), Ref +5 (+7 vs good), Will +0 (+2 vs good); Str 24, Dex 16, Con 18, Int 10, Wis 6, Cha 8.

Skills and Feats: Sense Motive +0, Spot +12; Channeled Rage, Cleave, Combat Reflexes, Extra Rage, Improved Initiative, Instantaneous Rage, Power Attack, Sidestep.

Magic in Effect: greater magic weapon (16+1d6).

Possessions: Masterwork Spiked Chain, +3 Breastplate, Amulet of Health +2, Gauntlets of Ogre Strength +2.

Runic Guardian: CR 10; Large Construct; HD 17d10+30; hp 123; Init +1; Spd 30 ft.; AC 28 [30 vs good] (touch 10 [12 vs good], flat-footed 27 [29 vs good]) [-1 size, +1 Dex, +18 natural (+2 deflection vs good)]; BAB +11; Grp +22; Face/Reach 10 ft./10 ft.; Atk +18 melee (2d8+7 [x2] plus stunning strike, slam); Full Att +18 melee (2d8+7 [x2] plus stunning strike, slam) and +18 melee (2d8+7 [x2] plus stunning strike, slam); SA Runic Spells, Stunning Strike; SQ Construct Traits, DR 10/adamantine, Fast Healing 10, Find Master, Guard, Shield Master, Teleport without Error; AL N; SV Fort +5 (+7 vs good), Ref +6 (+8 vs good), Will +5 (+7 vs good); Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

Runic Spells (Sp): The runic guardian can hold up to six spells. On this guardian the spells stored are (caster level 16):

Head: *Shield*

Left Arm: *Repair Serious Wounds*
Right Arm: *Cure Serious Wounds*
Left Leg: *Protection from Elements*
Right Leg: *Protection from Elements*
Torso: *Spirit Wall*

Encounter Seven, Area 12

Zyrtec, Priest of Iuz: Male Human Clr 17; CR 17; Medium Humanoid; HD 17d8+34; hp 125 (159 w/ *bear's endurance*); Init +1; Spd 30 ft.; AC 23 (touch 11, flat-footed 22) [33 with *magic vestments & unholy aura*] (touch 15, flat-footed 31) [+1 Dex, +9 Armor, +3 shield (+6 AC *magic vestments*, +4 deflection *unholy aura*); BAB +12; Grp +14; Atk +17 melee (1d8+6 [x2], morningstar) or +13 ranged (1d8 [19-20/x2], light crossbow); Full Att +17/+12/+7 melee (1d8+6 [x2], morningstar); SA Spells; SQ Turning; AL CE; SV Fort +12 (+16 *unholy aura*), Ref +6 (+10 *unholy aura*), Will +18 (+22 *unholy aura*); Str 14, Dex 12, Con 14, Int 10, Wis 27, Cha 12.

Skills and Feats: Bluff +5, Concentration +22, Knowledge (Arcana) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Listen +8, Search +0, Spellcraft +20, Spot +12; Chain Spell, Greater Spell Focus (Necromancy), Greater Spell Penetration, Power Attack, Quicken Spell, Spell Focus (Necromancy), Spell Penetration.

Magic in Effect: air walk (17th), death ward (17th), freedom of movement (17th), greater magic weapon (17th), invisibility purge (17th), magic vestment x2 (17th), protection from energy [fire] (17th), spell resistance (17th), unholy aura (20th).

Possessions: Holy symbol, Robes, +1 Mithril Full Plate of Speed, +1 Large Steel Shield +1 Morningstar, masterwork light crossbow, 20 bolts, *Periapt of Wisdom* +6.

Spells Prepared (6/7/7/7/6/5/4/3/2; base DC = 18 + spell level; Necromancy DC = 20 + spell level): 0—[*detect magic* x2, *light*, *mending*, *read magic*, *resistance*]; 1st—[*bane*, *bless*, *cure light wounds*, *doom*, *obscuring mist* x2, *protection from good**, *sanctuary*, *shield of faith*]; 2nd—[*bear's endurance*, *bull's strength*, *calm emotions*, *cure moderate wounds*, *invisibility**, *silence*, *sound burst* x2]; 3rd—[*blindness/deafness*, *cure serious wounds*, *invisibility purge*, *magic vestments* x2, *magic circle* vs good*, *protection from energy* (fire), *searing light*]; 4th—[*air walk* x2, *confusion**, *cure critical wounds*, *death ward*, *freedom of movement*, *greater magic weapon*, *poison*,]; 5th—[*dispel good**, *flame strike*, *quicken divine favor*, *quicken shield of faith*, *righteous might*, *spell resistance*, *true seeing*]; 6th—[*blade barrier*, *harm*, *heal*, *mass bear's endurance*, *mass bull's strength*,

*mislead**]; 7th—[*blasphemy**, *chain spell dimensional anchor*, *chain spell wrack*, *repulsion*, *word of chaos*]; 8th—[*earthquake*, *fire storm*, *polymorph any object**, *quicken divine power*]; 9th—[~~*gate*~~, *miracle*, *time stop**].

*Domain spell. *Domains*: [Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)].

Lord Balthraxx: Balor; CR 20; Large Outsider; HD 20d8+200; hp 290 (360 w/ *Amulet of Health* +6); Init +11; Spd 40 ft, fly 90 ft.; AC 42 (touch 11, flat-footed 41) [46 with Unholy aura] (touch 15, flat-footed 45) [-1 Size, +1 Dex, +13 Armor, +19 natural armor (+4 deflection from *unholy aura*)]; BAB +20; Grp +39; Atk +42 melee (2d6+11 [19-20, x2], +5 Vorpal Longsword); Full Att +40/+35/+30/+25 melee (2d6+11 [19-20 x2], +5 Vorpal Longsword / +39/+34 melee (1d4+10 +1d6 fire plus entangle [x2] +5 flaming whip); SA Death Throes, Entangle, Spell-like Abilities, Summon Tanar'ri, Vorpal Weapon; SQ DR 15/Cold Iron & Good, Darkvision 60ft, Flaming Body, Immune to Electricity & Fire & Poison, Resistance Acid & Cold 10, SR 28, Telepathy 100 ft, True Seeing; AL CE; SV Fort +27 (+31 *unholy aura*), Ref +21 (+25 *unholy aura*), Will +21 (+25 *unholy aura*); Str 35 (41 with *Belt*), Dex 25, Con 31 (37 with *Amulet*), Int 24, Wis 24, Cha 26.

Skills and Feats: Bluff +33, Concentration +35, Diplomacy +37, Hide +28, Intimidate +35, Knowledge (Arcana) +32, Knowledge (Planes) +32, Knowledge (Religion) +32, Listen +40, Move Silently +32, Search +32, Sense Motive +32, Spellcraft +32, Spot +40, Use Magic Device +35; Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (Telekinesis), Two Weapon Fighting, Weapon Focus (Longsword).

Magic in Effect: *death ward* (17th), *unholy aura* (20th).

Possessions: *Armor of the Dread Emperor* +5 of *Dark Soul Protection* and *Moderate Fortification*, *Amulet of Health* +6, *Belt of Giant Strength* +6, *Boots of Speed*, *Pale Green Prism Ioun Stone*, *Flesh Ring of Scorn*, *Stone of Good Luck*, *Ring of Evasion*, *Ring of Freedom of Movement*.

Armor of the Dread Emperor: This suit of +5 Full Plate has four 5 foot chains connected to it at the waist. Each chain has a ring manacle sized to fit around a humanoid neck. Whenever the wearer of this armor takes damage, the captives held by the chains take half the damage themselves. If the chains hold more than one person, divide the half damage among all of them. The wearer takes an additional -5 armor check penalty unless the victims are somehow magically subdued or controlled.

Dark Soul Protection armor enhancement: The wearer of this armor, if of evil alignment, take only half damage from spells or effects that cause greater damage to evil creatures, such as a holy smite spell, the smite ability of a paladin, or the extra damage from a holy weapon.

Flesh Ring of Scorn: When this ring is pierced into the flesh of an evil outsider, it allows the outsider to automatically score a critical hit against a non-outsider whenever the threat of a critical hit is indicated.

Appendix Four – New Rules

New Feats

Chain Spell

Reference: Complete Arcane, p. 76.

Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DC against arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Channeled Rage

Reference: Races of Destiny, p. 150.

You may spend one of your daily uses of rage as an immediate action to add your Strength bonus on a Will saving throw.

Extra Rage

Reference: Complete Warrior, p. 98.

You rage or frenzy two more times per day than you otherwise could.

Instantaneous Rage

Reference: Complete Warrior, p. 103.

Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flatfooted.

Sanctum Spell

Reference: Complete Arcane, p. 82.

A sanctum spell has an effective spell level 1 higher than its normal level if cast in your sanctum, but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DCs) are calculated according to the adjusted level.

A sanctum spell uses a spell slot of the spell's normal level.

Sudden Extend

Reference: Complete Arcane, p. 83.

Once per day, you can apply the effect of the Extend Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

Sudden Maximize

Reference: Complete Arcane, p. 83.

Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Sidestep

Reference: Miniatures Handbook, p. 28.

Once per round, when you make an attack of opportunity, you may take a 5-foot step after you attack. This 5-foot step doesn't count against your limit of one 5-foot step per round or against any movement you take on your turn.

New Monsters

Alchemical Golem

Reference: Monster Manual III, p. 66.

Large Construct

Hit Dice: 22d10+30 (hp 151)

Initiative: +1

Speed: 20 ft. (Can't Run)

Armor Class: 26 (-1 size, +1 Dex, +16 natural),
touch 10, flat-footed 25

Base Attack/Grapple: +16/+26

Attack: Slam +21 melee (2d8+9 plus 2d6 acid)

Full Attack: 2 slams +21 melee (2d8+9 plus 2d6 acid)

Special Attacks: Acidic Touch, Berserk, Breath Weapon
 Special Qualities: Alchemical Healing, Construct Traits, DR 10/Adamantine and 20/Piercing or Slashing, Darkvision 60', Immunity to Magic, Low-light Vision, Rupture
 Saves: Fort +7, Ref +8, Will +7
 Abilities: Str 23, Dex 12, Con -, Int -, Wis 10, Cha 1
 Skills: -
 Feats: -
 Challenge Rating: 11
 Alignment: Always Neutral

The body of an alchemical golem is composed of a single tough, transparent membrane in the shape of a humanoid, with the face usually mimicking the appearance of its creator. Inside the membrane is a swirling collection of toxic, oily chemicals, which merge and separate at random, and give the creation life. An alchemical golem wears no clothing and has no possessions. Despite the membrane that keeps the ingredients inside, the golem gives off a faint, acrid smell.

An alchemical golem is 9 feet tall and weighs 4,000 pounds.

Alchemical golems cannot speak.

Acidic Touch (Ex): An alchemical golem's surface gleams with acid. The merest touch of the construct deals 2d6 points of acid damage. Any creature that touches an alchemical golem (such as with a grapple attack or touch spell) takes this damage as well.

Berserk (Ex): The same noxious mixture of ingredients that gives an alchemical golem life also makes it unstable. When an alchemist golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrollable golem goes on a rampage, attacking the nearest living creature, or smashing an object smaller than itself if no creature is within reach, then moving on to spread the destruction. Once the golem goes berserk, no known method can reestablish control.

Breath Weapon (Su): 15-foot cone, once every 1d4+1 Rounds, 5d6 acid, Reflex DC 21 half. All creatures in the toxic, acidic cone must also make a DC 21 Fortitude save to avoid breathing in the poisonous fumes taking 2 points of Constitution damage. The save DCs are Constitution-based.

Alchemical Healing (Ex): An alchemical golem does not heal as normal. An alchemical golem can consume a large barrel of a special alchemical mixture worth 500 gp to restore itself to full hit points. It takes two full rounds for an alchemical golem to consume this liquid. Because of this, creators of alchemical

golems commonly leave a vat or two of this substance near a golem in case it is damaged.

Construct Traits (Ex): An alchemical golem is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The construct is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised or resurrected.

Immunity to Magic (Ex): An alchemical golem is immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance, except as follows.

A *neutralize poison* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *poison* spell heals all its lost hit points.

Rupture (Ex): Any single hit that deals at least 10 points of damage punctures an alchemical golem's membrane. This releases a spray of chemicals that fills a 5-foot square in the direction from which the attack originated, its effects are identical to the breath weapon listed above. The membrane then closes, reducing the spill to a mere trickle.

When an alchemical golem is reduced to 0 hit points (by any source), the membrane collapses, spilling out all the remaining chemicals. The noxious materials fill a 15-foot radius with the same effect as the breath weapon.

Jovac

Reference: Monster Manual II p. 58.

Small Outsider (Tanar'ri)

Hit Dice: 4d8+18 (hp 36)

Initiative: +2

Speed: 30 ft.

Armor Class: 16 (+1 size, +2 Dex, +3 natural), touch 13, flatfooted 14

Base Attack/Grapple: +4/+1

Attack: Claw +6 melee (1d3+1); or bite +1 melee (1d4)

Full Attack: 2 claws +6 melee (1d3+1) and bite +1 melee (1d4)

Special Attacks: nil

Special Qualities: Aura of Retribution, DR 5/Cold Iron or Good, Fast Healing 5, Outsider Traits, SR 13, Summon Tanar'ri, Tanar'ri Traits

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7

Skills: Hide +13, Listen +7, Move Silently +9, Search +5, Sense Motive +7, Spot +7

Feats: Toughness x2
Challenge Rating: 5
Alignment: Always Chaotic Evil

These vicious little black-hearted fiends were born to create strife. Their ability to inflict the damage they take on others makes them invaluable in the front lines of tanar'ri armies. A unit of jovocs can absorb repeated blows and spells from the enemy and still survive to exact a punishing revenge.

A jovoc is a 4-foot tall, bloated, hairless creature of humanoid shape. It resembles the bruised and battered corpse of a gnome left too long to decay in the heat of summer, and the stench that emanates from its rough skin lends credence to this impression. Its skin is dark blue or black, and its eyes are vacant, black pools. Each of the creature's long arms ends in a three-fingered hand with long red fingernails, forever stained the color of blood.

Aura of Retribution (Su): This effect is always in a 30-foot spread centered on the Jovoc. Whenever the creature takes damage from any source, every non-tanar'ri within the area immediately takes an equal amount of damage. A successful Fortitude saving throw (DC 15) halves the damage. (For example, if an opponent deals 12 points of damage to a jovoc, that opponent and every other non-tanar'ri within 30 feet also immediately take 12 points of damage each, or 6 points with a successful Fortitude save.) Regardless of the source of the damage to the jovoc, the damage dealt to non-tanar'ri is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

Fast Healing (Ex): A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

Summon Tanar'ri (Sp): Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

Ragewalker

Reference: Monster Manual III, p. 132.

Large Fey

Hit Dice: 22d6+88 (hp 165)

Initiative: +11

Speed: 50 ft.

Armor Class: 28 (-1 size, +7 Dex, +6 natural, +6 armor), touch 16, flatfooted 21

Base Attack/Grapple: +11/+19

Attack: Spiked chain +22 melee (2d6+11/19-20); or claw +17 melee (1d6+4)

Full Attack: Spiked Chain +22/+17/+12 melee (2d6+11/19-20); or 2 claws +17/+12 melee (1d6+4)

Special Attacks: Induce Blood Frenzy, Spell-like Abilities, Weapon Cloud

Special Qualities: DR 10/Cold Iron, Fast Healing 5, Grafted Armor, Low-light Vision, Repel Missiles, SR 26

Saves: Fort +13, Ref +20, Will +15

Abilities: Str 19, Dex 25, Con 19, Int 10, Wis 14, Cha 24

Skills: Diplomacy +9, Hide +28, Jump +37, Listen +27, Move Silently +32, Sense Motive +27, Spot +27

Feats: Combat Reflexes, Empower Spell-like Ability (Blade Barrier & Wall of Fire), Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (Wall of Fire), Weapon Finesse

Challenge Rating: 14

Alignment: Neutral Evil

Ragewalkers embody the natural forces of war and combat in the same way that a nymph embodies the beauty of nature or a dryad embodies the heart of its tree. These deadly fey emerge from a landscape torn and twisted by war, and they are nature's response to the ravages of such battles. The ragewalker, also known as the war torn fey, exists to perpetuate combat, turning men and beast alike against one another. Insane by the standards of any but the uncaring forces of nature, ragewalkers seek the annihilation of all war through the annihilation of all who are capable of making war.

As spirits of a war-torn land, ragewalkers sometimes emerge from the sites of great battles. Ragewalkers seem somehow related to living spells or to their creation, and they have an innate ability to control and command such creatures. A ragewalker is often encountered with one or more living spells bound to it as guardians, although such relationships seem to be based more on instinct than on reason.

Ragewalkers have light grey skin, a generally humanoid build, and fair, elflike features. Few ever see their faces, distorted by bloodlust, since they are covered from head to foot in tight-fitting metal armor. The most unusual feature of a ragewalker is the cloud of weapons that spins around it in a tight orbit. Any who come to the creature risk injury from these flying weapons. A ragewalker stands 15 feet tall and weighs 500 pounds.

Ragewalkers speak Common, Abyssal, Infernal, and Sylvan.

Grafted Armor (Ex): A ragewalker wears armor it has scavenged from countless battlefields. This armor provides significant protection in combat, but it imposes no maximum dexterity bonus, no armor check

penalty, no movement penalty, and no arcane spell failure chance. No other creature can wear a ragewalker's armor.

Induce Blood Frenzy (Su): Any creature coming within 10 feet of a ragewalker must make a DC 28 will save or fly into a mindless killing frenzy. Any creature that fails its saving throw gains a +2 bonus to strength and takes a -2 penalty to AC. Affected creatures become unable to distinguish friend from foe and must make a melee attack against the nearest creature each round. (Using a full attack if possible) An affected creature is incoherent and cannot talk, cast spells, or otherwise communicate for the duration of the effect. It remains in frenzy for a number of rounds equal to 10 minus its wisdom bonus (Min of 1 rd.), even if the ragewalker is dead or no longer present. This is a mind-affecting ability. The save DC is Charisma based.

Repel Missiles (Su): Any time a thrown or projectile weapon is used against a ragewalker, the weapon instead turns and could strike the wielder. The attacker compares his attack roll against his own AC, figuring the attack's success and damage as if he had attacked himself. Ranged weapons with epic enchantment bonuses are not affected by this ability.

Spell-Like Abilities: 3/day-*blade barrier* (DC 23), *bull's strength*, *greater magic weapon*, *wall of fire*. Caster level 20th.

Weapon Cloud (Su): Ragewalkers are surrounded at all times by a cloud of flying, whirling weapons. This cloud deals 2d6 points of slashing damage each round to any creature adjacent to the ragewalker. DR applies to this damage.

Rakshasa, Naztharune

Reference: Monster Manual III, p. 136.

Medium Outsider (Native)

Hit Dice: 11d8+55 (hp 104)

Initiative: +9

Speed: 40 ft.

Armor Class: 24 (+5 Dex, +5 natural, +4 mithril chain), touch 15, flatfooted 19

Base Attack/Grapple: +11/+13

Attack: Short sword +17 melee (1d6+2/19-20); or claw +16 melee (1d4+2); or composite shortbow +16 ranged (1d6+2/x3)

Full Attack: Short sword +15/+10/+5 melee (1d6+2/19-20) and short sword +15 melee (1d6+1/19-20); or 2 claws +16 melee (1d4+2); or composite shortbow +16/+11/+6 ranged (1d6+2/x3)

Special Attacks: Detect Thoughts, Sneak Attack +6d6

Special Qualities: Change Shape, DR 15/Good

& Piercing, Darkvision 60', Evasion, Hide in Plain Sight, Improved Evasion, Improved Uncanny Dodge, Outsider Traits, Shadow Jump, SR 21, Uncanny Dodge

Saves: Fort +11, Ref +12, Will +7

Abilities: Str 14, Dex 22, Con 20, Int 15, Wis 11, Cha 15

Skills: Balance +21, Bluff +20*, Diplomacy +4, Disguise +20*, Escape Artist +19, Hide +19, Intimidate +4, Jump +8, Listen +14, Move Silently +19, Search +16, Spot +14, Survival +0 (+2 following tracks), Tumble +21, Use Rope +5 (+7 bindings)

Feats: Improved Initiative, Two-Weapon

Fighting, Weapon Finesse, Weapon Focus (Shortsword)

Challenge Rating: 11

Alignment: Always Lawful Evil

While some theorize that rakshasas are the very embodiment of evil, those rare few who have survived an encounter with the deadly naztharune know it as fact. Like other rakshasas, the palms of a naztharune rakshasa's hands are where the backs of the hands would be on a human. While this physical feature doesn't detract from the creature's manual dexterity, it makes a rakshasa look very disturbing to those unfamiliar with the creature.

Naztharune rakshasas, like most rakshasa, tend to be solitary creatures but will work with other rakshasas when necessary and even team up with other naztharune on a continuing basis. They sometimes work as infiltrators and spies for ak'chazar rakshasa, and they sometimes hire themselves out to other creatures as mercenaries or assassins. Naztharune rakshasas have a hearty contempt for all creatures except other rakshasas, but they can suppress this feeling when it profits them to do so. Unlike most of their rakshasa brethren, naztharune rakshasas feel less of a need to be "the boss" in every operation. They are much more mercenary in their desires and needs.

A naztharune rakshasa is about the same height and weight as an elf (5 feet tall, 100 pounds).

Naztharune rakshasa speak Common, Infernal, and Undercommon.

Detect Thoughts (Su): A naztharune rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will save DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typical remains in

one form until it chooses it assume a new one. A change in form cannot be dispelled, but a naztharune reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even when being observed. As long as it is within 10 feet of some sort of shadow, a naztharune rakshasa can hide itself from view in the open without anything actually to hide behind. It cannot, however, hide in its own shadow.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows as if by means of a *dimension door* spell. The limitations are that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be used as a single jump of 20 feet or two jumps of 10 feet each.

Runic Guardian

Reference: Monster Manual II, p. XXX, updated to 3.5 ed.

Large Construct

Hit Dice: 17d10+30 (hp 123)

Initiative: +1

Speed: 30 ft.

Armor Class: 28 (-1 size, +1 Dex, +18 natural), touch 10, flat-footed 27

Base Attack/Grapple: +11/+22

Attack: Slam +18 melee (2d8+7 plus stunning strike)

Full Attack: 2 Slams +18 melee (2d8+7 plus stunning strike)

Special Attacks: Runic Spells, Stunning Strike

Special Qualities: Construct Traits, DR

10/adamantine, Fast Healing 10, Find Master,

Guard, Shield Master, Teleport without Error

Saves: Fort +5, Ref +6, Will +5

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

Skills: -

Feats: -

Challenge Rating: 10

Alignment: Always Neutral

Runic guardians are constructs similar to shield guardians, but with far superior physical and magical capabilities. Runic guardians are especially popular among dwarves and giants, though spellcasters of all races find them useful.

A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs and

torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors.

A runic guardian serves one master that is designated at the time of its creation, and no other. The construct is keyed to a specific, unique piece of jewelry (normally a ring or amulet) worn by its master and made at the time of its creation. The master can use this piece of jewelry to call the runic guardian to his or her side from any distance, or even from another plane. A runic guardian knows whether or not the bearer of its jewelry is really its master, and it slays any pretenders outright.

Runic Spells (Sp): The runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body. Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises. The following spells are currently stored, all at 16th caster level:

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act, loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Construct Traits (Ex): The runic guardian is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The construct is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised or resurrected.

Fast Healing (Ex): The runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

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

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

Shield Master (Sp): can activate this defensive ability if within 150 feet of the runic guardian. The shield master ability transfers to the runic guardian three-fourths the damage that would be dealt to Telanar. This ability otherwise functions like the *shield other* spell (caster level 25th), except it provides no AC or saving throw bonuses.

Teleport without Error (Sp): Once per day, the runic guardian can use teleport without error (caster level 18th).

New Spells

Arc of Lightning

Reference: Complete Arcane, p. 97.

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 Standard action

Range: Close (25ft +5ft /2 levels)

Effect: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of lightning arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Blink, Greater

Reference: Complete Arcane, p. 99.

Transmutation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 Standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell functions like blink, except you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material

Plane. You can also ready an action to blink away from any physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does). While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Defenestrating Sphere

Reference: Complete Arcane, p. 103.

Evocation [Air]

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 Standard action

Range: Medium (100ft + 10ft/level)

Effect: 2-ft-radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A cloudy gray sphere of whirling air and howling wind flies to attack your enemies and hurl them to the sky. As a move action, you can make the sphere travel up to 30ft per round and strike the creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal.

If some obstacle prevents the target creature from reaching its expelled height, it takes 1d6 points of damage for every 10ft of movement it was unable to complete, so that a creature hurled 50ft6 up in a room with a 20ft ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: a gray pearl worth at least 100gp.

Enhance Familiar

Reference: Complete Arcane, p. 105.

Universal

Level: sorcerer/wizard 3

Components: V, S

Casting Time: 1 Standard action

Range: Touch

Target: Familiar Touched
Duration: 1 hour/level
Saving throw: None
Spell Resistance: Yes (Harmless)

You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.

Flensing

Reference: Complete Arcane, p. 108.

Transmutation [evil]

Level: sorcerer/wizard 8

Components: V, M, S

Casting Time: 1 Standard action

Range: Close (25ft +5ft /2 levels)

Target: One corporeal creature; see text

Duration: up to 4 rounds; see text

Saving throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, you literally strip the flesh from a corporeal creature's body, inflicting incredible pain and psychological trauma. Each round the target takes 2d6 points of damage, 1d6 points of Charisma damage, 1d6 points of Constitution damage. A successful fortitude save negates the ability damage, reduces the hit point damage by half and ends the spell in each round when the target creature is affected, it gets a new save.

Flensing has no effect on creatures in gaseous form.

Material Component: An onion.

Fortify Familiar

Reference: Complete Arcane, p. 108.

Universal

Level: sorcerer/wizard 4

Components: V, S

Casting Time: 1 Standard action

Range: Touch

Target: Familiar Touched

Duration: 1 hour/level

Saving throw: None

Spell Resistance: Yes (Harmless)

This spell makes your familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus to its natural armor. It also has a 25% chance to avoid extra damage from sneak attacks or critical hits (though such attacks still deal normal damage if successful). Temporary hit points gained in this fashion last for up to one hour.

Ghoul Glyph

Reference: Libris Mortis, p. 66.

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: One ghoulish glyph that must fit within a 1-ft. square

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You inscribe a glyph that paralyzes any living creature of Large or smaller size that enters, passes, or opens the warded area. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a ghoulish glyph on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a ghoulish glyph are stringent. It takes effect on any creature except yourself that moves to or within 2 feet of it. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. Only a single ghoulish glyph can be inscribed in a 5-foot square.

Ghoulish glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead and nondetection can fool a ghoulish glyph.

Read Magic allows identification of a ghoulish glyph with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue (only) can use the Search skill to find a ghoulish glyph and Disable Device to thwart it. The DC in each case is 27.

When a glyph is activated, the subject is paralyzed for 1d6+2 rounds. Additionally, if the subject fails his Fortitude save, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius must make a Fortitude save or take a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: You trace the glyph with earth from a ghoulish lair.

Imbue Familiar with Spell Ability

Reference: Complete Arcane, p. 112.

Universal

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous spellcasters, such as sorcerers can imbue a familiar with any spell they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level). Multiple castings of imbue familiar with spell ability have no effect on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast imbue familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or imbue familiar with spell ability expires.

The spell can be dispelled if this spell fails, the spells transferred are lost as if the familiar had cast them. In an antimagic field, the familiar loses the ability to cast the imbued spells, but regains it again if it leaves the field (so long as the spell's duration hasn't expired)

If any transferred spell requires a focus or material components, you must have it on your person when the spell's are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Mage Armor, Greater

Reference: Complete Arcane, p. 114.

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like mage armor, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Otiluke's Dispelling Screen

Reference: Complete Arcane, p. 116.

Abjuration

Level: sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25ft +5ft/2levels)

Effect: Energy wall whose area is up to one 10ft square /level, or a sphere or hemisphere with a radius of up to 1ft/level

Duration: 1 Min/level (D)

Saving throw: None

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted dispel magic at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of dispel magic—attended items are essentially not targeted by the screen. Make a caster level check (1d20 +1 per caster level, maximum +10) to dispel spell effects (DC 11 +caster level) or suppress an unattended object's magical properties for 1d4 rounds (equal to the item's caster level). Spell effects not operation on objects or unattended creatures cannot pass through the screen. A disintegrate or successful dispel magic removes Otiluke's dispelling screen, while an antimagic field suppresses it.

Material Component: a sheet of fine lead crystal.

Otiluke's Greater Dispelling Screen

Reference: Complete Arcane, p. 117.

Abjuration

Level: Sorcerer/wizard 7

As Otiluke's dispelling screen, except that the maximum caster level bonus on the dispel check is +20.

Reaving Dispel

Reference: Complete Arcane, p. 119.

Abjuration

Level: Sorcerer/wizard 9

Components: V,S

Casting Time: 1 standard action

Range: Medium (100ft + 10ft/level)

Target: One spellcaster, creature, or object; or a 20-ft radius burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Reaving dispel functions like dispel magic, except the maximum caster level on your dispel check is +25 instead of +10, and (as with greater dispel magic) you have a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. When casting a targeted dispel or counterspell, you can choose to reave each spell you successfully dispel, stealing its power and effect for yourself. When making a targeted dispel, make a Spellcraft check (DC 25 + spell level) to identify the target spell or each ongoing spell currently in effect on the target creature or object.

Each spell you dispel with a targeted dispel can be reaved if you so desire, and the spell's effects are redirected to you, continuing as if cast on you by the original caster with no interruption to or extension of duration. Once you reave the spell, you identify it if you haven't done so already (see below). If the subject was the caster and the spell is dismissible, you can dismiss it as if you had cast it yourself. Likewise, if the subject was the caster and the spell requires concentration, you must concentrate to maintain the spell's effect as if you had cast it yourself.

You can still attempt to reave a spell you didn't identify with your Spellcraft check, but doing so can be a risky if you don't know the specifics of the spell's effect. For example, if you fail to identify an ongoing spell effect on an enemy character and choose to reave it anyway, you might find yourself under the effect of the dominate person effect that character was suffering from. Any spell resistance you might have has no effect against harmful spells you might inadvertently reave, but you get the same chance to save against those spell effects as the original target.

If you choose to reave a spell you have successfully counterspelled with reaving dispel, you seize control of the spell after the enemy completes it, and you can redirect the spell to whichever targets or area you wish (including the original caster, if appropriate). Again, you must make a Spellcraft check (DC 25 + spell level) to identify the spell you intend to reave, but you are free to choose to redirect a spell whose effects, range, and area you don't know. Note, though, that if its correct casting conditions aren't met (because you guess at an improper target or range, for example), the spell fails.

Reaving dispel can be used to cast an area dispel with the increased maximum caster level, but any magical effects so dispelled cannot be reaved.

Reciprocal Gyre

Reference: Complete Arcane, p. 119.

Abjuration

Level: Sorcerer/wizard 5

Components: V,S,M

Casting Time: 1 standard action

Range: Medium (100ft +10ft/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then fortitude negates;
see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is hasted (3rd level) and protected by a stonewall spell (4th level wizard version) takes 10d6 points of damage (will save for half). In addition, any creature that fails its save must then succeed on a fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a reciprocal gyre, so spells that affect an area (such as invisibility sphere and solid fog) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be—for example, the magic of a cloak of resistance can't be used by reciprocal gyre, but spell cast by a wand of invisibility could be.

Material Component: a tiny closed loop of copper wire.

Sign of Sealing

Reference: Complete Arcane, p. 122.

Abjuration

Level: Sorcerer/wizard 3

Components: V,S,M

Casting Time: 1 round

Range: Close (25ft + 5 ft/2 levels)

Target: One door, chest, or portal up to 30 sq.
ft./level in size

Duration: Permanent

Saving Throw: Reflex half; see text

Spell Resistance: No

You seal a door, chest, or similar closure with a prominent magical sigil that bars entry and prevents opening. A door or object protected by this spell can be opened only by breaking (add 10 to the normal break DC) or by the use of knock or dispel magic. If the door or object is forced open by any means (magical or physical), the sign of sealing deals 1d4 points of

damage per caster level (maximum 10d4) in a 30-foot radius (Reflex Half).

A knock spell doesn't negate or automatically bypass a sign of sealing, but will suppress the sign for 10 minutes on a successful caster level check (DC 11 + the caster level of the sign's creator). A sign of sealing is a magical trap that can be disarmed with a successful DC 28 Disable Device check. You can pass your own sign safely, and it remains set behind you.

Material component: A crushed emerald worth 100 gp.

Sign of Sealing, Greater

Reference: Complete Arcane, p. 122.

Abjuration

Level: Sorcerer/wizard 6

Components: V,S,M

This spell functions like sign of sealing, except that it can also be used to seal an open space (such as a corridor or an archway), creating a magical barrier of force that repels any creature attempting to pass. In addition, doors and objects protected by a greater sign of sealing are strengthened, increasing their hardness by 10 and gaining 5 hit points per caster level. Any object protected by the sign is treated as a magic item for the purposes of making saving throws and gains a +4 resistance bonus on all saves. If its seal is broken, a greater sign of sealing deals 1d6 points of damage (maximum 20d6) in a 40-foot radius (Reflex half).

A greater sign of sealing cannot be passed with a knock spell, but it can be dispelled (DC 15 + the caster level of the sign's creator). It can be disarmed with a successful DC 31 Disable Device check.

Material Component: A crushed emerald worth at least 500 gp.

Unluck

Reference: Complete Arcane, p. 128.

Divination

Level: Bard 4, Sorcerer/wizard 4

Components: V,S,M

Casting Time: 1 standard action

Range: Close (25ft + 5 ft/2 levels)

Target: One creature

Duration: 1 Round/level

Saving throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is

made for the creature, including attack rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a stone of good luck is immune to the effect of unluck, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material component: A piece of a broken mirror.

Wrack

Reference: Complete Divine, p. 190.

Necromancy(Evil)

Level: Cleric 3, sorcerer/wizard 8

Components: V, S

Casting Time: 1 Standard action

Range: Close (25ft +5ft /2 levels)

Target: One humanoid

Duration: 1 round/level

Saving throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

New Prestige Classes

Fatespinner

Reference: *Complete Arcane*, p. 37.

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1 st	+0	+0	+0	+2	Spin Fate	+1 level of existing spellcasting class
2 nd	+1	+0	+0	+3	Fickle Finger of Fate	+1 level of existing spellcasting class
3 rd	+1	+1	+1	+3	Spin Destiny	+1 level of existing spellcasting class
4 th	+2	+1	+1	+4	Deny Fate, Resist Fate	+1 level of existing spellcasting class
5 th	+2	+1	+1	+4	Seal Fate	-

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as ‘spin’. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than original roll.

Seal Fate (Su): A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a -10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

Occult Slayer

Reference: *Complete Warrior*, p. 66.

Level	BAB	Fort	Reflex	Will	Special
1 st	+1	+0	+0	+2	Magical Defense +1, Weapon Bond
2 nd	+2	+0	+0	+3	Vicious Strike, Mind Over Magic 1/day
3 rd	+3	+1	+1	+3	Auravision, Magical Defense +2
4 th	+4	+1	+1	+4	Mind Over Magic 2/day, Nondetection Cloak
5 th	+5	+1	+1	+4	Blank Thoughts, Magical Defense +3

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Magical Defense (Ex): An occult slayer's training in countering magic of all types manifests itself as a bonus on saving throws against spells and spell-like abilities.

Vicious Strike (Ex): An occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Mind Over Magic (Su): An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5).

Auravision (Su): An occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): An occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): An occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Tactical Soldier

Reference: *Miniatures Handbook*, p. 22.

Level	BAB	Fort	Reflex	Will	Special
1 st	+1	+2	+0	+0	Flanker
2 nd	+2	+3	+0	+0	Sidestep
3 rd	+3	+3	+1	+1	Interpose
4 th	+4	+4	+1	+1	Defensive Shield
5 th	+5	+4	+1	+1	Offensive Strike
6 th	+6	+5	+2	+2	-
7 th	+7	+5	+2	+2	Delayed Cleave
8 th	+8	+6	+2	+2	Unbalancing Blow
9 th	+9	+6	+3	+3	-
10 th	+10	+7	+3	+3	Reciprocal Strike

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). A tactical soldier can even choose a square that is impassable or occupied.

Sidestep (Ex): A tactical soldier gains this feat as a bonus feat at 2nd level.

Interpose (Ex): A tactical soldier gains this ability, which is usable three times a day, at 3rd level. When an enemy threatens her in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and the other effects) of the blow as if she had been hit instead.

Defensive Shield (Ex): Starting at 4th level, whenever a tactical soldier fights defensively, she provides up to two adjacent allies with a +2 dodge bonus to Armor Class, though their attack rolls do not take the normal -4 penalty (but her attack rolls still do).

Offensive Strike (Ex): Starting at 5th level, in times of urgency a tactical soldier can lower her defenses to make a very aggressive attack. When making an offensive strike, the tactical soldier gains a +4 bonus on melee attacks rolls and damage rolls for 1 round. Until her next turn, however, she is wide open to physical and magical attacks. All successful attack rolls made against the tactical soldier are automatic threats, and all saving throws the tactical soldier makes against spells automatically fail.

Delayed Cleave (Ex): Starting at 7th level, if the last creature a tactical soldier hit in melee is dropped by someone other than her, and the tactical soldier still threatens that creature's square, she may make a cleave attack as an attack of opportunity. All normal restrictions on cleave attempts and attacks of opportunity apply.

Unbalancing Blow (Ex): Starting at 8th level, a tactical soldier can use a full-round action to make a strategic melee attack against an enemy. If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunity from creatures threatening its square. This ability works only on creatures up to one size category larger than the tactical soldier.

Reciprocal Strike (Ex): A 10th-level tactical soldier can make an attack of opportunity (subject to normal restrictions) against a foe that successfully attacks an ally of the soldier and deals damage. She can use this ability three times per day.

Wild Mage

Reference: *Complete Arcane*, p. 68.

Level	BAB	Fort	Reflex	Will	Special	Spells per Day/Spells Known
1 st	+0	+0	+2	+0	Wild Magic	+1 level of existing spellcasting class
2 nd	+1	+0	+3	+0	Random Deflector 1/day	+1 level of existing spellcasting class
3 rd	+1	+1	+3	+1	Student of Chaos	+1 level of existing spellcasting class
4 th	+2	+1	+4	+1	-	+1 level of existing spellcasting class
5 th	+2	+1	+4	+1	Random Deflector 2/day	+1 level of existing spellcasting class
6 th	+3	+2	+5	+2	Chaotic Mind	+1 level of existing spellcasting class
7 th	+3	+2	+5	+2	-	+1 level of existing spellcasting class
8 th	+4	+2	+6	+2	Random Deflector 3/day	+1 level of existing spellcasting class
9 th	+4	+3	+6	+3	Reckless Dweomer	+1 level of existing spellcasting class
10 th	+5	+3	+7	+3	Wildstrike	+1 level of existing spellcasting class

Wild Magic (Ex): A wild mage casts spells differently from any other arcane spellcaster. She reduces her caster level by 3 for all spells she casts from now on. However, every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level. For example, an 8th-level sorcerer/1st-level wild mage has a base caster level of 6th, not 9th, but her actual caster level varies from 7th to 12th level for every spell she casts. Caster level affects all level-based variables of a spell, including spell penetration and the DC for dispelling checks.

Random Deflector (Su): A wild mage has the ability to protect herself from certain attacks with this ability. Using this ability is an immediate action, which means that a wild mage activates it when it is not her turn. When activated, the random deflector lasts until the beginning of the wild mage's next turn.

The random deflector redirects ranged attacks, ranged touch attacks, and individually target spells (spells designating the wild mage as the sole target, but not area spells striking an area in which she happens to be the sole target) so that they instead attack or affect a random target within 20 feet of the wild mage. A wild mage includes herself and her allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if the spell or effect allows one, and so on.

Student of Chaos (Ex): Whenever a wild mage uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), she can roll twice and choose between the two results. If a random roll is made only once to determine the nature or contents of a device (for example, a *robe of useful items* or an *iron flask*), a wild mage gains no special advantage.

Chaotic Mind (Su): A wild mage with ability gains immunity to *confusion*, *insanity*, and other similar effects. Also, the wild mage is shielded by a continuous *nondetection* effect (as per the spell).

Reckless Dweomer (Su): As a standard action, a wild mage can eliminate a prepared spell or spell slot of at least 1st level to create an effect similar to that of activating a *rod of wonder*. The character's student of chaos ability applies when using the reckless dweomer ability. See page 237 of the DMG for details on the *rod of wonder* and its effects.

Wildstrike (Sp): Once per day, a wild mage may create a wildstrike. A wildstrike affects a single creature within 60 feet, surrounding the creature in an aura of shimmering rainbow colors for 2d6 rounds. Spell resistance applies, but the target receives no saving throw. While a wildstrike is in effect, there is a 50% chance each time the affected creature casts a spell or uses a spell-like ability that its intended action fails. Instead, the creature rolls as if it had activated a *rod of wonder* (see page 237 of the DMG).

Judge Aid #1: Gibbering Gate Locations

1. The Cliffs: Built atop the edge of a bluff, both weather and countless hours of labor by prisoners of Gibbering Gate have left the cliffs as a difficult option to scale as a means to reach the citadel. The cliffs rise up 200 feet from the plain below, requiring Climb checks (DC 25) to successfully transverse the smooth surface if magic is not employed in the endeavor. Regardless, a number of flying demons and gargoyles nest on ledges near the top of the ledge, which would spell doom for any discovered attempting to enter Gibbering Gate via this route.
2. Soldier's Barracks: These long buildings outside of the citadel to the southwest and southeast serve as housing for the regulars of the Legions of the Deranged. The legionnaires can be found in good numbers both around and in these cramped, disarranged barracks. A number of lesser demons and mindless undead are also about these buildings.
5. Shaman's Barrack: This twisted tower houses those members of the Legions of the Deranged that have the ability to cast divine magic, granted by the will of the Old One, other abyssal powers, or any other power that decides to answer to the cries of their mad prayers.
6. Officer's Barrack: This rough tower houses the officers of the Legions of the Deranged, promoted to their roles by other officers and the Court of Delirium. Some of the officers may have been even promoted through the will of the Greater Boneheart Jumper himself.
7. Main Gate: A packed dirt road leads between the Legions' barracks to these great wooden gates. The gates are covered by a thousand skulls that are inlaid into the wood and serve as method to detect those who should not pass through their gates. Whenever a being of either non-evil alignment or non-insane mind moves within 60 feet of the gates, the eye sockets of these skulls will glow with a malign radiance. Members of the Legions guard the gates, with several lesser demons watching in amusement of the chaos that sometimes occurs there.
8. Guard's Station: This square tower serves as a staging area for the members of the legions that serve with the mindless undead to guard Gibbering Gate. Lesser demons rule above even the officers stationed here, and maintain a diligence for only safeguarding the most valuable areas of the keep. They believe the reputation of the citadel, its remote location, and the Legions camped here serve as a great detour against attack, and those kept in Gibbering Gate of the greatest value are protected by the greater demons and undead who reside here.
9. Guard's Station: This square tower appears identical to the other in build, but serves a different purpose. The lesser demons and gargoyles that patrol the walls and skies above Gibbering Gate utilize this as an aerie, resting and feasting here when not patrolling. They take a great pleasure in watching the madness that lies around here when resting.
10. Inner Gate: The reinforced wooden gates are open, allowing those kept in Gibbering Gate to roam about in their various states of madness between the inner circle and the outer bailey. No guards usually stand at this post unless a known threat of attack or infiltration may occur.
11. Court of Delirium: This large keep houses the Court of Delirium, where a great balor rules at the behest of the Old One himself. He operates the day-to-day affairs of Gibbering Gate, bellowing judgments and commands to his demonic minions to carry out. Only the Old One and Jumper's words hold power over his activities here. From here, with Jumper's blessing, he has forged the Legions of the Deranged to serve as his army. Greater demons guard the entrance into the Court's keep.
12. Jumper's Tower: The largest tower of the citadel, this is Greater Boneheart Jumper's private lair away from Dorakaa. It rises above all the other structures in Gibbering Gate, providing Jumper refuge when he wishes time away from the Court of the Old One. The doors to this tower are crafted from blackened cold iron and are plainly adorned. Greater demons serve as guards into the building, allowing no one entrance unless summoned by Jumper's word only.
13. Telanar's Tower: This tower is home to Telanar, a wild mage of considerable power who serves as one of the many Breakers in Gibbering Gate. Cowyr is currently held here and is falling deeper into madness. The doors to this tower are covered in meaningless symbols drawn in dried blood, which stain the wooden doors a deep maroon color. No guards are present at these doors.

14. Empty Tower: This tower once belonged to a Breaker who displeased the ruling balor and was executed. Its hollow walls now serve as a morgue, with a great many corpses stacked in disorganized piles here. Three blind men move about the corpses, placing black stones into the corpses' mouths. Told by the demons that the stones are the gems that are the required components for their spells to create the undead. After preparing several corpses, the men cast their dark magic to raise the corpses as the undead and fail, as the stones are not the proper component required for the spell. The demons take great pleasure in this cruel joke of their making. No guards are present at these doors.
15. Breaker's Tower: This tower serves as a Breaker's lair. It is barred from within and locked. The Breaker here will not come to the summons of anyone at the door beside Jumper, the ruling balor, or either of their commanders. The doors of this tower are made of wood inlaid with silver abyssal markings, each marking the former name of someone who has been broken within.
16. Breaker's Tower: This tower serves as a Breaker's lair. It is barred from within and locked. The Breaker here will not come to the summons of anyone at the door beside Jumper, the ruling balor, or either of their commanders. The doors of this tower are made of reinforced wood, with hundreds of screaming faces carved crudely into the wood.
17. Breaker's Tower: This tower serves as a Breaker's lair. It is barred from within and locked. The Breaker here will not come to the summons of anyone at the door beside Jumper, the ruling balor, or either of their commanders. The doors of this tower are made of wood and chains, with a multitude of skeletal limbs caught up in odd angles all over the door in the chains.
18. Breaker's Tower: This tower serves as a Breaker's lair. It is barred from within and locked. The Breaker here will not come to the summons of anyone at the door beside Jumper, the ruling balor, or either of their commanders. The doors of this tower are made of metal sheets, screaming faces pressed outward from them. The sheets seem to be welded together in place to form the doors.

Judge Aid #2: Telanar's Tower Combat

This aid lists the preparation that the combatants in Telanar's Tower will attempt to take when first alerted to intruders via the *alarm* spell guarding the outer doors.

APL 12: Telanar's Preparation List

- 1st Round: *Stoneskin*
- 2nd Round: *Bear's Endurance*
- 3rd Round: *Cat's Grace*
- 4th Round: *Alter Self*
(Troglolyte for +5 Natural Armor)
- 5th Round: *Shield*
- 6th Round: *Mirror Image*
- 7th Round: *Fly*
- 8th Round: *Displacement*

Kel's Preparation List:

- 1st Round: *Enlarge Person* on Ublick

Shaterzar's Preparation List:

- 1st Round: Hides and Moves Silently to left side of the inner door

Ublick's Preparation List:

- 1st Round: Will stand next to Telanar and defend him

Runic Guardian's Preparation List:

- 1st Round: *Protection from Energy (Fire)* on Telanar
- 2nd Round: *Protection from Energy (Electricity)* on Telanar
- 3rd Round: *Shield*

APL 14: Telanar's Preparation List

- 1st Round: *Greater Invisibility* on Shaterzar
- 2nd Round: *Protection from Spells* on everyone
- 3rd Round: *Stoneskin*
- 4th Round: *Bear's Endurance*
- 5th Round: *Greater Blink*
- 6th Round: *Greater Arcane Sight*
- 7th Round: *Mirror Image*
- 8th Round: *Spell Turning*
- 9th Round: *Alter Self*
(Troglolyte for +5 Natural Armor)
- 10th Round: *Cat's Grace*
- 11th Round: *Displacement*
- 12th Round: *True Seeing*
- 13th Round: *Shield*
- 14th Round: *Defenestrating Sphere*

Kel's Preparation List:

- 1st Round: *Enlarge Person* on Ublick

Shaterzar's Preparation List:

- 1st Round: Receive *Greater Invisibility* from Telanar
- 2nd Round: Hides and Moves Silently to left side of the inner door

Ublick's Preparation List:

- 1st Round: Will stand next to Telanar and defend him

APL 16: Telanar's Preparation List

- 1st Round: *Protection from Spells* on everyone
- 2nd Round: *Foresight*
- 3rd Round: *Stoneskin*
- 4th Round: *Bear's Endurance*
- 5th Round: *Greater Blink*
- 6th Round: *Greater Arcane Sight*
- 7th Round: *Mirror Image*
- 8th Round: *Spell Turning*
- 9th Round: *Alter Self*
(Troglolyte for +5 Natural Armor)
- 10th Round: *Cat's Grace*
- 11th Round: *Displacement*
- 12th Round: *True Seeing*
- 13th Round: *Shield*
- 14th Round: *Defenestrating Sphere*

Kel's Preparation List:

- 1st Round: *Enlarge Person* on Ublick

Shaterzar's Preparation List:

- 1st Round: Use *Dust of Disappearance* on himself
- 2nd Round: Hides and Moves Silently to left side of the inner door
- 3rd Round: Poisons primary short sword with *Dragon Bile Poison*
- 4th Round: Poisons secondary short sword with *Black Lotus Extract*

Ublick's Preparation List:

- 1st Round: Will stand next to Telanar and defend him

Runic Guardian's Preparation List:

- 1st Round: *Protection from Energy (Fire)* on Telanar
- 2nd Round: *Protection from Energy (Electricity)* on Telanar
- 3rd Round: *Shield*

Judge Aid #3: Dalmac (aka Meersalm)

Dalmac (aka Meersalm)
Minor Artifact

+2 Keen Mortal-Bane Wounding Longsword

Ego: 40
Alignment: CE
Intelligence: 26
Wisdom: 16
Charisma: 23

Senses:

Darkvision 120'
Blindsense 120'
Capable of making Listen and Spot checks

Communication:

Speech
Telepathy (Wielder and Demons at Will)

Languages Known:

Common
Abyssal
Infernal
Celestial
Elven
Dwarven
Baklunish
Flan
Old Oeridian
Ancient Suloise

Skills:

Bluff +19
Diplomacy +8
Disguise +18
Gather Information +8
Knowledge (History) +9
Knowledge (Local) +13
Knowledge (Religion) +9
Listen +18
Search +8
Sense Motive +19
Spellcraft +14
Spot +18

Powers (Save DC: 18 plus spell level):

Grants Bearer Alertness Feat
Grants Bearer Track Feat
Detect Magic at Will
Deathwatch at Will

Faerie Fire (3/day)
Suggestion (3/day)
Detect Evil at Will
Undetectable Alignment (3/day)
Haste (3/day)
Teleport (3/day)

Special Purpose:

Slay MORTALS

Special Purpose Power:

Wielder gets +2 luck bonus on attacks, saves, and checks.

Dalmac is an intelligent weapon forged through the unholy union between a Suel sorceress and a balor. It is an intelligent weapon, and desires to slay mortal beings, or even better cause a large number of mortals to die (as was the case in the its effort with the Great Kingdom). Only one other fear will overwhelm this desire: the fear of returning to his father's grasp and control.

Dalmac has last used the reputation of 'Meersalm' as a cover for its activities, and will utilize it again if needed to escape the tomb. If someone in the party will not pick it up, it will attempt to bluff them into doing so through its old cover. It will address the party in Old Oeridian, claiming to be Meersalm, and utilize the reputation of it being the weapon of a great paladin (or so the history of the blade is known since its true history was covered up by the paladin's wife). It will ask about the status of the Great Kingdom, appearing to be a weapon out of touch with recent history (which is true, as it knows nothing of Iuz due to its captivity down in the tomb for the last several hundred years). It will ask to be returned to a Church of Heironeous so it may be utilized against this 'Iuz' or darkness that now consumes the land. Characters can make Sense Motive checks against his Bluff checks to attempt to pierce his deceptive actions. The blade casts undetectable alignment on itself daily, as it does not want its true alignment to be detected by one who might act as its savior.

If no one will grab Dalmac when combat begins, it will attempt to utilize its powers to assist the party as it does not want to be taking back to its father. It will use Haste on the party, or attempt to use Faerie Fire or Suggestion to convince the party to pick him up and use it to battle the demons, as it can act independently and activate its powers. It will talk supportively to the

party, and continue the façade to attempt to be rescued from the tomb.

If someone picks up Dalmac, they have to make a Will save immediately (at a -3, as the blades evil alignment and ego bestows 3 negative levels when held by someone not of Chaotic Evil alignment. (Dalmac can suppress this ability once he is in control of his wielder.) A character picking up the blade should be given Player's Handout #1, which lists the abilities and purpose that the blade desires. Those who make the Will save may control the blade, but those who fail it are to do as the blade instructs, without any recourse. The blades only purpose will be to leave the tomb and teleport (with the current wielder if they failed the Will save) away, as it does not want to go back to its father. If the wielder made the Will save, Dalmac will continue to try to gain dominance daily until the blade is delivered somewhere it cannot escape from or is left unwielded, in which case it will immediately teleport away of its own accord. Any character wielding or carrying Dalmac must save every new day or may attempt to save when the blade enters a combat or attempts to teleport away from the party. If the blade successfully teleports away with the character, they are doomed in no small way.

Due to the hallow effect in the tomb, the blade will need to escape out of the tomb to teleport away, meaning it will need to get past the demons and then outrun the wielder's companions if necessary. Once it teleports away (several times to make the distance between the wielder and possible discovery as difficult as possible), it will have the wielder deliver it to another who it finds more worthy and less known so it cannot be tracked down by the forces of its father, the Old One, or the previous wielder's companions.

Information that can be learned about the blade through speaking with it are listed below

With a DC 20 Knowledge: Religion check, it can be learned that Meersalm is the name of a special salve that Heironeous himself used to make his skin invulnerable to normal blows, although it can be dangerous for mortals to attempt to use.

With a DC 20 Knowledge: History check, it can be learned that it was rumored that a great paladin of Heironeous from the Great Kingdom in this area use to wield a blade known as Meersalm, although he disappeared shortly before the Great Kingdom began to fall into the individual countries that now border the Empire of Iuz.

With a DC 20 Knowledge: Iuz's Border States, it can be learned that the Great Kingdom once expanded from the east all the way into Perrenland, and its fall began several hundred years ago and eventual lead the

current areas that exist today, such as Furyondy, the Shield Lands, etc.

The following rules apply to intelligence weapons (per the DMG):

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

INTELLIGENT ITEM ALIGNMENT

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if he or she so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

ITEMS AGAINST CHARACTERS

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.
- In extreme circumstances, the item can resort to even harsher measures, such as the following acts:
 - Force its possessor into combat.
 - Refuse to strike opponents.
 - Strike at its wielder or her associates.
 - Force its possessor to surrender to an opponent.
 - Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their

demands but remain undaunted and continue to air their wishes and demands.

Player Handout #1: Lady Ameiva's Journal

13/5032 SD - Aldreth my love hasn't changed. The helm we used was removed and nothing. It pains me so to do this to him but he has become ~~ප්‍රබලයෙකු~~...

18/5032 SD - He has forsaken our god! What foul magic holds my love captive? Kira has a plan to stop him and if we are to protect the Great Kingdom and my fam~~යන්නා~~...

24/50~~෧෪~~ ~~෪෪~~ - Aldreth becomes more bold in council, soon he will cause ~~ශක්තිය~~ ~~ප්‍රබල~~ ~~බලය~~ I have finished constructing the place where we will hold my dear husband until I can determine what beguiles him. Kira and his old companions will lead him there where I can ~~ශක්තිය~~ ~~ශක්තිය~~

30/5032 - My beloved has been contained, my divinations have reviled nothing about his con~~යුතු~~ are growing worse in the kingdom. A great war thre~~යුතු~~...

3/5032 - My magics have been ineffective in curing what ails my husband and our lands are under siege. I fear tha~~යුතු~~...

7/5~~෧෪~~ - I fear this may be my last entry for some time. I have decided that I must seal this place in case our lands are overrun. Kira and the rest have agreed to enter stasis as guardians incase the prison is discovered. I have developed a new type of warding using my arcane and divine powers and I have sealed my husband's prison from dimensional movement

18/~~෧෪~~ - Today as I conducted my divinations ~~ශක්තිය~~ ~~ශක්තිය~~ ~~ශක්තිය~~ it had never done this before, how could it have ~~ශක්තිය~~ ~~ශක්තිය~~ perhaps the sword?

Player Handout #2: Meersalm's Controlling You

You have grabbed the blade called Meersalm and you are now under its control. However the entity inside the sword will not allow you to let your companions know until it is too late.

Meersalm has let you know that it does not intend to stay here or with your party, so you must attempt to escape this ruin so the blade may attempt to teleport away, which this tomb is not allowing to function inside.

You may attempt to wrestle control of the blade back to yourself when one of the following occurs: a day passes, a combat begins, or the blade attempts an action that puts you at risk (as it will when it attempts to teleport away with you if in control when leaving the tomb).

You are to attempt to escape the tomb and utilize Meersalm in combat if able to, but not to let anyone know that it is controlling you. The blade acts on your initiative, and may use any power (except teleportation) in the tomb during your turn, which consumes no actions of yours. The stats of the blade are listed below for your use:

Meersalm

Minor Artifact

+2 Keen Mortal-Bane Wounding Longsword

Ego: 40

Alignment: CE

Intelligence: 26

Wisdom: 16

Charisma: 23

Senses:

Darkvision 120'

Blindsense 120'

Capable of making Listen and Spot checks

Communication:

Speech

Telepathy (Wielder and Demons at Will)

Languages Known:

Common

Abyssal

Infernal

Celestial

Elven

Dwarven

Baklunish

Flan

Old Oeridian

Ancient Sulioise

Skills:

Bluff +19

Diplomacy +8

Disguise +18

Gather Information +8

Knowledge (History) +9

Knowledge (Local) +13

Knowledge (Religion) +9

Listen +18

Search +8

Sense Motive +19

Spellcraft +14

Spot +18

Powers (Save DC: 18 plus spell level):

- Grants Bearer Alertness Feat
- Grants Bearer Track Feat
- Detect Magic at Will
- Deathwatch at Will
- Faerie Fire (3/day)
- Suggestion (3/day)
- Detect Evil at Will
- Undetectable Alignment (3/day)
- Haste (3/day)
- Teleport (3/day)

Special Purpose:

Slay Mortals

Special Purpose Power:

Wielder gets +2 luck bonus on attacks, saves, and checks when attacking mortal beings.

Player Handout #3: You Possess Meersalm

You have grabbed the blade called Meersalm and have managed to not fall under its control. It has given you 3 negative levels but you are now able to utilize the blade without it forcing you to take any specific actions.

The blade acts on your initiative, and you may demand that it use any power (except teleportation) in the tomb during your turn, which consumes no actions of yours. The stats of the blade are listed below for your use:

Meersalm

Minor Artifact

+2 Keen Mortal-Bane Wounding Longsword

Ego: 40

Intelligence: 26

Wisdom: 16

Charisma: 23

Senses:

Darkvision 120'

Blindsense 120'

Capable of making Listen and Spot checks

Communication:

Speech

Telepathy (Wielder and Demons at Will)

Languages Known:

Common

Abyssal

Infernal

Celestial

Elven

Dwarven

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Flan

Old Oeridian

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Gather Information +8

Knowledge (History) +9

Knowledge (Local) +13

Knowledge (Religion) +9

Listen +18

Search +8

Sense Motive +19

Spellcraft +14

Spot +18

Powers (Save DC: 18 plus spell level):

- Grants Bearer Alertness Feat
- Grants Bearer Track Feat
- Detect Magic at Will
- Deathwatch at Will
- Faerie Fire (3/day)
- Suggestion (3/day)
- Detect Evil at Will
- Undetectable Alignment (3/day)
- Haste (3/day)
- Teleport (3/day)

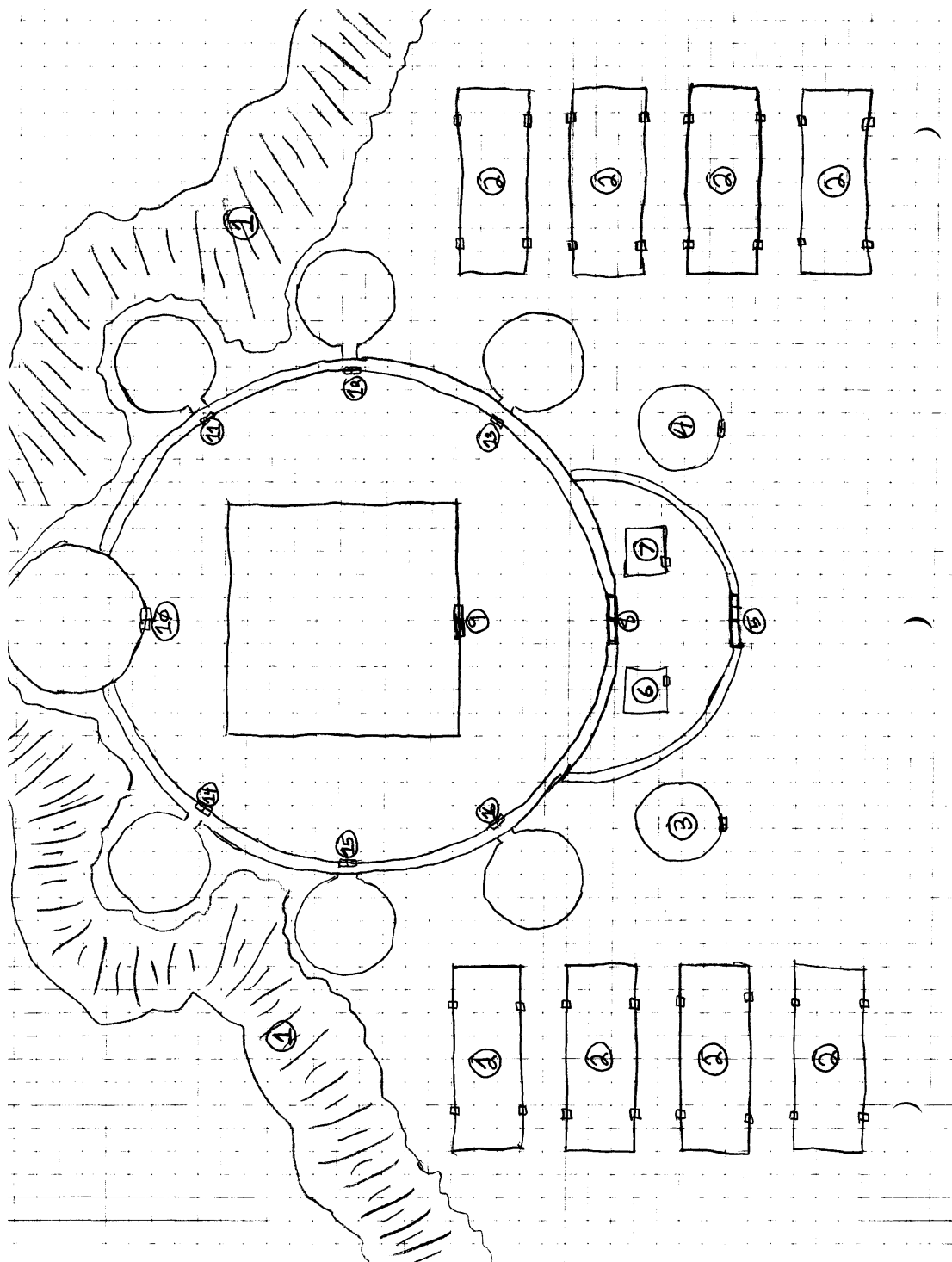
Special Purpose:

Slay Mortals

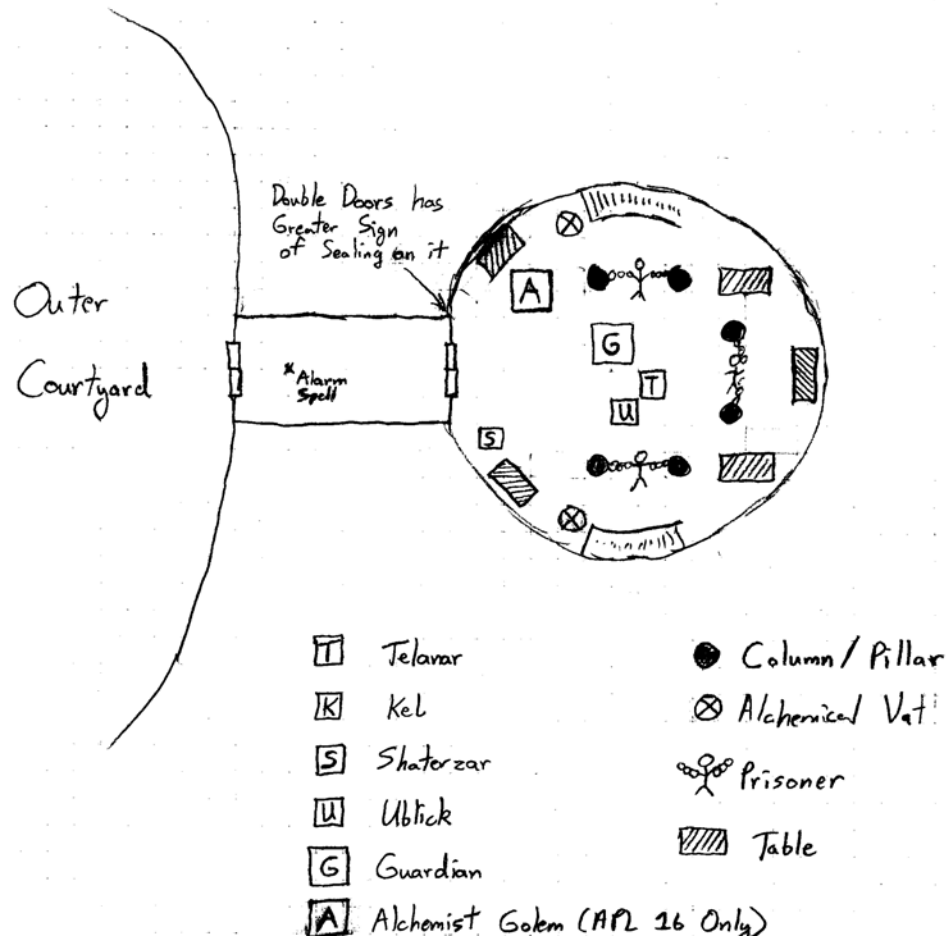
Special Purpose Power:

Wielder gets +2 luck bonus on attacks, saves, and checks when attacking mortal beings.

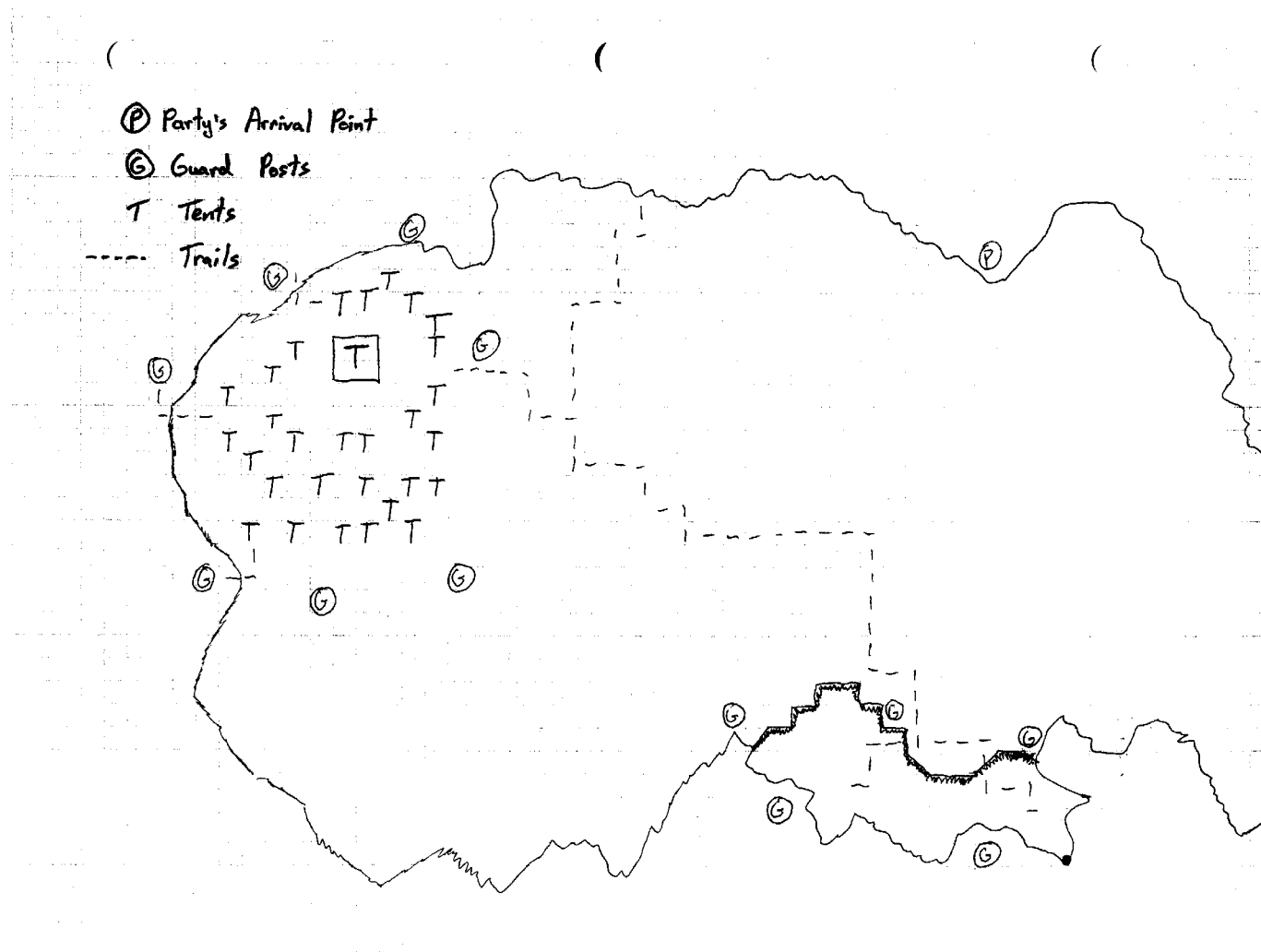
DM Aid #1: Gibbering Gate



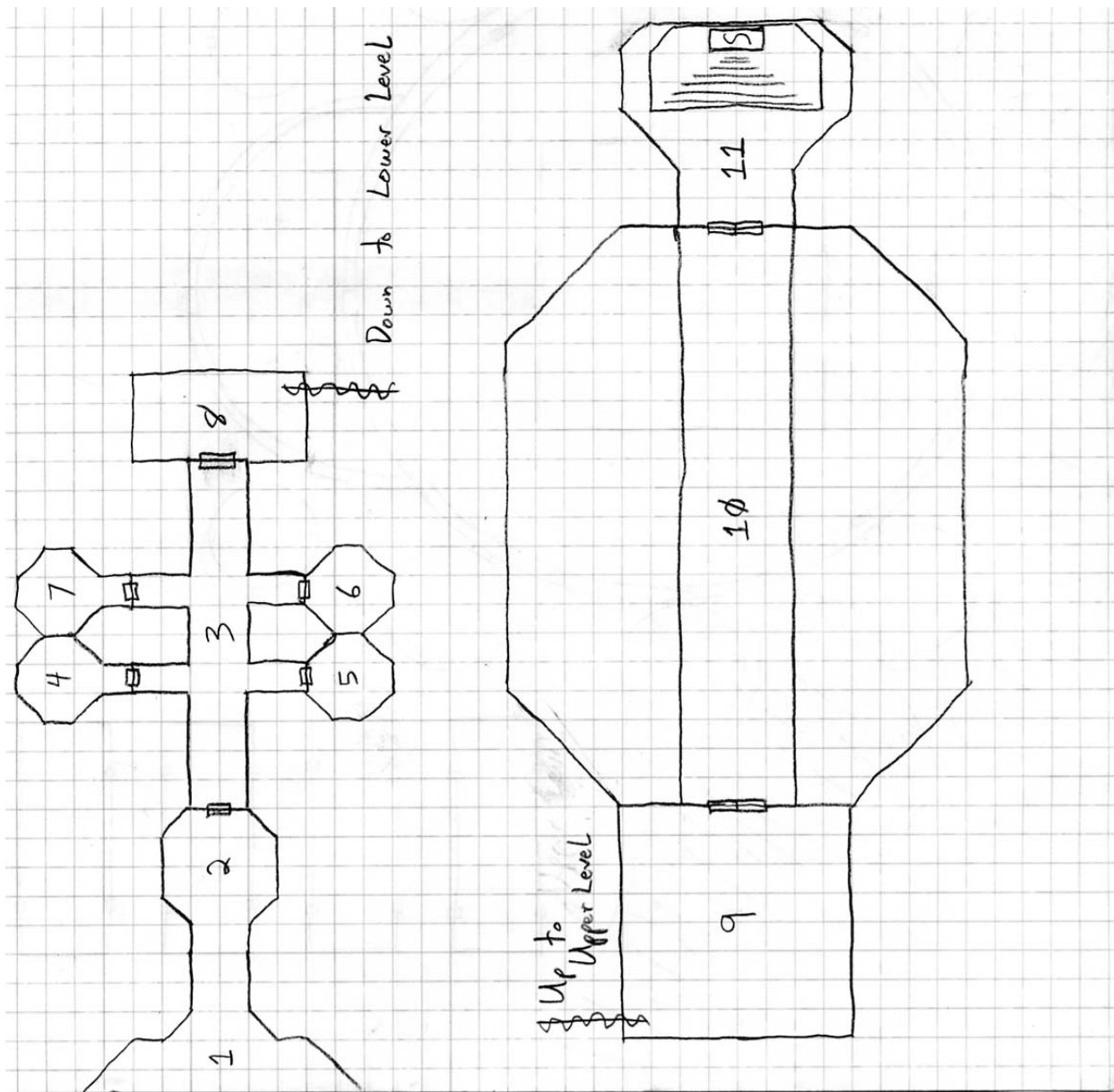
DM Aid #2: Telanar's Tower



DM Aid #3: Excavation Camp



DM Aid #4: Tomb of Lord Aldreth



Player's Map #1: Gibbering Gate

